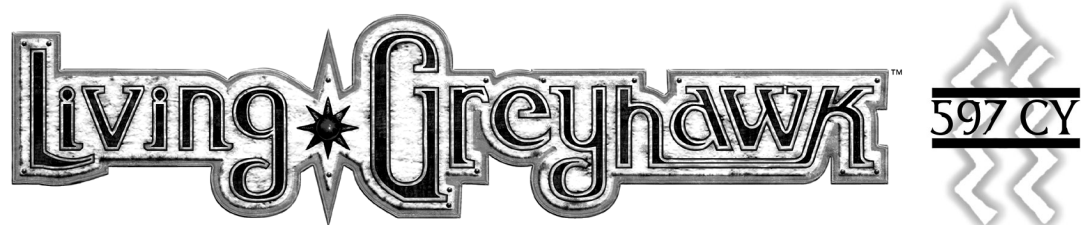


CORS7-02



# Rise of the Spider Queen

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

Version 1

by Creighton Broadhurst

Circle Reviewer: Colleen Simpson

**Playtesters:** Rob Wills, Jon Dobbie, Neil Wright, Andy Lewis, Creighton Broadhurst, Andre Bishop, Andrew Davis, John Deague, Russell Lee, Hugh McVicker, and Jonathan O'Donnell

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 Crystallist 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 Hellfurnaces for characters level 9-15 (APLs 10-14).

Resources for this adventure [and the authors of those works] include *Complete Divine* [David Noonan], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Drow of the Underdark* [Ari Marmell, Anthony Pryor, Robert J. Schwallb, Greg A. Vaughan], *Expedition to the Demonweb Pits* [Wolfgang Baur, Gwendolyn F.M. Kestrel], *Fiendish Codex I: Hordes of the Abyss* [Ed Stark, James Jacobs, Erik Mona], *Frostburn* [Wolfgang Baur, James Jacobs, George Strayton], *GDQ1-7 Queen of the Spiders* [Gary Gygax], "In the Frost and the Snow" in *Dragon* 155 [David S. Reimer], "Istivin: City of Shadows" in *Dungeon* 117 [Greg A. Vaughan, Erik Mona], *Living Greyhawk Gazetteer* [Gary Holian, Erik Mona, Sean K Reynolds, Frederick Weining], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead], *Miniatures Handbook* [Michael Donais, Skaff Elias, Rob Heinsoo, Jonathan Tweet], *Monster Manual IV* [Gwendolyn F.M. Kestrel, Jennifer Clarke Wilkes, Matthew Sernett, Eric Cagle, Andrew Finch, Christopher Lindsay, Kolja Raven Lique, Chris Sims, Owen K.C. Stephens, Travis Stout, JD Wiker, Skip Williams], *Races of the Wild* [Skip Williams], *Player's Handbook II* [David Noonan], and *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor]

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

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## PLAYERS READ NO FARTHER

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

## PREPARING FOR PLAY

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

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

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in

this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

## LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To 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 Hellfurnces. 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

This adventure 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 (along with any relevant maps) fits onto a single or double page. 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 but does not show monster starting positions or chamber features.

## PREVIOUS CORE ADVENTURES

Events and AR items from several previous adventures can affect play in *CORS7-02 Rise of the Spider Queen*. Before play begins, check to see if any of the PCs 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 yet scheme in Sterich.
- ***CORS3-01 Assault on the Vault*:** PCs that foiled House Noquar's kidnap of Lady Tismina, Lord Stophase, and General Krill have already fought the drow (and have travel to the Vault of the Drow!)
- ***ADP 6-03 Red Hand of Doom*:** PCs that have foiled the Red Horde's invasion of Sterich have already saved the kingdom from destruction and may have AR items that impact their reputation or ability or acquire items in Sterich.

## ADVENTURE BACKGROUND

The drow of Erelhei-Cinlu have long fought among themselves for their dark patron's favor. Almost twenty years ago two noble families—House Eilserv and House Tormtor's—led by Eclavdra, matron of House Eilserv sought to extend their dominion over the surface lands. To accomplish this, they supported the Slavelords of the Pomarj and stirred up the giant clans of the Crystallists, Jotens, and Hellfurnaces.

Their sudden increase in power and prestige worried Erelhei-Cinlu's other noble houses who appealed to the Spider Queen's priestess to bring the two rogue houses back into line. Their attempt failed and, in retribution, the Eilservs and Tormtors began to venerate a nameless Elder Elemental God.

In this treachery, the Spider Queen herself saw opportunity. She had long coveted the lands of the Flanaess and hatched a plan to draw the Oerth into the Demonweb using Eclavdra's attacks as a diversion. Using her almost unmatched powers, she encased Istivin in a massive black bubble as a prelude to opening a massive portal between the Demonweb and Oerth. Initially, the ebon sphere only covered Istivin's citadel but after its appearance it slowly began to grow, swallowing up yet more of the beleaguered city. Her plan, however, ultimately failed when a party of brave adventurers assaulted the Demonweb, wrecking her scheme.

Lolth, of course, blamed House Eilserv and Eclavdra's fall from grace was sudden and dramatic. Decades of internal strife ensued as the surviving houses fought to better their lot in the new, suddenly fluid, political landscape. Eventually, House Tormtor rose to the fore, its matron—Verdaeth—demonstrating exceptional cunning and loyalty to the Spider Queen. It seemed that the drow had returned to their old ways.

Since the fall of House Eilserv, Verdaeth had been quietly investigating Eclavdra's machinations and had discovered a passageway close to the city that lead into the Hellfurnaces. This passageway was strategically important to Verdaeth because teleportation and similar magics in the area surrounding the Vault of the Drow were impossible because of some strange radiation permeating the rock

Realizing the potential of such a site, she garrisoned it with trusted troops. Such a base, she reasoned, would be a useful toehold on the surface lands from where she could send out spies and the occasional raid. Of course, other drow houses also investigated the Eilserv's links with the surface. Chief among these was the now-extinct house of Noquar. Thus, ever since their mistress's defeat the drow have continued to meddle in Sterich's affairs. (The Noquar's machinations are detailed in the low-level version of this adventure.)

## RECENT EVENTS

Then, several months ago, the drow began to hear rumors that Lolth herself prepared to return to Oerth to revenge herself on the world that dared defy her. These rumors of Lolth's imminent arrival on Oerth have hurled her loyal followers into an orgy of violence as they prepare for their mistress's attack. Raids on the surface have increased once again as Lolth's priesthood demands more sacrifices to hasten their mistresses' arrival (and to prove their devotion).

The rumors have also spurred the matron mothers of Erelhei-Cinlu's other noble houses to action. Again, they vie with one another to prove the most loyal and the most deserving of their patron's favor.

Inevitably, many of the surface raids have fallen upon the Kingdom of Sterich. As instigators of Lolth's last defeat, Lolth's faithful hold a particular hatred for that surface realm. Many of Erelhei-Cinlu's noble houses have contacts and minions among the denizens under the Hellfurnaces and Crystalmists and these hapless creatures have been sent forth to punish Sterich for its impudence.

As the adventure begins, the raids have been escalating for around two months. Many people in the western provinces have been killed and still more have been carried away. Nobles and other interested parties have noticed that elves and half-elves are often singled out above all other targets. This has led them to conclude that the drow have once again turned their hateful eyes toward 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, 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.

**General Combat Tactics:** In combat, the drow prefer to let their minions do most of the fighting, if

possible. They view such creatures as expendable and willingly sacrifice them in the service of Lolth.

**Captured:** PCs captured by the drow are likely doomed. Such individuals are beaten, stripped of their equipment before being tossed into Area 8. PCs trying to hide a small object can make a Sleight of Hand check opposed by the searching drow's Search check (PH 81). Success indicates that the PC has managed to smuggle the item into the cell. Subsequently, they are beaten and tortured sporadically to break their spirits (and to prepare them for their sacrifice to Lolth). Unless their comrades rescue them within two weeks, the drow sacrifice them to Lolth and drop their remains into Area 12.

## HOUSE TORMTOR

House Tormtor have claimed, and significantly altered, the dungeons below King Snurre's Hall. The dark cleric Imrae Abaeir commands the outpost. Filraen Ghaun, a powerful (but unpredictable) wizard, assists her. Both are loyal to Matron Verdaeth and House Tormtor. However, as chaotic evil creatures, there is a rivalry between the two powerful spellcasters that degrades their ability to work together to repel the PCs' attack.

The drow use this area as a base of operations. They do not quarter many troops here, depending on the locale's remote location and fearsome reputation to keep away intruders.

## ADVENTURE SUMMARY

The adventure opens in Istivin where Frush O'Suggill, Captain General of the Watch asks the PCs to investigate the ruins of King's Snurre's Hall. Arriving at the ruins, they find them deserted. After some searching, however, they discover a passageway leading down into the dungeons of the place.

Investigating the tunnels, the PCs find that they have been extensively modernized by the drow of House Tormtor who now use them as a base. Exploring further, the PCs battle a number of foes including roper guards, fanatical troglodyte warriors, and fearsome golems. Penetrating deep into the lair, they eventually fight the drow themselves and liberate some prisoners otherwise destined for sacrifice on the Spider Queen's altar. Careful (or perceptive) parties also discover evidence that the drow believe that Lolth herself will soon walk upon the Oerth and that Sterich will be the first to feel her wrath.

## INTRODUCTION

Play begins in Istivin, capital of Sterich. Give each PC a copy of Player Handout: Introduction. Allow the PCs to introduce themselves and to explain their presence.

When they are ready, read the following:

*You are in Istivin, capital of the Kingdom of Sterich. Almost more than any other realm, Sterich has suffered much since the Greyhawk Wars. Overrun by humanoids led by giants in 584, liberated four*

*years later before once again falling under the sway of giants in 594, the realm is once again free.*

*Reports of a fresh wave of raids from the western mountains evoked universal alarm throughout the kingdom. The nobles of the land – desperate to avoid the bloodshed and destruction so often visited on Sterich in the past – have sent forth a plea for aid throughout the Flanaess.*

## HOOKS

There are many reasons why the PCs could have traveled to Sterich.

- **Protect the Weak!** Hearing of the increase in humanoid and giant raids, the PCs have traveled to Sterich to defeat this menace.
- **Gloom and Disunion Cycle:** PCs that have completed COR2-04 *Birthday Bash* and/or COR2-05 *Beneath the Vale* already know that the drow yet scheme in Sterich. Such PCs with the Point of Contact in Istivin AR item have been summoned by House Mindon to combat these new raids.
- **CORS3-01 Assault on the Vault:** PCs that foiled House Noquar's kidnapping of Lady Tismina, Lord Stophase, and General Krill have already fought the drow (and have travel to the Vault of the Drow!) Such characters could have the Favor of Lord Stophane, the Favor of General Krill, or the Favor of Lady Tismina AR items. Thus, the relevant noble – well aware of the PC's prowess – contact them and ask them to come to Sterich to halt these raids.
- **Lord Errant of Sterich:** Some characters participating in CORS3-01 *Assault on the Vault* received the Lord Errant of Sterich special certificate. Such PCs are required to defend Sterich and are summoned by Her Magnitude, Resbin Dren Emondav, Marchioness of Sterich to do just that. PCs failing to heed this call lose this special certificate.
- **ADP 6-03 Red Hand of Doom:** These characters have foiled the Red Horde's invasion of Sterich. As proven defenders of the kingdom, they are called upon once more.

## LEARNING MORE

At this point, allow the PCs to make any initial Knowledge checks that they want to before proceeding to Encounter 1. Additionally, use the notes below to adjudicate any subsequent Knowledge checks.

### Whisper and Rumors

PCs wishing to Gather Information can learn more about recent events. A successful skill check reveals the following information (including that gleaned by a lower DC.)

- **DC 10:** The western provinces have recently been subjected to increased raiding from the humanoids of the western mountains. These raids have been going on for about two months.

- **DC 15:** Bugbears and troglodytes are doing most of the raiding. Orcs, as well, have been seen but in much smaller groups.
- **DC 20:** Elves and half-elves have been the particularly subject of these attacks. Many times, they are not slain by the raiders, instead being carried off back into the mountains.
- **DC 25:** Some survivors speak of shadowy figures in the darkness coordinating these attacks. Their identities, however, remain a mystery.

### On the Drow

PCs with ranks in Knowledge (local: any) can learn more about drow. A successful skill check reveals the following information (including that gleaned by a lower DC.)

- **DC 15:** This creature is a drow – an evilly aligned elf that dwells deep underground. They have all the traits of elves.
- **DC 20:** Drow have strong resistance to magic but are vulnerable to light. This reveals all drow traits.

### On Erelhei-Cinlu and the Vault of the Drow

PCs with ranks in Knowledge (local: Sheldomar Valley) or with bardic knowledge can learn more about Erelhei-Cinlu and the Vault of the Drow. A successful skill check reveals the following information (including that gleaned by a lower DC.)

- **DC 15:** The drow dwell deep beneath the Hellfurnaces in a massive cavern known as the Vault of the Drow.
- **DC 20:** Within the Vault, stands the ancient city of Erelhei-Cinlu. The city is one of the few drow enclaves in which surface dwellers can come and go with relative safety.
- **DC 25:** Eight noble houses and the merciless priesthood of Lolth rule Erelhei-Cinlu. The constant shift of allegiances between the noble houses makes the politics of the city convoluted and deadly.

PCs that participated in CORS3-01 *Assault on the Vault* automatically know the above information imparted by a DC 20 check.

### On the Spider Queen

PCs with ranks in Knowledge (religion) can learn more about Lolth. A successful skill check reveals the following information (including that gleaned by a lower DC.)

- **DC 15:** Lolth is the intermediate goddess of drow, spiders, evil, and darkness. Her epithets include "The Spider Queen," "Queen of the Demonweb Pits," "Flesh-Carver" and "Weaver of Webs." Her symbol is the head of a female drow with spider's legs. Most drow worship Lolth.
- **DC 20:** Lolth is both cruel and capricious; she demands many sacrifices and demonstrations of loyalty. She foments internal discord to keep her chosen people tough and ruthless.

- **DC 25:** Religious infighting plagues the drow. Those disaffected with Lolth's rule venerate other gods.

PCs with ranks in Knowledge (history) can learn more about Lolth and her previous schemes. A successful skill check reveals the following information (including that gleaned by a lower DC.)

- **DC 10:** A couple of decades ago, Istivin was encapsulated in a huge black bubble. The bubble slowly began to expand, swallowing much of the city! Adventurers defeated Lolth's scheme and Istivin returned to normal (although, since then a fell aspect has fallen across the capital).
- **DC 15:** Six years ago (in 591) five slain desiccated drow were found in Istivin. They were found wearing the robes of certain officials who have not been seen since.
- **DC 20:** In 592 a carnival in Istivin led to the revelation that drow still lurked within Sterich. Subsequent prophecies gleaned by followers of the Far Wanderer (Celestian) led to the discovery of more drow. (This pertains to COR2-04 *Birthday Bash* and COR2-05 *Beneath the Veil*).

### On King Snurre

PCs with ranks in Knowledge (local: Sheldomar Valley), Knowledge (history), or with bardic knowledge can learn more about King Snurre. A successful skill check reveals the following information (including that gleaned by a lower DC.)

- **DC 20:** King Snurre was one of the drows' main allies during the threat to Sterich two decades ago. Adventurers killed him and many of his kin when they invaded his hall.

### Information Spells

Clever PCs may use powerful spells to seek to learn more about the raids. Use the notes below to dispense this information. If the PCs use a spell not listed below, improvise the information they gain using the following notes as a guide.

- **Commune.** This spell answers a number of questions with yes/no answers. In general, give out completely factual answers to any question given.
- **Contact Other Plane.** Use the notes for *commune* as guidance when answering questions asked through a *contact other plane*. Remember that the answers are more abrupt and evasive than with *commune* as those answering resent such contact. Also, do not forget to check to see if the PC suffers any ill effects for casting this spell.
- **Divination.** If the PCs ask any general questions about the ruins or the threats lurking within, read the following: *"An ancient enemy bent on revenge arises from below the eternal fires. Fight the darkness with light."*
- **Legend lore or vision.** Unless the PCs gain detailed knowledge from some other source treat the PCs as

only knowing rumors relating to the drow. Thus, the casting time for this spell would be 2d6 weeks and therefore would significantly delay the expedition. If the PCs somehow get such information and they ask about the drow relate the following: *"Great avarice and evil waits in the dark. Driven from its home, a dark compact has been entered into that will forever change the face of the Flanaess."* Otherwise, improvise an answer based on the information here and in the Adventure Background.

- If the PCs ask about the ruins relate the following: *"The demesne of a fallen fire king once again teems with his allies of old."*

## DEVELOPMENT

When the PCs have introduced themselves and have carried out any initial Knowledge checks proceed to Encounter 1.

## 1: ISTIVIN

Istivin is the capital city of the Kingdom of Sterich. Here, the PCs meet Frush O'Suggill and learn of their mission.

**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).

*Krelont Keep is an imposing place set atop a looming granite promontory in the centre of Istivin. You have been waiting in a private audience chamber for some time when a door finally opens. Two middle-aged men, obviously once powerful warriors, enter the room.*

*One of the men, his face disfigured by a large scar running from his forehead down to his left cheek, speaks. "Greetings my friends," he booms, "I am Frush O'Suggill, Captain General of the Watch and this is my old companion, Philotomy Jurament.*

*You have my thanks for meeting us. I believe you are here to offer us aid?"*

Once the PCs affirm their desire to help, he continues.

*Frush continues, "Humanoids of the western mountains once again raid our western provinces. What concerns us is the intensity and ferocity of these raids. They go far beyond the norm for such activity. We fear that our old enemies, the drow, may be behind them. We want you to investigate one of their old lairs to see if they once again plot against us. We want you to investigate King Snurre's old hall.*

At this point, the PCs likely have many questions. Frush answers any basic questions, but he is a very busy man. He leaves soon after the PCs say they will help.

**Where is King Snurre's hall?** Hidden deep within the Hellfurnaces.

**How do we get there?** Magic. Time is of the essence. If you cannot transport yourselves there we will provide you with the means to do so. Of course, if you really want to, you can spend the three weeks trekking through the mountains. I don't recommend it, though.

**How do we get back?** Two days after your arrival, I will send one of the court wizards to bring you back. If you want to return earlier, use a *sending* or similar magic to alert us. (If asked, he will provide a *scroll of sending*, which he wants back if it is not used).

**What can you tell us about the hall?** Philotomy will fill you in on those details (see below for what Philotomy knows).

**What's in it for us?** My thanks, and the thanks of a grateful nation, if you uncover the source of the raids. Additionally, you can keep anything you find in the ruins – Sterich will not levee any taxes against you.

## FRUSH O'SUGGILL, CAPTAIN-GENERAL OF THE WATCH

*This powerfully built, middle-aged man has a closely-cropped beard, and a long scar crossing his face.*

LG male human fighter 16

**Attitude:** Helpful (PH 72).

**Personality:** Concerned for the safety of Sterich, Frush is a kind, but straight-laced, man. Energetic, he prefers action to talk.

**History:** Frush was one of the adventurers who defeated Lolth's last attempt to subjugate Sterich. Along with his companions, he traveled to Erelhei-Cinlu and from there into the Demonweb. After the Greyhawk Wars, he returned to Sterich where Marquis Querchard appointed him Captain-General of the Watch.

**What He Knows:** Frush can relate any information in the Learning More in the Introduction uncovered by a DC 20 check. Additionally, see the sample questions, above.

## PHILOTOMY JURAMENT

*This tall, once powerfully-built, man is around 50 years old. His eyes are still clear, however, and his hair has many grey streaks within.*

LG male human paladin 15.

**Attitude:** Helpful (PH 72).

**Personality:** Jovial but very correct, Philotomy expects people to show him the correct respect. He is a devout follower of Heironeous and is especially friendly to fellow believers.

**History:** Philotomy was one of the adventurers who defeated Lolth's last attempt to subjugate Sterich. Along with his companions, he traveled to Erelhei-Cinlu and from there into the Demonweb. Now, however, he grows old and spends his time training a new generation of paladins to protect the Flanaess.

**What He Knows:** Philotomy can relate any information in the Learning More in the Introduction uncovered by a DC 20 check. Additionally, see below.

Philotomy has the following additional information to add to the conversation:

**On Snurre's Hall:** We attacked the foul fire giants in their lair and slew all who stood before us. Their king, a mighty giant called Snurre, died in his own throne room by my blade.

**On the Dungeons Beneath:** There were two levels of caverns below the hall. At the very bottom of the caves, beyond a river of magma, a single passageway leads deeper into the mountains. It led to the accursed city of the drow—Erelhei-Cinlu.

**On Opponents:** We fought many fire giants and their kin. We also killed many drow.

## DEVELOPMENT

If the PCs trek through the Hellfurnaces, proceed to Encounter 2. If they would rather use their own magic, or be transported there by Sterich's mages (who use *greater teleports* to move the party), proceed to Encounter 3.

## 2: HELL ON OERTH

King Snurre's Hall is hidden deep with the Hellfurnaces. Volcanoes (allegedly ignited by the Rain of Colorless Fire) riddle this inhospitable mountain range. They are well known as a nest of evil – rampaging giants and foul humanoids being commonplace.

The mountains are uniformly steep and much treacherous terrain abounds. Reaching King Snurre's Hall without magic is a major undertaking. It takes roughly three weeks for a party on foot to snake their way through the mountains before finally reaching their goal. During this time, small bands of humanoids attack them several times but they easily defeat these threats.

## DEVELOPMENT

PCs using magic to reach King Snurre's Hall, reach it much quicker. When they reach their objective, proceed to Encounter 3.



### 3: KING SNURRE'S HALL

This encounter deals with the PCs' exploration of the ruins of King Snurre's Hall. When the PCs arrive in this area, read the following:

*The shattered remains of a massive building stand atop a high steep-sided hill of dried lava, slag, and craggy black rock almost 300 ft. high. Everywhere, small vents in the ground sporadically spurt jets of flame.*

Although impressive, the sporadic jets of flame issuing from numerous crevices and vents in the area are essentially harmless. Nothing stands between the PCs and Snurre's Hall.

#### THE RUINS

The vast majority of the above ground portions of the Hall of the Fire Giant King are ruined and abandoned. Chambers have either completely collapsed or are so choked with rubble and debris that they are essentially impassable and uninhabited. No map represents these ruins. If the PCs explore they discover several things:

- The Grand Hall and Throne Chamber are in better repair than the rest of the structure. With a little work, the PCs can set up camp in these areas if they wish. Refer to Event 1 for more information.
- A DC 10 Search check reveals a partially hidden tunnel entrance about 5 ft. wide and 8 ft. high. Refer to Encounter 4 for more details. Note, the PCs must find this tunnel to progress.
- Charred and blackened skeletons of giants lie throughout the ruins. A DC 20 Search check also turns up the bodies of a number of orcs that have been dead for a couple of months. (These are Imalsh's kin—Encounter 7.)
- **Tracks:** A PC with the Track feat succeeding on a Survival check discovers some tracks in the ruins. A successful Survival check also uncovers all information revealed by a lesser result.
  - **DC 23:** A single, Large creature has been moving about the ruins, seemingly at random. It came in from the west and left to the east.
  - **DC 25:** A number of Medium humanoid tracks are evident in the ruins. The group was around 12 strong. These tracks were made by Imalsh's ki (Encounter 7).
  - **DC 26:** A number of Medium creatures have been in the vicinity of the passageway detailed in Encounter 4. The tracks are of varying age.

#### DEVELOPMENT

If the PCs elect to rest in the ruins proceed to Event 1. When they investigate the hidden passageway, proceed to Encounter 4.

### 4: CAVERNS OF THE DROW

This dungeon, previously an extensive network of natural passageways and chambers, was once under the dominion of King Snurre and his fire giant minions. While the drow have extensively modified the cavern's layout from G3 *Hall of the Fire Giant King*, their general dimensions remain the same. Thus, the corridors and chambers may seem over-sized for the drow and their servants. The drow have also extensively modified the caverns to better suit their tastes. Thus, where once the cavern walls were natural they have been worked and smoothed.

Refer to Appendix 3 for information on the dungeon and its generic features. When the Players investigate this tunnel, read the following:

*A tunnel cuts through the debris and ruins of Snurre's old hall. Regularly braced with large stones (and, in places, obviously shaped by magic) it takes a rambling route under the ruins for about 50 ft, or so before plunging sharply downwards.*

A DC 23 Spellcraft check reveals that multiple *stone shape* spells been formed some portions of the tunnel.

A DC 20 Knowledge (architecture and engineering) check reveals that the tunnel is safe and that it is not in danger of collapse.

#### TUNNEL FEATURES

**Width:** The tunnel is only 5 ft. wide.

**Ceiling:** The ceiling is roughly 8 ft. high.

**Steep Stairs:** A flight of steep stairs leads down into the dungeons below Snurre's Hall. Characters moving up the stairs must spend 2 squares of movement to enter each square. Characters running or charging down steep stairs must succeed on a DC 10 Balance check upon entering the first steep stair square. Characters who fail stumble and end their move 1d2x5 feet later. Characters that fail by 5 or more take 1d6 points of damage and fall prone in the square they end their movement.

**Tracks:** A successful DC 26 Survival check by someone with the Track feat reveals the tracks of Medium creatures leading up and down the tunnel.

#### DEVELOPMENT

Proceed to Encounter 5.



## EVENT 1: CAMPING IN SNURRE'S HALL

If the PCs rest overnight in Snurre's Hall, minions of the drow attack them. If they elect to sleep outside, quickly sketch a map of the surrounding area. If they *teleport* to a place of safety, such as Istivin, they are not attacked.

**Suggested Miniatures:** 2 bugbear gang leaders (Unhallowed), 1 fire giant forgepriest (Blood War).

Surtr's Chosen and the bugbears approach from outside. Before they attack, one of the bugbear infiltrators scouts the party's disposition but gets no closer than necessary. Have any awake PC make an opposed Spot or Listen check to notice this. Sleeping PCs may also make a Listen check to hear the bugbear (at a -10 penalty further adjusted for range).

If the PCs obviously notice the bugbear he charges into combat and his fellows arrive one round later. If the PCs do not notice the bugbear infiltrator, refer to the Tactics section, below.

## APL 10 (EL 13)

🔥 **Surtr's Chosen (1)**: male fire giant favored soul 2;  
hp 199; Appendix 1.

🐾 **Bugbear Infiltrators (2):** male bugbear ranger 5/rogue 3; hp 83; Appendix 1.

## APL 12 (EL 15)

⚡**Surtr's Chosen (I):** male fire giant favored soul 4;  
hp 222; Appendix I.

🐾 **Bugbear Infiltrators (2):** male bugbear ranger 5/rogue 5; hp 96; Appendix 1.

## APL 14 (EL 17)

⚡ **Surtr's Chosen (1)**: male fire giant favored soul 6;  
hp 291; Appendix 1.

🐾 **Bugbear Infiltrators (2):** male bugbear ranger 5/rogue 7; hp 109; Appendix 1.

This encounter has a +1 EL modifier because the PCs are attacked at night, when some of them are likely unarmored or low on memorized spells.

**Bugbear Infiltrator Tactics:** Initially, the bugbears try to sneak into the room, positioning themselves to quickly silence any guards. They prefer to gang up on a single opponent to maximize their sneak attack damage.

**Surtt's Chosen Tactics:** Surtt's Chosen casts his protective spells (APL dependant) before combat begins. He then uses his scroll of widened *silence* (at APL 10, this requires a DC 10 caster level check) and moves into the chamber. Once in the chamber, he gets as close as possible to obvious spellcasters to nullify their abilities. (He prefers to target sorcerer or wizard types with this tactic because of their fragility in melee). If both bugbears are slain, he proposes a truce (see Surtt's Chosen overleaf.) If this fails, he retreats and does not return.

## HALLWAY FEATURES

**Floor:** The floor of this area is of reddish-black stone. Once highly polished it is now pitted and worn.

**Walls:** Where still standing, walls are of black or reddish black rock seemingly fused together by great heat.

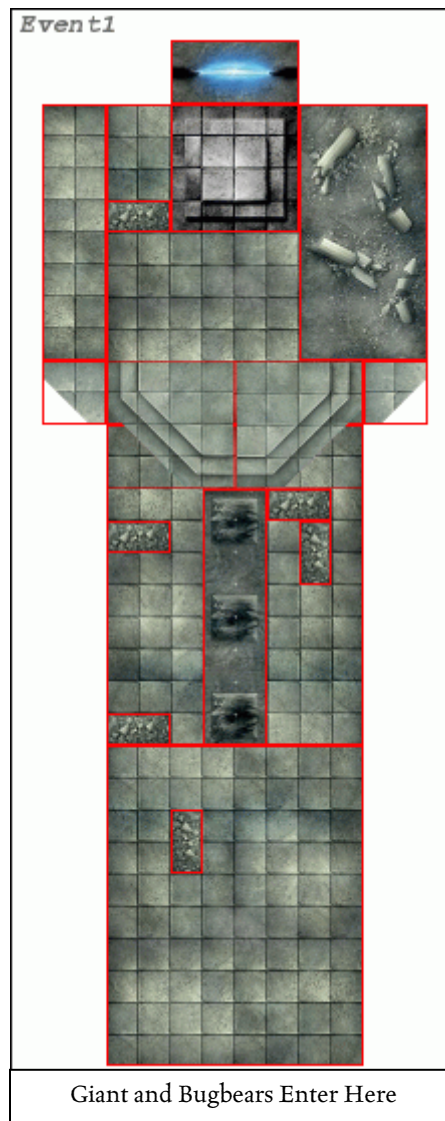
**Vaulted Ceiling:** The ceiling is 30 ft. high.

**Slender Pillars:** Three slender pillars of black stone, carved to show dwarves straining to hold up the roof, stand here. Characters receive a +2 cover bonus to AC and a +1 cover bonus to Reflex saves when in the same square.

**Moldering Tapestries:** These worthless, faded tapestries give concealment (20% miss chance) to anyone behind them.

**Dense Rubble:** Dense rubble chokes much of this area. Entering such squares costs 2 squares of movement, increases the DC of Balance and Tumble checks by 5, and increases the DC of Move Silently checks by 2.

**Skeletons:** Among the rubble lie the skeletons of four ettins and two fire giants; all died violent deaths. Their equipment has long since been looted.



## THRONE ROOM FEATURES

**Steps Up:** Two gradual steps of cracked, white-veined, black marble lead up from the hallway to the remains of the throne room. While on the stairs, a character gets a +1 bonus on melee attack rolls against creatures below them.

**Floor:** The floor was of deep red, polished stone. It is now pitted and strewn with rubble.

**Walls:** The walls were decorated with colored stones arranged to show a variety of King Snurre's victories. Many of the frescos are badly damaged.

**Ceiling:** The vaulted ceiling is 60 ft. high.

**Dense rubble:** See Hallway Features.

**Snurre's Throne:** A profusion of black and white banded onyxes and other precious gems once decorated this massive throne (hardness 8; 1,080 hp; break DC 75). Now, all are looted – their settings are, though, still clearly visible. The throne is carved from a single piece of jet and is fused to the floor. Attempting to carve off pieces of jet from the statue produce only worthless shards.

The throne provides cover (+4 to AC, +2 on Reflex saves) to anyone behind it.

Characters can hop up onto the seat of the throne with a DC 10 Jump check or scale its sides or rear with a DC 20 Climb check. While on the throne, creatures gain a +1 bonus on melee attacks against those below them.

A large skeleton is sprawled across the throne.

**Flaming Skull:** Carved into the wall behind the throne is a flaming skull flanked by fire giants with clubs over their shoulders. It is heavily damaged. A DC 20 Knowledge (local: Sheldomar) or a DC 25 bardic knowledge check identifies it as Snurre's personal device.

**Skeletons:** Among the rubble lie the skeletons of many fire giants; all died violent deaths. Their equipment has long since been looted or is beyond use.

## SURTR'S CHOSEN

*Tall and heavily muscled, this fire giant is clad in half-plate armor and wields a massive greatsword.*

**Attitude:** Hostile (PH 72). If both bugbear infiltrators are killed, however, he dispels the widened silence and proposes a truce. (His attitude improves to unfriendly). A successful, hurried Diplomacy check (full-round action, -10 penalty) is enough to convince him that the party won't slaughter him out of hand if he stops fighting. Moving his attitude to indifferent or better convinces him that the PCs seek only the drow. In this instance, he lets them continue their explorations but insists they take nothing from the surface ruins.

**Personality:** While not a particularly loyal servant of the drow, he feels great affinity to the ruins. He dislikes the chaotic "dark skins" and blames them in large part for the death of his kin so long ago. Surtr's Chosen is proud of his heritage and does not surrender to anyone; at best, the PCs can arrange a temporary truce with him. He does not enter the lower levels.

**What He Knows:** He knows that several drow live below, and that there used to be extensive caverns below the hall – at least two levels – but these were destroyed when a band of humans and elves assaulted the hall. The

drow and their servants arrived several years ago but in the last few months they have sent out many raiding parties. Many captives have been carried down into the darkness.

**History:** This fire giant – a rarity among his kin – has been blessed with spellcasting powers by Surtr. Twenty years ago, he was one of the few survivors of Snurre's fall. At the time, he was little more than a child, but still vowed revenge against those responsible.

## BUGBEAR INFILTRATORS

*Savage, muscular humanoid covered in coarse hair. Its mouth has long, sharp fangs, and it wields two light maces.*

**Attitude:** Hostile (PH 72). A successful opposed Intimidate check (PH 76) or improving their attitude to indifferent (or better) gets them to reveal the information below. If this check fails, or if they are still unfriendly or hostile, they lie.

**Personality:** These bugbears are willing servants of the drow. They are violent and coarse.

**What They Knows:** The drow use them to scout the surrounding area. They have not yet been admitted to the lower levels and know nothing of them.

**Recent History:** They have served the drow for around two months now. In that time they have killed or captured several mining parties as well as participating in three raids into Sterich's borderlands.

## DEVELOPMENT

Because this fight takes place at night, it probably interferes with the party's rest. Such an interruption can be disastrous for any spellcaster who requires 8 hours of uninterrupted rest before relearning spells (PH 178).

If the PCs decide to rest here for another night, the drow send their troglodyte soldiers, from Area 10. If the troglodytes are already dead, Imrae sends the troglodytes from Area 7 led by Elkantar and Tluth. If this second attack fails, Imrae sends no more raiders. Instead, she butchers all the prisoners and prepares to retreat. In this instance, the PCs interrupt her as she is preparing her final sacrifice.

## 5: STRANDS OF DEATH

In this encounter, the PCs enter the passageways beneath King Snurre's ruined hall, and battle roper and shrieker guards set here to warn of intruders. The drow have purposefully left this place unworked to provide camouflage for their minions.

**Suggested Miniatures:** 2 ropers (*Underdark*), 2 myconid guards (*Aberrations*).

When the PCs reach this place, read or paraphrase the following:

*The floor of this natural cavern is rough and unworked and angles downwards. Glowing clumps of phosphorescent fungi stud the slightly moist walls providing shadowy illumination. In places, stalagmites jut up from the floor, while, above, stalagmites hang downwards. About thirty feet away, two man-sized mushroom partially block the passageway.*

The drow set the shriekers (S) here to alert the ropers to intruders. Allow the ropers a Spot check (modified by +6 for distance), when the PCs first come into view. If the shriekers start shrieking, the ropers automatically become aware of the PCs.

Characters entering this passageway must make a Spot check modified for distance (DC +6) opposed by the roper's Hide check (+18) to recognize the roper(s) for what they are.

### APL 10 (EL 12)

🐉 **Roper Guard** (1): hp 85; MM 215.

🐉 **Shrieker** (2): hp 11; MM 112.

### APL 12 (EL 14)

🐉 **Roper Guards** (2): hp 85 each; Appendix 1.

🐉 **Shrieker** (2): hp 11; MM 112.

### APL 14 (EL 16)

🐉 **Half-Fiendish Roper Guards** (2): hp 95 each; Appendix 1.

🐉 **Shrieker** (2): hp 11; MM 112.

A DC 12 Knowledge (nature) identifies the shriekers while a DC 20 Knowledge (arcana) identifies the ropers.

**Shrieker Tactics:** Movement or bright lights within 10 ft. of a shrieker cause it to start screaming. This automatically alerts the roper(s).

**Roper Tactics:** The roper guard(s) stand very still imitating a piece of rock. When prey comes within reach of their powerful strands (50 ft.), they lash out. Once a target has been dragged within 10 ft. of its body, it repeatedly bites them. The ropers fight to the death.

## NATURAL CAVERN FEATURES

This area is a natural cavern.

**Natural Stone Floor:** The natural floor of this area is uneven and slowly slopes downwards. It takes two squares of movement to enter a square with a natural stone floor (DMG 60) and the DC of Balance and Tumble checks increases by 5. Running and charging are impossible.

**Ceiling:** The ceiling is 20 ft high.

**Natural Stone Walls:** Many small ledges and handholds pockmark this area's rough stone walls (Climb DC 15 to scale). Phosphorescent moss and fungi grows in clumps on the walls.

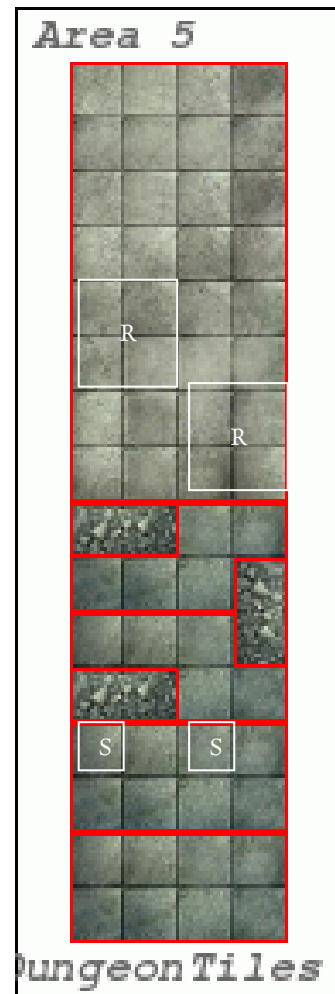
**Illumination:** The phosphorescent fungi growing here provide shadowy illumination throughout the area.

**Stalagmites:** Characters standing in these squares receive a +2 cover bonus to AC and a +1 cover bonus to Reflex saves.

The ceiling above these squares contains stalactites (characters flying next to the ceiling in these squares receive the same bonuses as characters standing in a square containing stalagmites).

**Sounds:** The steady drip of water is clearly audible here. This imposes a -2 circumstance penalty on all Listen checks made in this area.

**Treasure:** The ropers have no treasure.



PCs Start Here

## 6: MINDLESS ENERVATION

In this chamber, the PCs fight one or more golem guards augmented by a deadly encounter trap (*Dungeonscape* 120). The drow use this area as a second line of defense.

**Suggested Miniatures:** 1 iron golem (*Underdark*), 2 shield guardians (*Unhallowed*).

Read aloud the following when the PCs reach the end of the passageway in Encounter 5:

*Unlike the entry tunnel, the floor of this large chamber is flagstoned, and the walls, up to a height of 10 ft., are worked. Above that, the walls revert to natural stone. To your right, a massive pile of bones, almost 15 ft. high, dominates the chamber.*

Initially, when the PCs reach this area, the golem(s) are each hiding under the bone pile. (If only one golem is present, determine its location randomly). Have the PCs make an opposed Spot check against the golem's Hide check (-4 modifier) to notice a hidden golem.

Once the PCs enter the chamber, or when they attack the bone piles, the golems attack. Read the following (adjusting it for circumstances and APL):

*A massive stone statue, almost twice the height of a man, bursts from beneath the bone pile. Spider web carvings completely cover its body.*

At APL 10 and 12, a DC 24 Knowledge (arcana) identifies them as stone golems. At APL 14, a DC 28 Knowledge (arcana) identifies them as iron golems.

### APL 10 (EL 12)

☛ **Stone Golem (1):** hp 107; MM 136.

☛ **Enervating Death Trap:** see Appendix 1

### APL 12 (EL 14)

☛ **Iron Golem (1):** hp 129; MM 136.

☛ **Enervating Death Trap:** see Appendix 1

### APL 14 (EL 16)

☛ **Iron Golem (2):** hp 129; MM 136.

☛ **Enervating Death Trap:** see Appendix 1

**Golem Tactics:** The golems are essentially mindless, pursuing visible PCs until destruction. They do not fight in concert; they simply seek to smash and bash the nearest opponent to death. At all APLs, the golems use their special abilities as often as possible, targeting the closest opponents.

The golems pursue intruders up the entrance tunnel (Encounter 5), but do not leave the lower caverns. If they face no visible opponents, they return to their guard positions, re-covering themselves with bones.

**Controlling the Golems:** The golems follow the commands of anyone firmly presenting a black spider-headed brooch (in the same manner as a cleric does when

turning undead). The golems only understand commands given in Elven.

## ENERVATING DEATH TRAP

Carved into the ceiling in the centre of the room, and hidden among the natural features of the rock, is the stylized image of a spider. Anyone in the room making a DC 20 Spot check notices the carving emit a black glow before it begins firing black rays of cracking energy at random targets in the chamber. Every subsequent round it fires two such rays. (Note that the golem(s) are immune to the negative levels granted by this trap.)

If the PCs retreat into Area 5, the trap powers down at the end of its noted duration. It reactivates, though, when the PCs again enter the chamber.

A successful Disable Device check (which takes 1d4 rounds), or the carving's destruction, deactivates the trap.

## CHAMBER FEATURES

Refer to Appendix 3 for details on the chamber's generic features. Additionally, the area has the following features:

**Entranceway:** The floor of this cavern is 5 ft. below that of the entrance tunnel. Getting into the chamber is easy but getting out in a hurry requires a PC to hop up (DC 10 Jump check, part of normal movement) or to clamber up the wall (DC 15 Climb check, a move action). Characters standing in the corridor gain a +1 bonus on melee attacks against those in the room.

**Ceiling:** The ceiling is 30 ft. high here.

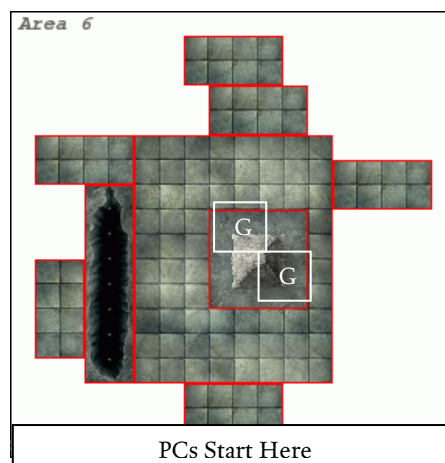
**Chasm:** A 10 ft. deep and 40 ft. long chasm runs down one side of the chamber. Characters in the chasm have cover (+4 to AC, +2 on Reflex saves) or total cover (blocks line of effect) from the enervating death trap.

The walls of the chasm are unworked (DC 15 Climb check to scale). A golem fighting a character in the chasm gains a +1 bonus on melee attacks against that individual.

### Bone

**Pile:** A massive pile of bones dominates the chamber. Initially the pile is around 15 ft. high. When the golems burst out of the bones, this scatters them.

Subsequently, movement into a bone pile squares costs 2 squares of movement, the DC of Balance and Tumble checks made in these areas increases by 5, and the DC of Move Silently checks increases by 2.





## 7: GUARDIANS OF THE DAMNED

The drow, Elkantar and Tluth, along with a number of troglodyte guards, occupy this chamber. Neither Elkantar nor Tluth dwell here; they live in Area 15, while the troglodytes share Area 10 with more of their fellows.

**Suggested Miniatures:** 4 dark talon champions (*Unhallowed*), 2 drow enforcers (*Night Below*).

PCs making a DC 8 Listen check at the door hear muffled talking beyond. A DC 18 Listen check identifies the language as Elven (assuming the listener speaks Elven). Have the drow make a Listen check (DC 8 if the PCs are talking or DC 23 if they are whispering) when the PCs reach the door. If the drow hear intruders, Elkantar moves to alert the troglodytes while Tluth flips over their table and takes cover (see Tactics for more details).

Read the following when the PCs reach this area, modifying it as circumstances dictate:

*This chamber has two alcoves leading from it. To the left, an alcove within which lies a tipped over table is visible. Behind it a black-skinned elf skulks.*

*Ahead of you, a short passageway leads to two stone doors. A black-skinned elf also stands at the passageway entrance.*

### APL 10 (EL 13)

✦ **Elkantar and Tluth:** male drow fighter 2/wizard 5; hp 35; Appendix 1.

✦ **Troglodyte Guards (4):** male Lolth-touched troglodyte barbarian 1/fighter 4; hp 104; Appendix 1.

### APL 12 (EL 15)

✦ **Elkantar and Tluth:** male drow fighter 2/wizard 5/eldritch knight 2; hp 53; Appendix 1.

✦ **Troglodyte Guards (4):** male Lolth-touched troglodyte barbarian 1/fighter 6; hp 133; Appendix 1.

### APL 14 (EL 17)

✦ **Elkantar and Tluth:** male drow fighter 2/wizard 5/eldritch knight 4; hp 81; Appendix 1.

✦ **Troglodyte Guards (4):** male Lolth-touched troglodyte barbarian 1/fighter 8; hp 162; Appendix 1.

**Troglodyte Tactics:** If they get the chance, they drink their protective potions and coat their greatclubs with *oil of magic weapon*. As soon as intruders are visible, they rage and charge. If a troglodyte is disarmed, he grapples the nearest foe before using his natural attacks to shred him. While not master tacticians, the troglodytes are battle-cunning. Thus, they gang up where possible and try to stay between the intruders and the drow. They fight to the death.

**Drow Tactics:** If they have time, Elkantar and Tluth cast as many of their defensive and buffing spells as possible.

They prefer to stay out of melee, using their ranged spells to support the troglodytes. As soon as battle begins, Tluth flips over the table (a move action, no attack of opportunity) and dives behind it, if he has not already done so. The table grants cover (+4 bonus to AC and +2 to Reflex saves). Elkantar grabs the cell keys and moves into the passageway leading to the cells.

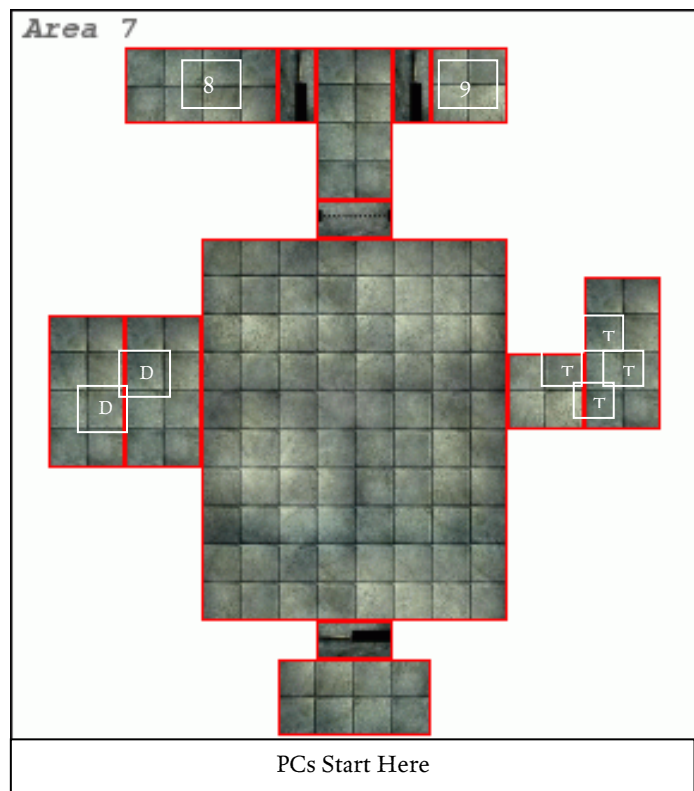
If the fight is going against them, they retreat down the corridor, deliberately dropping the portcullis (see below). If Elkantar believes Tluth cannot reach him, he sets off the portcullis trap to save his own skin. He then ducks into Area 8 and uses the captives therein to bargain for his safe passage from the chamber.

## CHAMBER FEATURES

Refer to Appendix 3 for details on the chamber's wall, floor, and other generic features. Additionally, the area has the following features:

**Ceiling:** The ceiling is 30 ft. high.

**Stone Door:** A stone door (hardness 8, hp 60, Break



DC 28) prevents access to this area. The door is unlocked but closed. The DC of Listen checks made through the door increase by 5.

**Portcullis:** When anyone steps on one of the squares 10 ft. into the corridor an iron portcullis (hardness 10, hp 60, Break DC 28, Lift DC 25) falls in the passage's entrance blocking the corridor. Pushing a concealed button deactivates the trap for 1 minute; the

drow use this to transport prisoners into and out of the cell. Pulling a concealed lever in the main chamber raises the portcullis. A DC 30 Search check reveals either of these devices. (A dwarf adds his stonecunning modifier to this check.)

**Table:** Elkantar and Tluth are sitting at a table playing dice. A minor amount of coinage is on the table (see “Treasure,” below) as is a small bunch of keys. (These unlock the doors and manacles in Areas 8 and 9.)

**Troglodyte Den:** The troglodytes use this area as a common room. Trash, rubbish, gnawed bones and so on are scattered about. Characters cannot run or charge here and the DCs of Balance and Tumble checks increase by 2 in this area.

**Treasure:** Consult the “Treasure Summary” for further information on the drows’ equipment. The troglodytes have nothing of interest beyond their equipment. Additionally, 24 gp in mixed coinage and a pair of bone dice are on the table.

## ELKANTAR AND TLUTH

*Ebon-skinned elf with long, white hair armed with a rapier, and clad in a mithral shirt.*

**Attitude:** Hostile (PH 72).

**Personality:** Fanatical followers of the Spider Queen, they hate surface dwellers (particularly elves.)

**What They Know:** The Spider Queen is coming! Soon all the lands of the surface will be drawn into the Demonweb and House Tormtor will rule supreme in Erelhei-Cinlu. Imrae Abaeir leads us. Fear her wrath for she is beloved of the Dark Mother.

**Recent History:** Set here to guard the prisoners by Imrae herself, they know that prisoners taken from here are sacrificed to Lolth in the Dark Fane (Area 11). They know the dungeon’s layout, and who dwells where, but do not divulge this without magical compulsion.

## TROGLODYTE GUARDS

*Large, massively-muscled reptilian humanoid, wearing a breastplate and wielding a greatclub.*

**Attitude:** Hostile (PH 72).

**Personality:** Brutal and unimaginative; only interested in smashing and killing enemies.

**What They Know:** “We are loyal servants of Tormtor. We promised much reward for fighting here.” Knows that additional troglodytes dwell in Area 10 and directs the PCs to that location, if its attitude is improved to friendly or better (otherwise it lies and sends the PCs to the Dark Fane).

**Recent History:** Brought here roughly two months ago to guard the caverns.

## 8: THE DAMNED

In this chamber, the PCs discover a number of unfortunates captured during recent raids by the drow.

**Suggested Miniatures:** 2 howling orc (Wardrums), 1 gold dwarf soldier (Underdark), and 3 elf stalker (Underdark).

Read the following, when the PCs investigate this area:

*A strong, stone door blocks access to whatever lies beyond.*

When the PCs reach the door, the inhabitants may hear them (-6 check modifier). If they have previously heard the sounds of battle from Area 7, and the PCs are obviously not drow, the prisoners shout out, begging for rescue. PCs making a DC 6 Listen check at the door (otherwise modify for distance) make out at least six individuals shouting from behind the door. A PC making a DC 16 Listen check at the door (otherwise modified for distance) recognizes several different languages, and can identify any he speaks: Common, Dwarf, Elf, and Orc.

When the PCs open the door, read the following:

*This long chamber is obviously a prison. Seven creatures – two orcs, four elves, and one dwarf – are scattered about the room, each shackled to the wall by a pair of manacles. All look in a bad way and have obviously been beaten. The room stinks; waste and the remains of some unidentifiable foodstuffs cover the floor.*

There are several prisoners here. While several have been outside this room, only Lavinia and Traubon have darkvision. They all know that the drow keep a special prisoner in Area 9 (Sabrar the drider) but they have never seen him and only know that the drow seem to really enjoy torturing him.

## LAVINIA HILLTOPPLE

N female orc fighter 3; hp 12 (27); Appendix 1.

*This primitive-looking female orc has gray skin, coarse black hair, a low forehead, and a pig-like face. Bruises and lacerations cover her body.*

**Attitude:** Friendly (PH 72) but wary.

**Personality:** Lavinia is friendly and genuinely worried about the welfare of the other prisoners. She is wary of Traubon.

**What She Knows:** Nothing of value. She only remembers going to Area 7; she was unconscious when she was brought here. While there, the drow offered her a place in their guard but she refused.

**Recent History:** Lavinia was once a halfling in the service of Thamior Meliamne (a half-elfen druid tending the wild peaks of the Jotens). During one mission, she died, but a grateful Thamior reincarnated her. Unfortunately, she returned in the body of an orc, which, since then, has caused her some considerable trouble.

She was captured by a drow warband, who killed Thamior during a raid on his grove about a month ago.

## TRAUBON UNGART

LN male dwarf warrior 1; hp 2 (6); MM 91

*Short and stocky this dwarf has obviously been tortured terribly. His beard is scorched and in places great chunks have been ripped out. His body bears a great number of bruises and burns.*

**Attitude:** Thankful to be rescued but indifferent (PH 72) to the PCs' mission.

**Personality:** Traubon is a coarse dwarf, who litters his language with profanities and curses. He wants to kill Lavinia; he doesn't believe her far-fetched story, seeing it as a trick to win freedom. If given a weapon, he attacks her when the PCs are distracted elsewhere.

**What He Knows:** Traubon knows that a powerful cleric of Lolth lurks within the complex and vaguely remembers the way out.

**Recent History:** Traubon has been here the longest. Originally brought here with four comrades - all since sacrificed to the Spider Queen, he wants to leave (quickly) to report to his clan. He was one of the guards of a mining expedition in the Hellfurnaces searching for a vein of mithral. One night the drow fell on the group, carrying away the few survivors.

## IMALSH

CE male orc warrior 1; hp 2 (5); MM 203.

*Gray-skinned and well-muscled, this male orc has the stooped posture, low forehead, and pig-like face typical of his kind. He is covered in dried blood.*

**Attitude:** Hostile (PH 72).

**Personality:** Rude, violent, and sadistic. He claims Lavinia, being a female, is his property.

**What He Knows:** That his tribe are the strongest in the Crystalmists. If his captors do not release him, they will suffer his tribe's wrath.

**Recent History:** The drow captured him when a small warband of orcs explored the upper portions of the ruins above. All his comrades died in the fighting (Encounter 3).

## AUST, QUARION, AND THARIVOL

CG male snow elf warrior 1; hp 1 (4); MM 102.

*Slender 6 ft. tall, pale skinned with white hair and silver eyes, these wiry elves have the look of warriors about them. They are all bloodied and bruised.*

A DC 11 Knowledge (local) check identifies these elves as snow elves.

**Attitude:** Initially helpful (PH 72), shifting to indifferent when given their freedom. These elfen warriors ask the PCs to rescue any of their brethren they come across in the ruins.

**Personality:** Resilient and ready to fight the drow. If given weapons and healed, they aid the party in their quest. They are realists, though, and do not attack foes they obviously have no chance of defeating.

**What They Know:** They also have not been out of this chamber since they were incarcerated here a month

ago or so. Originally, there were six of them, but three have been dragged off (and have not been seen since).

**Recent History:** They were guards to an important elfen noblewoman – Sumavel Jariel – who was visiting a clan of dwarves in the foothills of the Crystalmists. Before she could reach her goal, she was captured. Her guards have not seen her since.

## PRISON CELL FEATURES

Refer to Appendix 3 for details of the chamber's generic features. Additionally, the area has the following features:

**Stone Door:** A stone door (hardness 8, hp 60, Break DC 38) augmented with *arcane lock* and a good lock—APLs 10 and 12 (hardness 15, hp 30, Open Lock DC 30) or an amazing lock—APL 14 (hardness 15, hp 30, Open Lock DC 40), prevents access to this area. The key is on the table in the main guardroom. The DC of Listen checks made through the door increases by 5.

**Ceiling:** Within the cell, the ceiling is 20 ft. high.

**Manacles:** There are ten sets of manacles (each hardness 10, hp 10, Escape Artist DC 30, Break DC 26) fitted with a good lock (Open Lock DC 30) here. The keys are on the table in Area 7. Sabrar

**Treasure:** Except for the manacles, there is nothing of value here.

**All APLs:** Loot 12 gp; Total 12 gp.

## DEVELOPMENT

Several of the prisoners are warriors and, if healed, could conceivably aid the party. However, most of them do not have the skills to fight the drow and survive (and they know it). With the exception of Lavinia, they all wish to return to the surface as quickly as possible.

If the PCs suggest that they prisoners stay here until they can be led to safety, they object strenuously to this plan. They want to leave – and leave quickly. As a compromise, Lavinia offers to lead the rest of the prisoners out if the PCs can provide her with a map, some armor, and a weapon. If they give her such, Traubon and Imalsh both demand similar equipment. Traubon fears that Lavinia and Imalsh will gang up on him while Imalsh wants to kill Traubon and claim Lavinia as his. Without PCs intervention, the situation rapidly comes to blows. The result of this is that Lavinia kills Imalsh in self-defense and renders Traubon unconscious.

The snow elves don't care who is who; they just want to escape. After the melee, Lavinia orders them to carry Traubon out and they comply.

Once the prisoners have escaped the lair they scatter unless the PCs offer their protection. Lavinia returns to Thamiar Meliamne's grove to give him a decent burial while the snow elves seek their Crystalmist home. Traubon also returns to his home but nurses a hatred of Lavinia that will explode into violence should they ever meet again.



## 9: LOLTH'S PLAYTHING

In this area, the PCs discover Sabrar, an imprisoned and brutalized drider kept here for the drow's amusement.

**Suggested Miniatures:** drider (*Giants of Legend*).

Read the following, when the PCs reach this area:

*A strong stone door blocks access to whatever lies beyond.*

When the PCs reach the door, have Sabrar make a Listen check (+4) to hear them. If he does so, he shouts obscenities at them in Elven, believing them to be drow come to torture him.

When the PCs open the door, read the following:

*Chained to the wall opposite is a creature with the head and body of a male drow and the legs and lower body of a giant spider. Bruises, cuts, and dried blood cover his body.*

**All APLs (EL 6)**

➤ **Sabrar:** male drider; hp 17 (45); MM 89.

While chained up, Sabrar is essentially helpless; the PCs should have no trouble killing him if they desire. If they decide to talk to him, however, use the following roleplaying notes. Killing Sabrar while he is helpless and/or heavily injured gains the PCs no XP. If they release and heal him but subsequently fight him, award XP as normal.

### SABRAR

**Attitude:** Initially, Sabrar is hostile (PH 72) to the PCs. Successful Diplomacy checks can alter his attitude but remember that Sabrar is chaotic evil. If the PCs improve his attitude to friendly or helpful, he offers to fight for them while in the caves. This is a genuine offer and he does not betray them, as he hates the drow and wishes to exact his revenge upon them. However, he flees as soon as possible back into the UnderOerth taking any borrowed equipment with him.

No matter how his attitude improves, he (violently) resists being taken to the surface.

**Personality:** Sabrar is a brutal creature, given over to his personal pleasure. He lives to exact revenge upon the Spider Queen and her followers for his transformation into a drider. He views the surface dwellers as no better but realizes that he may need to deal with them to survive.

**What He Knows:** Sabrar knows that the drow have many troglodyte minions in and around the caverns. He also knows that the leader of the drow here, Imrae Abaeir, is a powerful cleric of the Spider Queen. He also knows about the river of magma in Area 17, and can provide PCs with directions to that location going via Area 11.

He also knows that the drow have several important captives that they keep in the Dark Fane (area 11). One is a snow elf but the other is some personage of great import

from the Erelhi-Cinlu. He does not, however, know Nilonim's exact identity.

**Recent History:** Several months ago, the drow captured Sabrar while he preyed upon a small patrol of troglodytes. They brought him here. Since then, Imrae Abaeir and her cohorts have periodically beaten and tortured him. He knows that soon he will be sacrificed.

### CHAMBER FEATURES

Refer to Appendix 3 for details on the chamber's wall, floor, and other generic features. Additionally, the area has the following specific features:

**Stone Door:** A stone door (hardness 8, hp 60, Break DC 38) augmented with *arcane lock* and a good lock—APLs 10 and 12 (hardness 15, hp 30, Open Lock DC 30) or an amazing lock—APL 14 (hardness 15, hp 30, Open Lock DC 40), prevents access to this area. The key is on the table in the main guardroom. The DC of Listen checks made through the door increases by 5.

**Ceiling:** Within the cell, the ceiling is 20 ft. high.

**Manacles:** Sabrar is secured to the wall with a pair of masterwork manacles sized for a Large creature (hardness 10, hp 10, Escape Artist DC 35, Break DC 28) and fitted with an amazing lock (Open Lock DC 40). The key is on the table in Area 7.

**Treasure:** Except for the Large masterwork manacles, there is nothing of interest here.

**All APLs:** Loot 42 gp; Total 41 gp.

## 10: FAITHFUL OF TORMTOR

House Tormtor's fanatical troglodytes dwell here. These guards alternate duty with those in Area 7.

**Suggested Miniatures:** 1 troglodyte captain (*Underdark*), 4 dark talon champion (*Unhallowed*).

### APL 10 (EL 13)

➤ **Troglodyte Battle Captain:** male Lolth-touched troglodyte fighter 2/marshal 7; hp 99; Appendix 1.

➤ **Troglodyte (4):** male Lolth-touched troglodyte barbarian 1/fighter 4; hp 104 each; Appendix 1.

### APL 12 (EL 15)

➤ **Troglodyte Battle Captain:** male Lolth-touched troglodyte fighter 3/marshal 8; hp 117; Appendix 1.

➤ **Troglodyte Guards (4):** male Lolth-touched troglodyte barbarian 1/fighter 6; hp 133; Appendix 1.

### APL 14 (EL 17)

➤ **Troglodyte Battle Captain:** male Lolth-touched troglodyte fighter 5/marshal 8; hp 136; Appendix 1.

➤ **Troglodyte Guards (4):** male Lolth-touched troglodyte barbarian 1/fighter 8; hp 162; Appendix 1.

**Troglodyte Tactics:** If they get the chance, they drink their protective potions and coat their greatclubs with *oil of magic weapon*. As soon as intruders reach the bottom of the stairs, they rage and charge. If a troglodyte is disarmed, he grapples the nearest foe, using his natural attacks to shred them.

**Troglodyte Battle Captain:** The battle captain wades into combat. He prefers to use auras that make his companions better at hitting and dealing more damage (motivate ardor, motivate attack, or over the top). If his opponents are hurling many spells, however, he switches to watchful eye or force of will. He seeks out the most physically imposing enemy to kill.

## CHAMBER FEATURES

Refer to Appendix 3 for details on the chamber's wall, floor, and other generic features. Additionally, the area has the following specific features:

**Ceiling:** The ceiling is 40 ft. high

**Steep Stairs:** A flight of steep stairs leads into the room. Characters moving up the stairs must spend 2 squares of movement to enter each square. Characters running or charging down must succeed on a DC 10 Balance check upon entering the first steep stair square. Characters who fail, stumble, and end their move 1d2x5 feet later. Characters that fail by 5 or more take 1d6 points of damage, and fall prone in the square in which they end their movement. While on the stairs, a character gets a +1 bonus on melee attack rolls against creatures below him.

**Pillars:** Three stout pillars (AC 3, hardness 8, hp 900, Climb DC 20) hold the roof aloft. They provide cover (+4 to AC, +2 on Reflex saves) to anyone behind them.

**Sleeping Pallets:** There are eight sleeping pallets spread out in the rear of the chamber. These stinking piles of rags and cloth contain nothing of interest.

**Large Sleeping Pallet:** The battle captain rests here. This sleeping pallet has more substance to it and is obviously more "comfortable".

**Treasure:** The "Treasure Summary" lists the troglodytes' equipment. There is nothing else of value here.

## TROGLODYTE BATTLE CHAMPION

*Large, massively-muscled reptilian humanoid, wearing full plate and carrying a warhammer.*

**Attitude:** Hostile (PH 72).

**Personality:** Brutal but unimaginative, his best tactic is "we rush in and slay them all".

**What He Knows:** He and his companions have been loyal servants of House Tormtor for many years.

**Recent History:** Commands the troglodyte forces in the caverns but has not ventured onto the surface.

## TROGLODYTE GUARDS

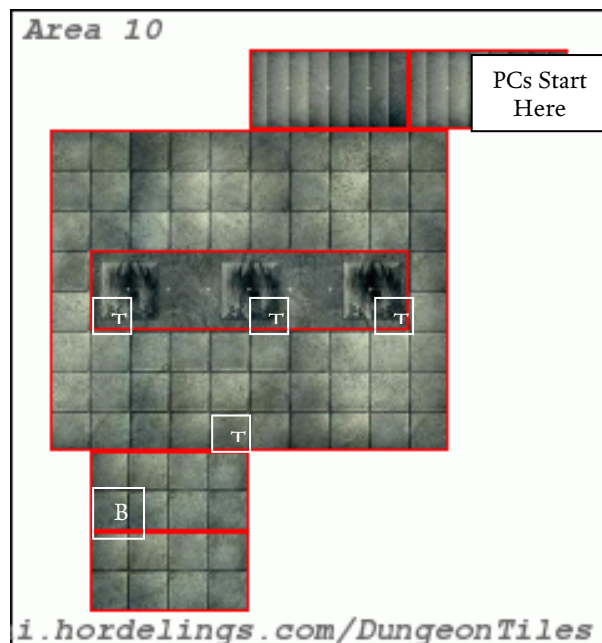
*Large, massively-muscled, reptilian humanoid, wearing a breastplate and wielding a greatclub.*

**Attitude:** Hostile (PH 72).

**Personality:** Brutal; only interested in smashing and killing enemies.

**What They Know:** "We promised much reward for fighting here." Knows that prisoners are held in Areas 8 and 9 and directs the PCs to those locations, if its attitude is improved to friendly or better (otherwise it lies and sends the PCs to the Dark Fane).

**Recent History:** Brought here roughly two months ago to guard the caverns.



## 11: THE DARK FANE

The Dark Fane is where the drow and their servants worship their dark mother. Imrae Abaeir is normally here. When the PCs first enter this area, she is preparing to sacrifice Sumavel Jariel to the Spider Queen.

**Suggested Miniatures:** drow arachnomancer (Underdark), 4 epic huge fiendish spiders (War of the Dragon), 10 Strahd zombies (Unhallowed), and 1 drow enforcer (Night Below).

One hunting spider is always watching the entrances. Thus, it is highly likely that Imrae is warned of the PCs' approach. Have the watching spider make a Spot check (see Appendix 1 for relevant modifier) to notice the PCs.

PCs approaching this chamber, making a DC 15 (modified by +1 for each 10 ft of distance from the entrance) Listen check, can hear whispering. A DC 25 Listen check identifies the language as Elven. (This is Imrae telling Sumavel Jariel what fate awaits her).

When the PCs reach the Dark Fane, read the following:

*Soft, violet light, emanating from above, dimly illuminates this large chamber. Several pillars, carved to represent some kind of strange ooze or fungi creature, hold up the ceiling, which is 50 ft. above your heads and decorated with a massive glowing image on a spider's web. At the chamber's far end is a raised altar of black rock upon which an elf is bound.*

*Carved into the wall behind the altar is the head of a huge spider, its mandibles open wide, to which is chained a writhing ebon-skinned elf.*

If the drow were aware of the PCs' approach, add:

*From behind several of the large pillars, you hear the sinister sound of shuffling feet as a dozen or so zombies lumber into view.*

### All APLs

☛ **Sumavel Jariel:** female snow elf warrior 1; hp 1 (4); MM 102.

☛ **Nilonim:** male drow elf fighter 6/wizard 6; hp (12) 64; Appendix 1.

### APL 10 (EL 14)

☛ **Imrae Abaeir:** female drow cleric 13; hp 69; Appendix 1.

☛ **Lolth-Touched Corrupted by the Abyss Hunting Spider (2):** hp 92; Appendix 1.

☛ **Zombies (10):** hp 16; MM 266.

### APL 12 (EL 16)

☛ **Imrae Abaeir:** female Lolth-touched drow cleric 12/fighter 1; hp 115; Appendix 1.

☛ **Advanced 12 HD Lolth-Touched Corrupted by the Abyss Hunting Spider (2):** hp 138; Appendix 1.

☛ **Zombies (10):** hp 16; MM 266.

### APL 14 (EL 18)

☛ **Imrae Abaeir:** female Lolth-touched drow cleric 12/fighter 3; hp 132; Appendix 1.

☛ **Advanced 12 HD Lolth-Touched Corrupted by the Abyss Hunting Spider (4):** hp 138; Appendix 1.

☛ **Zombies (10):** hp 16; MM 266.

**Zombie Tactics:** The zombies shuffle forwards to destroy any intruders. If they manage to get into combat, they flail at the nearest target until destroyed.

**Sumavel Jariel:** As soon as she sees the PCs, Sumavel begs to be rescued. During combat, she writhes helplessly in her chains.

**Nilonim:** Nilonim has been tortured for a long time. Although he is aware of the battle, he believes that this is another of Imrae's tricks and so does not react, simply staring dully as events unfold.

**Spider Tactics:** The spiders lurk on the pillars in the chamber. If Imrae has been warned of intruders she cast greater vigor, silence, and armored vermin on both spiders. The spiders then hide halfway up a pillar and wait for intruders to rush past them. Once battle is joined, one spider attacks spellcasters while the other goes for armored foe. Their preferred tactic is to grapple and bite a foe before climbing up a wall or pillar to finish them off. They fight until destroyed. (At APL 14, two spiders lurk on each indicated pillar).

**Imrae Abaeir:** Imrae stays near the altar, hoping that Sumavel's presence deters the intruders from using large area of affect spells against her. She uses her most deadly offensive spells first. If drawn into melee, she casts righteous might and uses her returning javelin and Tormtor Style to strike both the adjacent foe and a spellcaster.

If matters seem desperate, she kills Sumavel before fleeing using word of recall. (She does not bother to warn the other drow before she flees and she does not return).

## CHAMBER FEATURES

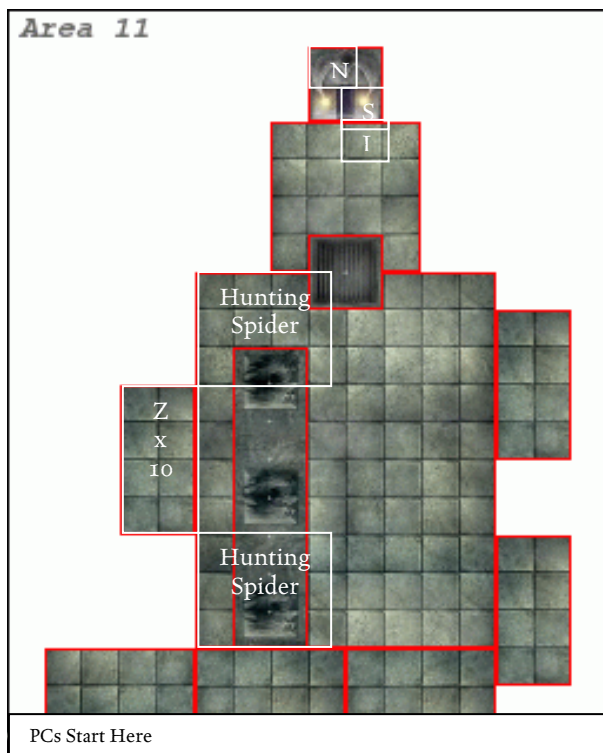
Refer to Appendix 3 for details on the chamber's wall, floor, and other generic features. Additionally, the area has the following specific features:

**Ceiling:** Decorated by a huge, glowing image of a spider web that gives off a soft violet light, the ceiling is 50 ft. high. This effect radiates moderate illusion magic. A DC 26 Spellcraft check identifies it as a permanent illusion.

**Illumination:** Light radiating from the image of a faintly glowing spider web fills this area with dim illumination.

**Unhallow:** The entire chamber is affected by an unhallow spell (PH 297) to which a freedom of movement (PH 233) has been tied. The freedom of movement spell only affects worshippers of Lolth (this includes the Lolth-touched spiders). PCs turning undead in this chamber suffer a -4 penalty to their check.

**Large Pillars:** Several large pillars (AC 3, hardness 8, hp 250, Climb DC 15) hold the roof aloft. They resemble a



massive melting candle and have a single red eye that faces the altar. From the pillars' bases, great stone tentacles merge with the floor. (Characters must succeed on a DC 10 Balance check to run or charge through adjacent squares. Failure indicates that the character cannot move that round). The pillars provide cover (+4 to AC, +2 on Reflex saves) to anyone behind them.

Each pillar depicts a yochol (Fiendish Codex I: Hordes of the Abyss 54). A DC 20 Knowledge (the planes) check reveals this.

**The Spider Altar:** This large shard of black rock has roughly hewn sides, a smooth top, and is 4 ft. high. Dried blood and other sinister stains thickly encrust much of the altar. Sumavel Jariel is bound to the altar with masterwork manacles (hardness 10, hp 10, Escape Artist DC 35, Break DC 28) fitted with an amazing lock (Open Lock DC 40). Imrae has the key.

Characters can hop up onto the altar with a DC 10 Jump check. While on the altar, a character gets a +1 bonus on melee attack rolls against creatures below them.

**Great Spider Carving:** The gargantuan spider head carving represents Lolth; a DC 20 Knowledge (religion) reveals this. The dissident drow, Nilonim is chained (hardness 10, hp 5; Break DC 26) to the carving's mandibles.

**Intricate Iron Grate:** This unlocked, carved grate (hardness 10, hp 25, Break DC 27) resembles a spider web. It opens upward and is in good repair. A 40 ft. deep shaft leads to Encounter 12.

## IMRAE ABAEIR

*Tall, slender and ebon-skinned, Imrae has extremely long and intricately-bound, white hair.*

**Attitude:** Hostile (PH 72).

**Personality:** Imrae is a fanatical follower of the Spider Queen, whipped into a religious fervor by rumors of her imminent arrival on Oerth.

**What She Knows:** Lolth is coming and, when she arrives, she will crush Sterich and the other surface realms. When she does so, House Tormtor will stand highest in her councils.

**Recent History:** See the Adventure Background.

## SUMAVEL JARIEL

*This malnourished, female elf is covered in bruises and dried blood. Her clothes - little more than rags - cling limply to her battered form. Well over 6 ft. tall and well muscled she has white hair, silver eyes and deeply-tanned skin.*

A DC 11 Knowledge (local) check identifies Sumavel as a snow elf.

**Attitude:** Helpful (PH 72). Sumavel has long given up hope of rescue and is grateful to the PCs..

**Personality:** Haughty when led to safety, but not as xenophobic as a normal snow elf.

**What She Knows:** The drow planned to sacrifice her to Lolth. The drow also severely tortured Nilonim, and threatened him with death or transformation into a drider.

**Recent History:** Sumavel is a snow elf from the Crystallist Mountains who sought to visit some dwarves for trade. She was captured by the drow who have kept her here - torturing her for their debased amusement.

## NILONIM

*A terribly-battered, male drow hangs limply in chains. Puncture wounds festoon his body.*

**Attitude:** Indifferent (PH 72). If convinced that the PCs are real, and not the figment of his tortured imagination, Nilonim's attitude improves to friendly. If healed, and given equipment, he fights alongside the PCs.

**Personality:** Cautious; desperate to be freed. He does not hate surface elves (see Recent History), rather envying them.

**What He Knows:** Nilonim is a resident of Erelhei-Cinlu. He was captured over a year ago by Lolth's priestesses, and was recently given to Imrae as a sign of the Spider Queen's favor. He was brought here to be executed.

**Recent History:** Sickened by the worship of the Spider Queen, and the depravity of drow culture, Nilonim has long fought against Lolth's priesthood. This is the second time that Lolth's faithful have captured him. He was captured over 20 years ago, but was rescued by adventurers trying to stymie Lolth's dark scheme to draw Sterich and the rest of the Flanaess into the Abyss.

**Special:** If the PCs free Nilonim, and treat him well, they gain the Nilonim's Boon AR item. If they rescue Sumavel they gain the Favor of Sumavel Jariel AR item.



## 12: LIVING DARKNESS

This chamber is reached through the grate in Encounter 11. Several incorporeal undead creatures lurk here. They hate the living and attack all such creatures.

**Suggested Miniatures:** 1 shadow (*Night Below*), 1 dread wraith (*Night Below*)

When the PCs first see this area, read the following (modified as appropriate):

*Below the grate, a shaft drops downwards for about 40 ft. before intersecting with a chamber. You cannot make out the chamber's full extent but the portions you can see are filled with heaps of bones piled haphazardly on top of one another.*

Once the PCs can see the rest of the chamber (probably by climbing down the shaft), read the following:

*The chamber is about 30 ft. square. Heaps of bones render the floor invisible. On one wall, a large and intricate carving of a dark subterranean city glowers down at you. Ringed by immense stone walls, the city has the aspect of an ancient and evil place. Above the city, hangs a dark web. At the centre of the web, a black globe glows menacingly.*

### APL 10 (EL 13)

- Greater Shadow (1): hp 58; MM 221.
- Dread Wraith (1): hp 104; MM 258.
- 🔪 Lolth's Pleasure Trap: Appendix 1.

### APL 12 (EL 15)

- Dread Wraith (1): hp 104; MM 258.
- Greater Shadow (1): hp 58; MM 221.
- 🔪 Lolth's Pleasure Trap: Appendix 1.

### APL 14 (EL 17)

- Dread Wraith (2): hp 104; MM 258.
- Greater Shadow (1): hp 58; MM 221.
- 🔪 Lolth's Pleasure Trap: Appendix 1.

When unaware of intruders, the undead here simply lurk beneath the bones, waiting for the next sacrifice. Give the undead a Listen check (greater shadow +3, dread wraith +19; modified for distance) during every round of battle in the Dark Fane, or when someone opens the grate above). When they become aware of intruders, they move away from the center of the chamber (so they cannot be seen from the shaft) and hide.

**Greater Shadow Tactics:** The greater shadow hides among the bones (+18 in shadowy illumination, +10 in brightly lit areas or +14 in normal illumination) and waits. Once the dread wraith attacks, the shadow charges. Note that the greater shadow must make a miss chance roll when it hits an opponent due to the *deeper darkness*.

**Dread Wraith Tactics:** The dread wraith lurks in the ceiling near to the shaft, using its lifesense ability to

keep track of the PCs. The wraith attacks once a PC has reached the chamber floor. The *deeper darkness* does not affect the dread wraith's ability to strike at opponents.

## LOLTH'S BLESSING TRAP

A vicious, negative energy trap emanates from the carving on the north wall of the room. From the top of the shaft, the carving is invisible. When a living creature enters the chamber – that is exits the shaft – the trap activates casting an *inflict* spell into the centre of the chamber. Every time the trap inflicts damage, the black globe in the web flashes a malevolent red.

Note, that the negative energy released by the trap heals all undead in the chamber. The trap does not affect PCs in the shaft.

## CHAMBER FEATURES

Refer to Appendix 3 for details of the generic features. Additionally, the area has the following features:

**Ceiling:** The ceiling is 20 ft. high.

**Shaft:** A 10 ft. wide and 40 ft. long shaft running down from Area 11 provides access to this chamber. It opens in the center of the chamber's ceiling and is 20 ft. long. PCs can scale the shaft with a DC 20 Climb check.

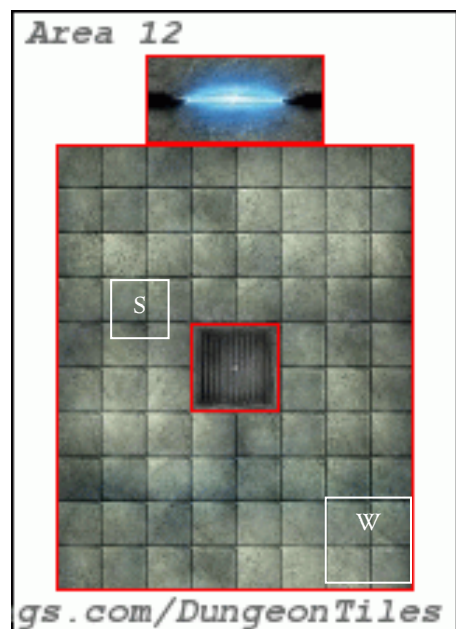
**Bone:** Bones (the remains of numerous sacrifices) cover the chamber's floor to a depth of 2 ft. It costs 2 squares of movement to enter each square. The bones increase the DC of Balance and Tumble checks by 5, and the DC of Move Silently checks by 2.

**Carving:** The carving on the north wall depicts Erelhei-Cinlu. The Lolth's Pleasure trap emanates from the carving. Refer to the trap section, above.

**Unhallow:** The entire chamber is affected by an *unhallow* spell (PH 297) to which a *deeper darkness* (PH 217) has been tied. Turning undead checks made in this chamber suffer a -4 penalty.

## DEVELOPMENT

The undead chase fleeing PCs, concentrating on one foe.



## EVENT 2: PURPLE MAW

Before play begins, determine in which location this random event takes place.

If this event takes place in an inhabited area – one in which the PCs fight the drow or their minions, the purple worm arrives 2d4 rounds after combat concludes.

**Suggested Miniature:** purple worm (War of the Dragon Queen).

If this event takes place in an area in which the PCs do not fight, the worm appears 1d8 rounds after they enter the area.

%	Encounter Location
01-20	5: Strands of Death
21-35	6: Mindless Enervation
36-60	7-9: Guardians of the Damned, The Damned, and Lolth's Plaything
61-70	10: Faithful of Tormtor
71-90	11 The Dark Fane
91-00	12: Living Darkness

Have the PCs make a Spot check to notice the tremors caused by the purple worm's approach. PCs succeeding on the Spot check can act in the surprise round. Read the following before allowing the PCs to act:

*The floor of the chamber begins to shake and crack. Rocks break away and are hurled high into the air as dust sifts down from above.*

After all unsurprised PCs have acted, read the following:

*With an explosion of dust and debris, a massive worm, covered with plates of dark purple, chitinous armor, bursts from the floor. Its toothy maw is as wide as a human is tall.*

*As quickly as it appears, it is gone again; hidden by a billowing cloud of dust and debris.*

A DC 26 Knowledge (arcana) check identifies this creature as a purple worm.

**APL 10 (EL 12)**

🐛 **Purple Worm (1):** hp 200; MM 211.

**APL 12 (EL 14)**

🐛 **Fiendish Purple Worm (1):** hp 200; Appendix 1.

**APL 14 (EL 16)**

🐛 **Advanced 22 HD Fiendish Purple Worm (1):** hp 275; Appendix 1.

The purple worm is not allied with the drow; it is simply searching for food using its tremorsense ability. As such, it has detected the PCs (and probably their previous battle).

**Tactics:** The purple worm has very simple tactics. Indeed, it is not intelligent enough to make use of the protective qualities of the dust cloud.

In battle, it simply lunges for the nearest living creature, trying to swallow them whole.

If reduced to below one-quarter hit points, the worm retreats into its tunnel and flees in search of easier prey. It does not return.

## AREA FEATURES

In addition to the specific features noted below, see the normal area description for information about its features.

**Dust and Debris:** Dust and small pieces of debris continue to fall from the ceiling after the purple worm appears. Within 40 ft. of the middle intersection of the purple worm's initial position, this dust cloud provides concealment (20% miss chance). Additionally, the falling rubble confuses the purple worm's tremorsense – it cannot use that ability to detect creatures in the dust cloud. The debris cloud persists for four rounds.

**Dense Rubble:** Dense rubble chokes the squares surrounding the purple worm's entry point. Entering such squares costs 2 squares of movement, increases the DC of Balance and Tumble checks by 5, and increases the DC of Move Silently checks by 2.

**Purple Worm Tunnel:** The tunnel formed by the purple worm's tunneling is inherently unstable. The tunnel is 5 ft. in diameter and wends a haphazard course below this dungeon level. It contains nothing of interest.

## EVENT 3: DEMON ATTACK

The PCs trigger this encounter if they set off the *alarm* protecting Filraen's chamber (Area 14). When the PCs initially enter his chamber, Filraen and his babau servants are exploring some of the nearby tunnels leading into UnderOerth. However, when the mental alarm alerts Filraen to intruders, he returns to the complex as quickly as possible.

Initially, he uses *clairvoyance* and other scrying spells (APL dependant) to discover what is going on. This allows him to strike at an opportune moment and to learn more about the PCs' abilities.

Once he has seen the intruders, Filraen dispatches a babau to their location as a spy. The babau uses *greater teleport* and its Hide ability (+19 at APL 10, other APLs refer to Appendix 1) to carry out his orders. If the PCs notice the spy, it returns to Filraen.

**Suggested Miniatures:** 4 babau (*Night Below*), drow arachnomancer (*Underdark*).

### APL 10 (EL 14)

☛ **Filraen Ghaun:** male Lolth-touched drow wizard 5/wild mage 6; hp 84; Appendix 1.

☛ **Babau Bodyguard(4):** hp 66; MM 40.

### APL 12 (EL 16)

☛ **Filraen Ghaun:** male Lolth-touched drow wizard 5/wild mage 8; hp 99; Appendix 1.

☛ **Babau Bodyguard (4):** advanced 9 HD babau blackguard 1; hp 96; Appendix 1.

### APL 14 (EL 18)

☛ **Filraen Ghaun:** male Lolth-touched drow wizard 5/wild mage 10; hp 129; Appendix 1.

☛ **Babau Bodyguard (4):** advanced 9 HD babau blackguard 3; hp 115; Appendix 1.

A DC 17 Knowledge (the planes) identifies the babau.

Filraen attacks the PCs just after they have finished another fight. He prefers to attack in a large area so that his allies can make effective use of their *greater teleport* ability (and in which he can use his large area of affect spells).

Thus, he prefers to do battle in areas 6, 7-9, or 11. Alternatively, if the party is exceptionally powerful for their APL, he could attack them as they rest in Snurre's Hall (see Event 1 for more information). Before attacking, Filraen casts relevant protective and augmentative spells (refer to Appendix 1).

**Babau Tactics:** The babau always have *see invisibility* active and use their telepathy ability to plan tactics. In battle, they make use of their *greater teleport* ability to move about the battlefield to flank their opponents, while denying others clear path to charge. They concentrate on the most powerful opponent's present, planning to take them down quickly. If reduced to one third hit points, a babau uses its *summon tanar'ri* ability (40% chance of summoning another babau) before fleeing.

**Filraen's Tactics:** Filraen is highly intelligent and values his own life greatly. (He, however, gladly sacrifices his babau servants if doing so advances his goals). If faced with the real prospect of death, he teleports away never to return. If the PCs have stolen his spellbooks (and he knows who has them), Filraen concentrates his attacks on that individual.

He knows of his allies' immunities to electricity and poison and so uses such spells with impunity. He starts with his most destructive spells—he wants to finish this fight quickly.

## FILRAEN GHAUN

*Tall, ebon-skinned elf with short, white hair clad in tight, black robes.*

**Attitude:** Hostile (PH 72).

**Personality:** Self-serving, power-crazed and devoted to the Spider Queen, Filraen is intelligent and devious.

**What He Knows:** Filraen can describe the complex and its inhabitants well. He also knows of the Spider Queen's imminent arrival and threatens the PCs with her wrath. He has a deep understanding of Erelhei-Cinlu and its politics.

**Recent History:** see Adventure Background.

## BABAU

*Reeking of decay, this gaunt humanoid is covered in black, leathery skin. Behind its pointed ears, a large curved horn rises out of the back of its skull. A mouth of jagged teeth takes up half of the foul creature's head.*

**Attitude:** Hostile (PH 72).

**Personality:** Debased and evil, these creatures are typical demons. They have no redeeming qualities and seek to escape or kill the PCs at every opportunity.

**What They Know:** They know that the Spider Queen is coming soon and that she will unleash a tidal wave of evil over the sunlit lands. They fully expect (and look forward) to participating in the slaughter.

**Recent History:** The babau are a gift from Lolth to Filraen. They have served him for several years and can relate various tales of murder, betrayal, and double-dealing. None of these are directly related to this adventure.

## AREA FEATURES

Use the features of the area in which Filraen attacks the PCs.



## 13: IMRAE'S CHAMBER

This is Imrae's personal chamber, although she is normally in the Dark Fane (Area 11). However, it is possible that the PCs could meet her here, if they enter the dungeon multiple times.

There is no tactical map of this area. Refer to DM 1 for the layout of this area. Read the following:

*A strong stone door blocks access to whatever lies beyond.*

When the PCs enter the room, read:

*This sumptuously appointed bedchamber has a large bed in one corner opposite a large wardrobe. In one corner, a small altar carved in the likeness of a spider's head has several items on it.*

### TRAPPED DOOR

A stone door (hardness 8, hp 60, Break DC 28) with an amazing lock (Open Lock DC 40), to which Imrae has the only key, protects this chamber.

#### APL 10 (EL 6)

↗ **Slay Living Trap:** CR 6; magic device; touch trigger; no reset; spell effect (slay living, 13th-level cleric, DC 17 Fortitude partial [death or 3d6+12 points of damage]); Search DC 30; Disarm Device DC 30.

#### APL 12 (EL 7)

↗ **Slay Living Trap:** CR 7; magic device; touch trigger; no reset; spell effect (heightened slay living, 15th-level cleric, DC 19 Fortitude partial [death or 3d6+15 points of damage]); Search DC 31; Disarm Device DC 31.

#### APL 14 (EL 8)

↗ **Slay Living Trap:** CR 8; magic device; touch trigger; no reset; spell effect (heightened slay living, 17th-level cleric, DC 20 Fortitude partial [death or 3d6+17 points of damage]); Search DC 32; Disarm Device DC 32.

### CHAMBER FEATURES

Refer to Appendix 3 for details on the chamber's wall, floor, and other generic features. Additionally, the area has the following features:

**Ceiling:** The ceiling is 20 ft. high.

**Large Bed:** Crafted from black wood, red silken sheets and a thick, comfortable mattress cover this large bed. There are several black pillows.

**Spider Head Altar:** This small altar (hardness 8, hp 300) is where Imrae offers her personal prayers to Lolth. Atop it stands a small candelabra, a black steel vial (containing unholy water) and a scattering of small red gems (bloodstones worth 50 gp each).

**Large Wardrobe:** A large armoire containing Imrae's clothes stands opposite the bed.

**Treasure:** The only items of real value in this area are the small red bloodstones. Refer to the Treasure Summary for details. A DC 20 Search check reveals a scroll tube hidden behind the bed. Give the players Player Handout 1.

## 14: FILRAEN'S CHAMBER

Filraen uses this room as his bedchamber and study area. He is normally encountered elsewhere, in Area 17 (but is currently hunting in the wild caves beyond the river of lava), but if the PCs make multiple attacks on the drow, he could be encountered here (resting or relearning his spells). There is no tactical map for this area. Refer to DM Map 1 for an overview of its layout. Read the following:

*A strong, stone door blocks access to whatever lies beyond.*

When the PCs enter the room, read:

*This bedchamber is sumptuously appointed. A large bed stands in one corner opposite a large wardrobe, while a cluttered workbench and a desk stand along another wall. Next to the desk hangs an ornate and highly polished mirror. In the center of the room, a small circle of silver powder has been scattered.*

### TRAPPED DOOR

A stone door protected by an *arcane lock* (hardness 8, hp 60, Break DC 38) with an amazing lock (Open Lock DC 40) wards this chamber. Filraen has the only key.

Filraen has also protected his chamber with a permanent mental *alarm*, which activates when anyone but himself enters (see Development for more details). Note, that *alarm* is not a trap, and so cannot be detected or disarmed by a rogue.

#### APL 10 (EL 6)

↗ **Phantasmal Killer Trap:** CR 6; magic device; touch trigger; no reset; spell effect (heightened phantasmal killer, 12th-level wizard, DC 17 Will disbelief then DC 17 Fort partial [death or 3d6 points of damage]); Search DC 30; Disarm Device DC 30.

#### APL 12 (EL 7)

↗ **Phantasmal Killer Trap:** CR 7; magic device; touch trigger; no reset; spell effect (heightened phantasmal killer, 14th-level wizard, DC 19 Will disbelief then DC 19 Fort partial [death or 3d6 points of damage]); Search DC 31; Disarm Device DC 31.

#### APL 14 (EL 8)

↗ **Phantasmal Killer Trap:** CR 8; magic device; touch trigger; no reset; spell effect (heightened phantasmal killer, 16th-level wizard, DC 20 Will disbelief then DC 20 Fort partial [death or 3d6 points of damage]); Search DC 32; Disarm Device DC 32.

## CHAMBER FEATURES

Refer to Appendix 3 for details of the chamber's generic features. Additionally, the area has the following features:

**Ceiling:** The ceiling is 20 ft. high.

**Large Bed:** Crafted from black wood, silken sheets and a thick, comfortable mattress cover this large bed. There are several pillows.

**Large Desk and Chair:** In contrast to the workbench, Filraen's desk (hardness 5, hp 30) is neat and tidy. The desk has three locked draws (DC 40 Open Lock). Two of the three draws contain inconsequential papers. The third draw is empty. Below it, hidden in the floor is a secret compartment (DC 30 Search check) that contains his spellbook and several important letters (Player's Handout 2).

**Workbench:** This cluttered workbench is littered with the tools necessary for Filraen's research: a small brazier, several beakers, a balance and weights, a crucible filled with some dried and unidentifiable herbs, and many other items.

**Ornate Mirror:** This finely wrought and highly polished mirror is the focus for Filraen's *screaming* and, as such, is worth 1,000 gp.

**Large Wardrobe:** A large armoire containing Filraen's clothes stands opposite the bed.

**Magic Circle Against Evil:** A DC 23 Spellcraft check identifies the circle of powdered silver as an inward focused *magic circle against evil*. Currently, the circle is empty; this is where Filraen binds demons to his service.

**Treasure:** The PCs can take Filraen's mirror and spellbook and the letters detailed in Player Handout 2. Refer to the Treasure Summary for details.

## DEVELOPMENT

If Filraen becomes aware of intruders in his room, he uses divinations to find out what is going on before attacking. Refer to Event 3 for more information.

## 15: SONS OF TORMTOR

The two drow, Elkantar and Tluth, dwell here when not overseeing the troglodyte guards in Area 7. There is no tactical map for this area. Refer to DM Map 1 for an overview of its layout. Read the following:

*A strong, stone door blocks access to whatever lies beyond.*

A stone door (hardness 8, hp 60, Break DC 28) fitted with a good lock (Open Lock DC 30), to which both Elkantar and Tluth have a key, protects this chamber.

When the PCs enter this chamber, read the following:

*This small chamber has a simple table and two comfortable chairs. Fine, black curtains partially obscured two of the walls.*

## CHAMBER FEATURES

Refer to Appendix 3 for details of the chamber's generic features. Additionally, the area has the following features:

**Ceiling:** The ceiling is 20 ft. high.

**Black Curtains:** Each black curtain hides a small alcove. A character can scale a curtain with a DC 10 Climb check. If the character climbing, however, weighs over 100 lb., the curtain rips and the character falls to the ground (but takes no damage).

**Alcove:** The alcoves are essentially identical. Each holds a simple bed and a small chest (hardness 5, hp 15, Break DC 33) protected by an *arcane lock*. Each chest contains clothes suitable for a male drow, other personal but non-valuable items, and a spellbook.

**Treasure:** The only items of interest are the drows' spellbooks. Refer to the Treasure Summary for details.

## 16: COMMUNAL AREA

Slaves of the drow – several goblins overseen by a particularly cruel bugbear, use this area to prepare the drows' food and so on.

**Suggested Miniatures:** 6 goblin blackblades (*War Drums*), 1 bugbear gang leader (*Unhallowed*).

There is no tactical map for this area. Refer to DM Map 1 for an overview of its layout. Read the following:

*Several long tables with benches dominate this large, open space. Several other chambers stand close by, linked by short passageways.*

All APLs (EL 4)

➤ **Grash:** male bugbear; hp 29; MM 29.

➤ **Goblins (6):** hp 5; MM 133.

**Combat:** If the PCs attack, the bugbear tries to force the goblins to fight. He swears and curses, even beating a few of them, but the goblins are only interested in surrendering. The bugbear fights to the death.

## A: DINING AREA

The drows' minions eat here. The floor is encrusted with splashes of dried food and such like. There are several tables and benches here (refer to Chamber Features)

## B: KITCHEN AREA

The goblins cook and live in this area. A natural crack has been expanded to form a chimney.

**Chimney:** Soot blackens the rock around the chimney. The chimney is wide enough to climb up (DC 10 Climb check) but characters of Small or larger size are considered squeezing while doing so. The chimney meanders through the rock for 80 ft. or so before coming out on the western side of the ruins of Snurre's Hall.

**Sleeping Pallets:** The goblins sleep here on pathetic piles of rags. Their weapons and armor are piled in a small

alcove. Grash uses a larger, more comfortable, sleeping pallet nearer the fire.

**Well:** A narrow chute drops down several hundred feet to a source of fresh water. Several buckets and a very long rope lie nearby.

## C: DROW EATING AREA

This area is very similar to the communal eating area of the drows' servants except that the furniture is of better quality and the floor is clean.

## BATH AREA

Several 5 ft. wide, 10 ft. long depressions in the floor hint that this area is a bath chamber.

## CHAMBER FEATURES

Refer to Appendix 3 for details of this suite of chamber's generic features. Additionally, the area has the following features:

**Tables and Benches:** Tables can be flipped over to give cover (+4 bonus to AC and +2 to Reflex saves), but the benches are too small to bestow these bonuses. Characters can hop up onto a table with a DC 10 Jump check. While on a table, a character gets a +1 bonus on melee attack rolls against creatures below them. The tables in the drow eating area are of far better quality than those in the main dining area.

## 17: RIVER OF FIRE

The drow use this area as a defensive position to protect their holdings from creatures wandering in from the UnderOerth.

PCs approaching this area automatically notice the increased temperature.

There is no tactical map for this area. Refer to DM Map 1 for an overview of its layout. Read the following:

*A 15 ft.-high wall blocks the rest of the chamber from view. Two levels of arrow slits, and a single, double-barred, stone gate complete the fortification. It is very warm here.*

When the PCs can see beyond the wall, continue:

*Beyond the wall, the cavern is unworked. A 15 ft.-wide river, of sluggishly flowing lava, divides the chamber in half. A single bridge, seemingly crafted completely from spider webs, spans the river of molten fire.*

*Beyond, a single passageway leads off into the darkness.*

Normally, the troglodytes in Area 10, or Filraen's babau, guard this area. Currently, however, the babau are hunting in the UnderOerth with Filraen, and the troglodytes are resting in their quarters. Thus, no combat takes place here.

## CHAMBER FEATURES

Refer to Appendix 3 for details on the chamber's wall, floor, and other generic features. Additionally, the area has the following specific features:

**Hewn Stone Wall:** This wall (hardness 8, hp 1,080, Break DC 50, Climb DC 25) is well constructed and solid. It is 10 ft. thick. In squares pierced by an arrow slit, the wall is not considered a solid object, and thus does not block line of sight effects.

**Arrow Slits:** Arrow slits give individuals sheltering behind them a high degree of cover (+8 to AC and +4 Reflex). Small-sized characters can squeeze through an arrow slit with a successful DC 30 Escape Artist check. It costs smaller individuals 2 squares of movement to climb through an arrow slit. There are two rows of arrow slits here, one above another. The second set is reached by a stone stair and walkway both of which are five feet wide.

There are two arrow slits either side of the gate and a further five arrow slits above it.

**Stone Gate:** Two bars and an amazing padlock (Open Lock DC 40) secure this stone gate (hardness 8, hp 60, Break DC 28). The two bars can be raised by pulling up a large lever to the left-hand side of the gateway. Directly above the gate is a murder hole. Treat this as an arrow slit.

**Portcullis:** The portcullis is a sturdy affair that allows individuals with ranged or reach weapons to strike through it. Individuals fighting from behind the portcullis gain the benefits of cover (+4 to AC, +2 on Reflex saves).

The portcullis is raised by pulling up a small lever to the left-hand side of the gateway. This lever is located next to the one used to raise and lower the two bars.

**Web Bridge:** This 5 ft.-wide bridge has been crafted from webs (treat as a rope bridge—DMG 64). The webs do not inhibit movement across the bridge. The webs supporting the bridge are quite fragile (hp 8), although thicker masses of webs serving as planks are tougher (hardness 5, hp 10).

It takes two full-rounds to untie one end of a rope bridge (a DC 15 Use Rope check reduces this to a move action). If only one of the two supporting ropes is attached, everyone on the bridge must succeed on a DC 15 Reflex save or fall into the river of lava below, and thereafter must make a DC 15 Climb check to move along the remnants of the bridge.

**River of Lava:** The river of lava flows sluggishly. Falling into, or exposure to, the lava is extremely dangerous. Lava or magma deals 2d6 points of damage per round of exposure, except in the case of total immersion (such as when a character falls into the river), which deals 20d6 points of damage per round. Damage from magma continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact. An immunity, or resistance, to fire serves as an immunity to lava or magma. However, a creature immune to fire might still drown if completely immersed in lava (see Drowning—DMG 304).

## DEVELOPMENT

Beyond the river of lava lies the untamed wilderness of the UnderOerth. There is no map of this area. If the PCs persist in exploring it, proceed to Encounter 18.

## 18: THE UNDEROERTH

Beyond the river of lava lies the untamed wilderness of the UnderOerth. There is no map of this area. If the PCs persist in exploring these passages, improvise.

From Area 17, the passageway proceeds roughly to northwest. Roughly 15 ft. wide, it proceeds for 300 ft. before suddenly widening in places to 30 ft. From here, it starts to gently descend over a series of natural shelves and terraces. The darkness here is not total; in places phosphorescent lichens and moss cling to the walls.

Listen checks made in this area automatically detect many sounds—the clatter of rocks far off, the scuttling of insects, the drip of water, and so on.

PCs encounter no creatures here; the drow have driven off all predators.

## CONCLUSION

Refer to the relevant conclusion text below.

### LOLTH IS COMING!

If the PCs discovered evidence that the drow believe Lolth is soon to arrive on Oerth, use the following text:

*Returning to Istivin you gain audience with Frush, who receives the letters that you have uncovered with thanks. Quickly reading them he looks up, a worried look on his face. "Lolth, coming to Oerth? Gods, we barely defeated her last time – and at great personal cost. If she has bent her will to destroying us, we will need all our might to resist her. I must speak to the Marchioness immediately. Thank you, my friends; Sterich is grateful for your service."*

**Defender of Sterich:** All PCs receive the Defender of Sterich AR favor.

### NORMAL RAIDING

If the PCs did not discover evidence that the drow believe Lolth is soon to appear on Oerth, use the following text:

*Returning to Istivin you gain audience with Frush who quickly receives you. After you deliver your report he looks relieved. "This is good news," he says, "Although our old enemy once again tests us, I am glad that there is no greater threat lurking behind them. Thank you, my friends; Sterich is grateful for your service."*

**Defender of Sterich:** All PCs receive the Defender of Sterich AR favor.

## CAMPAIGN CONSEQUENCES

The actions of the PCs – and their discovery (or not) of the drows' belief that Lolth herself is soon to come to Oerth could have a profound effect on Sterich and the surrounding nations. If you played this adventure at Origins 2008, please send an email to [creighton@greyworks.co.uk](mailto:creighton@greyworks.co.uk) stating which conclusion was used.

Help keep the campaign living and dynamic, report your results!

## 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.

### 5: Strands of Death

Defeat the roper guards.

APL 10:	360 XP
APL 12:	420 XP
APL 14:	480 XP

### 6: Mindless Enervation

Defeat the golem guards and the enervating death trap.

APL 10:	360 XP
APL 12:	420 XP
APL 14:	480 XP

### 7: Guardians of the Damned

Defeat the drow and troglodyte guards.

APL 10:	390 XP
APL 12:	450 XP
APL 14:	510 XP

### 9: Lolth's Plaything

Defeat Sabra (only if he has significant equipment and has been healed).

ALL APLs:	180 XP.
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### 10: Faithful of Tormtor

Defeat House Tormtor's troglodyte minions.

APL 10:	390 XP
APL 12:	450 XP
APL 14:	510 XP

### 11: The Dark Fane

Defeat Imrae Abaeir and her spider guards.

APL 10:	420 XP
APL 12:	480 XP
APL 14:	540 XP

### 12: Living Darkness

Defeat the undead and the Lolth's blessing trap.

APL 10:	390 XP
APL 12:	450 XP
APL 14:	510 XP

### 13: Imrae's Chamber

Defeat or activate the *slaying living* trap.

APL 10:	180 XP
APL 12:	210 XP
APL 14:	240 XP

### 13: Filraen's Chamber

Defeat or activate the *phantasmal killer* trap.

APL 10:	180 XP
APL 12:	210 XP
APL 14:	240 XP

### Event 1: Camping in Snurre's Hall

Defeating or parleying with Surtr's Chosen and the bugbear infiltrators.

APL 10:	390 XP
APL 12:	450 XP
APL 14:	510 XP

### Event 2: Purple Maw

Defeat the purple worm scavenger.

APL 10:	360 XP
APL 12:	420 XP
APL 14:	480 XP

### Event 3: Demon Attack

Defeat Filraen Ghaun and his babau allies.

APL 10:	420 XP
APL 12:	480 XP
APL 14:	540 XP

### Discretionary Roleplaying Award

Use these XP to reward the PCs for interacting with the various NPCs they encounter, particularly the drows' prisoners.

APL 10:	540 XP
APL 12:	630 XP
APL 14:	720 XP

### Total Possible Experience

Note that this adventure contains for more XP than even a normal two-round adventure. PCs can, therefore, only gain XP up to the maximum possible for their APL (as listed below).

APL 10:	2,700 XP
APL 12:	3,150 XP
APL 14:	3,600 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.

### Event 1: Camping in Snurre's Hall

**APL 10:** Loot 26 gp; Magic 3,522 gp; +1 Large greatsword (200 gp), +1 Large full-plate (416 gp), ring of protection +2 (666 gp), cloak of resistance +2 (333 gp), ring of counterspells (333 gp), 2 +1 light mace (192 gp each), 2 +1 studded leather (179 gp each), 2 gloves of dexterity +2 (333 gp each), 2 cloak of resistance +1 (83 gp each); Total 3,548 gp.

**APL 12:** Loot 1 gp; Magic 4,157 gp; +1 Large greatsword (200 gp), +1 Large light fortification full-plate (667 gp), ring of protection +2 (666 gp), cloak of resistance +2 (333 gp), ring of counterspells (333 gp), 4 +1 light mace (192 gp each), 2 +1 studded leather (179 gp each), 2 gloves of dexterity +2 (333 gp each), 2 cloak of resistance +1 (83 gp each); Total 4,158 gp.

**APL 14:** Loot 1 gp; Magic 5,657 gp; +1 vicious Large greatsword (700 gp), +1 Large light fortification full-plate (667 gp), ring of protection +2 (666 gp), cloak of resistance +2 (333 gp), ring of counterspells (333 gp), 2 +1 light mace (192 gp each), 2 +2 light mace (692 gp each), 2 +1 studded leather (179 gp each), 2 gloves of dexterity +2 (333 gp each), 2 cloak of resistance +1 (83 gp each); Total 5,658 gp.

### 7: Guardians of the Damned

**APL 10:** Loot 322 gp; Coin 2 gp; Magic 1,340 gp; 2 mithral shirt (92 gp each), 2 +1 rapier (193 gp each), 2 ring of protection +1 (166 gp each), 2 potion of bear's endurance (25 gp each), 2 potion of cure serious wounds (62 gp each), 4 oil of magic weapon (4 gp each), 4 potion of aid (62 gp each); Total 1,664 gp.

**APL 12:** Loot 322 gp; Coin 2 gp; Magic 2,338 gp; 2 +1 twilight mithral shirt (425 gp each), 2 +1 rapier (193 gp each), 2 ring of protection +1 (166 gp each), 2 potion of bear's

endurance (25 gp each), 2 potion of cure serious wounds (62 gp each), 4 oil of magic weapon (4 gp each), 4 potion of aid (62 gp each), 4 cloak of resistance +1 (83 gp each); Total 2,662 gp.

**APL 12:** Loot 322 gp; Coin 2 gp; Magic 5,502 gp; 2 +2 twilight mithral shirt (841 gp each), 2 +1 rapier (193 gp each), 2 ring of protection +1 (166 gp each), 2 potion of bear's endurance (25 gp each), 2 potion of cure serious wounds (62 gp each), 4 oil of magic weapon (4 gp each), 4 potion of aid (62 gp each), 6 cloak of resistance +2 (333 gp each) 2 amulet of health +2 (333 gp); Total 5,826

### 8: The Damned

**All APLs:** Loot 12 gp; Total 12 gp.

### 9: Lolth's Plaything

**All APLs:** Loot 42 gp; Total 41 gp.

### 10: Faithful of Tormtor

**APL 10:** Loot 105 gp; Magic 1,404 gp; 4 oil of magic weapon (4 gp each), 4 potion of aid (62 gp each), bead of force (250 gp), potion of cure serious wounds (62 gp), +1 warhammer (192 gp), +1 full plate (220 gp), vest of resistance +1 (83 gp), cloak of charisma +2 (333 gp); Total 1,509 gp.

**APL 12:** Loot 105 gp; Magic 2,069 gp; 4 oil of magic weapon (4 gp each), 4 potion of aid (62 gp each), bead of force (250 gp), potion of cure serious wounds (62 gp), +1 warhammer (192 gp), +1 full plate (220 gp), vest of resistance +1 (83 gp), cloak of charisma +2 (333 gp), ring of protection +2 (333 gp), 4 cloak of resistance +1 (83 gp each); Total 2,174 gp.

**APL 14:** Loot 105 gp; Magic 3,381 gp; 4 oil of magic weapon (4 gp each), 4 potion of aid (62 gp each), 2 bead of force (250 gp each), potion of cure serious wounds (62 gp), +1 warhammer (192 gp), +1 full plate (220 gp), vest of resistance +1 (83 gp), cloak of charisma +2 (333 gp), ring of protection +2 (333 gp), 4 cloak of resistance +2 (333 gp each); Total 3,486 gp.

### 11: The Dark Fane

**APL 10:** Loot 151 gp; Magic 2,434 gp; drow house insignia (blur) (275 gp), potion of cure serious wounds (62 gp each), elixir of adamantine blood (42 gp), scroll of deeper darkness (31 gp), periapt of wisdom +4 (1,333 gp), +1 returning javelin (691 gp); Total 2,585 gp.

**APL 12:** Loot 151 gp; Magic 3,767 gp; drow house insignia (blur) (275 gp), potion of cure serious wounds (62 gp each), elixir of adamantine blood (42 gp), scroll of deeper darkness (31 gp), periapt of wisdom +4 (1,333 gp), +1 returning javelin (691 gp), belt of giant strength +4 (1,333 gp); Total 3,918 gp.

**APL 14:** Loot 151 gp; Magic 5,850 gp; drow house insignia (blur) (275 gp), potion of cure serious wounds (62 gp each), elixir of adamantine blood (42 gp), scroll of deeper darkness (31 gp), periapt of wisdom +4 (1,333 gp), +1

returning javelin (691 gp), belt of giant strength +4 (1,333 gp), pearl of power (5th-level) (2,083 gp); Total 6,001 gp.

### 13: Imrae's Chamber

All APLs: Coin 100 gp; Total 100 gp.

### 14: Filraen's Chamber

APL 10: Loot 85 gp; Magic Filraen's spellbook (5,500 gp); Total 5,585 gp.

APL 12: Loot 85 gp; Magic Filraen's spellbook (7,500 gp); Total 7,585 gp.

APL 14: Loot 85 gp; Magic Filraen's spellbook (9,100 gp); Total 9,185 gp.

### 15: Sons of Tormtor

APL 10: Magic 2 drow spellbook (2,000 gp each); Total 4,000 gp.

APL 12: Magic 2 drow spellbook (2,000 gp each); Total 4,000 gp.

APL 14: Magic 2 drow spellbook (3,000 gp each); Total 6,000 gp.

### Event 3: Demon Attack

APL 10: Loot 25 gp; Coin 4 gp; Magic 2,633 gp; drow house insignia (levitate) (275 gp), elixir of adamantine blood (42 gp), potion of barkskin (+3) (50 gp), rod of wonder (4 charges) (80 gp), 2 scrolls of teleport (94 gp each), vest of resistance +2 (333 gp), headband of intellect +2 (333 gp), ring of protection +2 (666 gp), amulet of health +2 (333 gp); Total 2,658 gp.

APL 12: Loot 25 gp; Coin 4 gp; Magic 6,049 gp; drow house insignia (levitate) (275 gp), elixir of adamantine blood (42 gp), potion of barkskin (+3) (50 gp), rod of wonder (4 charges) (80 gp), 2 scrolls of teleport (94 gp each), vest of resistance +2 (333 gp), headband of intellect +2 (333 gp), ring of protection +2 (666 gp), amulet of health +2 (333 gp), pearl of power (4th-level) (1,333 gp), pearl of power (5th-level) (2,083 gp); Total 6,074 gp.

### Treasure Cap

APL 10: 4,600 gp

APL 12: 6,600 gp

APL 14: 13,200 gp

## ADVENTURE RECORD ITEMS

☛ **Nilonim's Boon:** You rescued the drow, Nilonim, from the depraved clutches of the Spider Queen's faithful and he is extremely grateful. Thus, he grants you Open access to the *ring of anticipation* and *ring of escape* as well as the *accurate* and *light burst* weapon properties (all from *Drow of the Underdark*).

Additionally, you have a friend in Erelhei-Cinlu. If you ever travel to that dark city, you can call on Nilonim (once) to provide up to 1,000 gp worth of spellcasting.

☛ **Favor of Sumavel Jariel:** You rescued Sumavel Jariel, a snow elf princess, from the depraved clutches of the Spider Queen's faithful and she is thankful. In thanks,

she provides you Open access to the elf paladin, elf ranger, and elf wizard racial substitution levels and to the following prestige classes (all from *Frostburn*): frost mage, frostrager, and stormsinger.

☛ **Defender of Sterich:** You have defended Sterich from great danger. Consequently, they give you Open access to the following wondrous items (all from the *Magic Item Compendium*): *daylight armor* special property, *swordbow*, *spider fang*, *war wizard cloak*, *helm of battle*, *helm of glorious recovery*, and *armband of maximized healing*.

☛ **Filraen's Dark Writings:** This book, covered in thick, leathery spider hide contains Filraen's spells. The spellbook contains the following spells (DotU—*Drow of the Underdark*, SC—*Spell Compendium*):

APL 10: 0—all PH; 1st—*combat readiness*<sup>DotU</sup>, *expeditious retreat*, *magic missile*, *obscuring mist*, *shield*, *summon monster I*, *true strike*; 2nd—*bear's endurance*, *false life*, *fox's cunning*, *invisibility*, *scorching ray*, *magical backlash*<sup>DotU</sup>, *shadow shroud*<sup>DotU</sup>, *summon monster II*, *web*; 3rd—*fireball*, *fly*, *greater mage armor*<sup>SC</sup>, *magic circle against good*, *protection from energy*; 4th—*arcane eye*, *greater invisibility*, *phantasmal killer*, *summon monster IV*, *stoneskin*; 5th—*cyclonic blast*<sup>SC</sup>, *driider shape*<sup>DotU</sup>, *teleport*, *viscid glob*<sup>SC</sup>; 6th—*eyebite*, *greater dispel magic*; Cost 5,550 gp

APL 12: as APL 10 plus: 4th—*confusion*, *detect scrying*, *improved invisibility*; 5th—*cloudkill*, *cone of cold*, *feeblemind*, *legend lore*; 7th—*power word blind*; Cost 7,500 gp.

APL 14: as APL 12 plus: 5th—*dominate person*; 6th—*globe of invulnerability*, *greater heroism*; 8th—*polar ray*, *power word stun*; Cost 9,100 gp.

**Drow Spellbook:** You recovered this book from a slain drow wizard. It contains the following spells:

APL 10 - 12: 0—all PH core; 1st—*alarm*, *magic missile*, *ray of enfeeblement*, *shield*, *silent image*, *true strike*; 2nd—*arcane lock*, *scorching ray*, *invisibility*, see *invisibility*, *spider climb*, *web*; 3rd—*haste*; Cost 2,000 gp.

APL 14: as APL 10 plus 2nd—*shadow shroud*; 4th—*dimension door*, *greater invisibility*, *stoneskin*; 5th—*viscid glob*; Cost 3,000 gp.

## ITEM ACCESS

APL 10:

- Ring of counterspells (Any; DMG)
- Bead of force (Any; DMG)
- Drow house insignia (blur) (Core; CL 3rd; Drow of the Underdark; 3,300 gp)
- Drow house insignia (levitate) (Core; CL 3rd; Drow of the Underdark; 3,300 gp)
- Elixir of adamantine blood (Adventure; CL 3rd; Magic Item Compendium; 500 gp)
- +1 returning javelin (Any; DMG; 8,301 gp)
- Rod of wonder (4 charges) (Adventure; DMG; 960 gp)
- Drow Spellbook (Adventure; see above)
- Filraen's Dark Writings (Adventure; see above)



**APL 12** (all of APL 10 plus the following):

- +1 *Large light fortification full plate* (Core; CL 6th; DMG; 7,150 gp)
- +1 *twilight mithral shirt* (Core; CL 6th; PH II; 5,100 gp)
- *Pearl of power (4th-level)* (Any; DMG)

**APL 14** (all of APLs 10-12 plus the following):

- +1 *vicious Large greatsword* (Core; DMG; 8,400 gp)
- +2 *twilight mithral shirt* (Core; PH II; 10,100 gp)
- *Pearl of power (5th-level)* (Any; DMG)

## 8: THE DAMNED

### LAVINIA HILLTOPPLE

CR 3

Female orc fighter 3

N Medium humanoid (orc)

**Init** +6; **Senses** darkvision 60 ft.; Listen +1, Spot +1

**Languages** Common, Halfling

**AC** 12, touch 12, flat-footed 10; Combat Expertise (+2 Dex)

**hp** 27 (currently 12) (3 HD)

**Fort** +5, **Ref** +3, **Will** +2

**Weakness** light blindness

**Speed** 30 ft. (6 squares)

**Melee** unarmed strike +6 (1d3+3)

**Base Atk** +3; **Grp** +6

**Atk Options** Combat Expertise

**Abilities** Str 17, Dex 15, Con 14, Int 10, Wis 12, Cha 8

**Feats** Combat Expertise, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Weapon Focus (bastard sword)

**Skills** Intimidate +5, Listen +1, Ride +6, Spot +1, Swim +5

**Light Blindness (Ex)** Lavinia is dazzled (-1 on attack rolls, saves, and checks) in bright sunlight or within the radius of a *daylight* spell.

Weapon Finesse<sup>B</sup>, Weapon Focus (rapier)<sup>B</sup>, Weapon Specialization (rapier)

**Skills** Climb +10, Concentration +11, Intimidate +4, Jump +11, Listen +9, Search +5 Spellcraft +13, Spot +8

**Possessions** none

**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.

**Hit-and-Run Tactics** Nilonim adds his Dexterity bonus as a competence bonus on weapon damage rolls against flat-footed targets within 30 feet.

## 11: THE DARK FANE

### NILONIM

CR 13

Male drow fighter 6/wizard 6

NG Medium humanoid (elf)

**Init** +10; **Senses** darkvision 120 ft.; Listen +9, Spot +8

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

**AC** 14, touch 14, flat-footed 14; Combat Expertise, Dodge (+4 Dex)

**hp** 64 (12 HD)

**Immune** *sleep*

**SR** 23

**Fort** +8, **Ref** +7, **Will** +8 (+10 against spells and spell-like abilities); +2 against enchantments

**Weakness** light blindness

**Speed** 30 ft. (6 squares)

**Melee** unarmed strike +10 (1d3+1 nonlethal)

**Base Atk** +9; **Grp** +10

**Atk Options** At Home in the Dark, Point Blank Shot, Precise Shot, hit-and-run tactics

**Wizard Spells Prepared** (CL 5th; +13 ranged touch; +10 melee touch):  
None prepared

**Spell-Like Abilities** (CL 12th):

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

**Abilities** Str 13, Dex 18, Con 12, Int 17, Wis 10 Cha 10  
**SQ** drow traits

**Feats** At Home in the Deep, Combat Expertise, Hand Crossbow Focus, Point Blank Shot, Empower Spell<sup>B</sup>, Precise Shot, Improved Initiative, Scribe Scroll<sup>B</sup>,

## APPENDIX 1: APL 10

### EVENT 1: CAMPING IN SNURRE'S HALL

#### SURTR'S CHOSEN

CR 11

Male fire giant favored soul\* 2

\* *Complete Divine* 7

LE Large giant (fire)

**Init** -1; **Senses** low-light vision; Listen +3, Spot +15

**Languages** Common, Giant

**AC** 26, touch 10, flat-footed 26

(-1 size, -1 Dex, +9 armor, +2 deflection, +7 natural)

**hp** 199 (17 HD)

**Immune** fire

**Fort** +18, **Ref** +8, **Will** +12

**Weakness** vulnerability to cold

**Speed** 30 ft. in full-plate (6 squares), base speed 40 ft.

**Melee** +1 *greatsword* +23/+18/+13 (3d6+17/19-20) or

**Melee** 2 slams +22 each (1d4+11) or

**Ranged** rock +10 (2d6+11)

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

**Base Atk** +12; **Grp** +27

**Atk Options** Cleave, Improved Overrun (+19), Power Attack

**Special Actions** rock throwing

**Combat Gear** *ring of counterspells* (ray of *enfeeblement*), scroll of *widened silence*

**Favored Soul Spells Known** (CL 6nd):

1st (6/day)—*bless*, *lesser vigor*, *protection from good*

0 (5/day)—*cure minor wounds*, *detect magic*, *guidance*, *light*, *resistance*

**Abilities** Str 33, Dex 9, Con 24, Int 8, Wis 16, Cha 15

**SQ** giant traits

**Feats** Cleave, Improved Overrun, Iron Will, Lightning Reflexes, Power Attack, Practiced Spellcaster

**Skills** Climb +6, Concentration +9, Jump +8, Listen +3, Spot +15

**Possessions** combat gear plus +1 *greatsword*, +1 full plate, *ring of protection* +2, *cloak of resistance* +2

#### BUGBEAR INFILTRATOR

CR 8

Male bugbear ranger 5/rogue 3

CE Medium humanoid (goblinoid)

**Init** +4; **Senses** darkvision 60 ft., scent; Listen +7, Spot +7

**Languages** Common, Goblin

**AC** 21, touch 14, flat-footed 17; +1 against traps (+4 Dex, +4 armor, +3 natural)

**hp** 83 (11 HD)

**Resist** evasion

**Fort** +10, **Ref** +15 (+16 against traps), **Will** +7

**Speed** 40 ft. (8 squares), base speed 30 ft.

**Melee** +1 *light mace* +14/+9 (1d6+6) and mwk *light mace* +14 (1d6+2)

**Ranged** javelin +13 (1d6+5)

**Base Atk** +9; **Grp** +14

**Atk Options** Combat Reflexes, Lightning Mace, distracting attack, favored enemy dwarf +2, favored enemy human +4, sneak attack +2d6

**Combat Gear**

**Ranger Spells Prepared** (CL 1st):

1st—*longstrider*<sup>1</sup>

‡ Already cast

**Abilities** Str 20, Dex 18, Con 16, Int 10, Wis 12, Cha 8  
**SQ** trapfinding, wild empathy +4 (+0 magical beasts)

**Feats** Combat Reflexes, Endurance<sup>B</sup>, Iron Will, Lightning Mace, Track<sup>B</sup>, Two-Weapon Fighting<sup>B</sup>, Weapon Focus (light mace)

**Skills** Balance +6, Climb +10, Hide +16, Jump +12, Listen +7, Move Silently +20, Search +4, Sense Motive +5, Spot +7, Survival +7, Tumble +12

**Possessions** combat gear plus masterwork light mace, +1 *light mace*, 3 javelins, +1 *studded leather*, *gloves of dexterity* +2, *cloak of resistance* +1

**Distraction Attack (Ex)** Whenever the bugbear infiltrator hits an enemy with a weapon attack (melee or ranged), that enemy is considered flanked by the bugbear infiltrator for the purpose of adjudicating its allies attacks. This condition lasts until the enemy is attacked by one of its allies or until the start of the bugbear infiltrator's next turn, whichever comes first. This ability has no effect on creatures that can't be flanked.

**Lightning Mace (Ex)** Whenever the bugbear infiltrator rolls a threat on an attack roll while using a light mace in each hand, it gains an additional attack at the same attack bonus.

### 6: MINDLESS ENERVATION

#### ENERVATING DEATH

CR 8

**Description** see text.

**Search** DC 23; **Type** magic

**Trigger** detection (*true seeing*); **Init** +4

**Effect** *enervation* (Atk +3 ranged touch, 1d4 negative levels, CL 7th); two random targets per round

**Duration** 11 rounds

**Destruction** AC 22; hp 36; hardness 8 (whole trap)

**Disarm** Disable Device DC 29

**Dispel** DC 19

### 7: GUARDIANS OF THE DAMNED

#### TROGLODYTE GUARD (RAGING) CR 7

Male Lolth-touched\* troglodyte barbarian 1/fighter 4

\* *Monster Manual* IV

CE Medium humanoid (reptilian)

**Init** +1; **Senses** darkvision 90 ft.; Listen +6, Spot +1

**Languages** Draconic

**AC** 19, touch 7, flat-footed 18

(+1 Dex, -4 class, +5 armor, +1 shield, +6 natural)  
**hp** 104 (7 HD)

**Immune** fear

**Fort** +18, **Ref** +4, **Will** +6

**Speed** 40 ft. in breastplate (8 squares)

**Melee** mwk greatclub +16/+11 (1d10+15) and bite +13 (1d4+9) or

**Melee** bite +15 (1d4+9) and 2 claws +13 each (1d4+4)

**Ranged** javelin +7 (1d6+9)

**Base Atk** +6; **Grp** +15

**Atk Options** Power Attack, Reckless Rage, rage 1/day (12 rounds)

**Special Actions** stench (DC 20)

**Combat Gear** *oil of magic weapon*, *potion of aid*

**Abilities** Str 28, Dex 12, Con 29, Int 8, Wis 12, Cha 8

**Feats** Iron Will, Lightning Reflexes, Multiattack<sup>B</sup>, Power Attack, Reckless Rage, Weapon Specialization (greatclub), Weapon Focus (greatclub)

**Skills** Climb +7, Jump +15, Listen +6, Hide +7(+11 in rocky or underground), Move Silently +2, Spot +1

**Possessions** combat gear plus masterwork greatclub, masterwork breastplate, masterwork buckler

**Stench (Ex)** All living creatures within 30 ft. of an angry or frightened troglodyte must succeed on a DC 20 Fortitude save or be sickened (-2 on attack rolls, saving throws, skill checks, and ability checks) for 10 rounds. Creatures that make a successful save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* removes the effect. Creatures with resistance to poison receive their normal bonus to their saving throws while creatures immune to poison are unaffected.

When not raging, a troglodyte Lolth-touched barbarian has the following changed statistics:

**AC** 23, touch 11, flat-footed 22

**hp** 83 (7 HD)

**Fort** +15, **Will** +4

**Melee** mwk greatclub +13/+8 (1d10+11) and bite +10 (1d4+6) or

**Melee** bite +12 (1d4+6) and 2 claws +10 each (1d4+3)

**Grp** +12

**Special Actions** stench (DC 17)

**Abilities** Str 22, Con 23

**Skills** Climb +4, Jump +12

## ELKANTAR AND TLUTH

**CR 8**

Male drow fighter 2/wizard 5

NE Medium humanoid (elf)

**Init** +9; **Senses** darkvision 120 ft.; Listen +6, Spot +7

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

**AC** 18, touch 14, flat-footed 15; Dodge (+3 Dex, +4 armor, +1 deflection)

**hp** 35 (7 HD)

**Immune** *sleep*

**SR** 18

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

**Weakness** light blindness

**Speed** 30 ft. (6 squares)

**Melee** +1 *rapier* +9 (1d6+2/18-20) or

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

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

**Atk Options** Point Blank Shot, Precise Shot, hit-and-run tactics, poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours)

**Combat Gear** 3 doses of drow poison, *potion of bear's endurance*, *potion of cure serious wounds*

**Wizard Spells Prepared** (CL 5th; 10% arcane spell failure chance; +7 ranged touch; +5 melee touch):

3rd—*haste*, empowered *ray of enfeeblement*

2nd—*scorching ray*, *invisibility*, see *invisibility*

1st—*magic missile*, *ray of enfeeblement*, *shield*, *true strike*

0—*detect magic*, *ghost sound* (DC 13), *touch of fatigue* (DC 13), *resistance*

**Spell-Like Abilities** (CL 7th):

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

**Abilities** Str 13, Dex 16, Con 12, Int 17, Wis 10, Cha 10  
**SQ** drow traits

**Feats** Point Blank Shot, Empower Spell<sup>B</sup>, Precise Shot, Improved Initiative, Scribe Scroll<sup>B</sup>, Weapon Finesse<sup>B</sup>, Weapon Focus (rapier)<sup>B</sup>

**Skills** Climb +6, Concentration +10, Intimidate +4, Jump +6, Listen +6, Search +5, Spellcraft +11, Spot +7

**Possessions** combat gear plus mithral shirt, +1 *rapier*, masterwork hand crossbow with 20 bolts, *ring of protection* +1, black spider-headed brooch, 12 gp, key to area 15

**Spellbook** spells prepared plus 0—all; 1st—*alarm*, *silent image*; 2nd—*arcane lock*, *spider climb*, *web*

**Light Blindness (Ex)** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Elkantar and Thuthadd 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.

**Hit-and-Run Tactics** Elkantar and Thuthadd add their Dexterity bonus as a competence bonus on weapon damage rolls against flat-footed targets within 30 feet.

## 10: FAITHFUL OF TORMTOR

### TROGLODYTE (RAGING)

**CR 7**

Male Lolth-touched\* troglodyte barbarian 1/fighter 4

\* *Monster Manual IV* 92

CE Medium humanoid (reptilian)

**Init** +1; **Senses** darkvision 90 ft.; Listen +6, Spot +1

**Languages** Draconic

**AC** 19, touch 7, flat-footed 18

(+1 Dex, -4 class, +5 armor, +1 shield, +6 natural)

**hp** 104 (7 HD)

**Immune** fear

**Fort** +18, **Ref** +4, **Will** +6

**Speed** 40 ft. in breastplate (8 squares)

**Melee** mwk greatclub +16/+11 (1d10+15) and bite +13 (1d4+9) or

**Melee** bite +15 (1d4+9) and 2 claws +13 each (1d4+4)

**Ranged** javelin +7 (1d6+9)

**Base Atk** +6; **Grp** +15

**Atk Options** Power Attack, Reckless Rage, rage 1/day (12 rounds)

**Special Actions** stench (DC 20)

**Combat Gear** *oil of magic weapon*, *potion of aid*

**Abilities** Str 28, Dex 12, Con 29, Int 8, Wis 12, Cha 8

**Feats** Iron Will, Lightning Reflexes, Multiattack<sup>B</sup>, Power Attack, Reckless Rage, Weapon Specialization (greatclub), Weapon Focus (greatclub)

**Skills** Climb +7, Jump +15, Listen +6, Hide +7(+11 in rocky or underground), Move Silently +2, Spot +1

**Possessions** combat gear plus masterwork greatclub, masterwork breastplate, masterwork buckler

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**Stench (Ex)** All living creatures within 30 ft. of an angry or frightened troglodyte must succeed on a DC 20 Fortitude save or be sickened ( -2 on attack rolls, saving throws, skill checks, and ability checks) for 10 rounds. Creatures that make a successful save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* removes the effect. Creatures with resistance to poison receive their normal bonus to their saving throws while creatures immune to poison are unaffected.

When not raging, a troglodyte Lolth-touched barbarian has the following changed statistics:

**AC** 23, touch 11, flat-footed 22

**hp** 83 (7 HD)

**Fort** +15, **Will** +4

**Melee** mwk greatclub +13/+8 (1d10+11) and bite +10 (1d4+6) or

**Melee** bite +12 (1d4+6) and 2 claws +10 each (1d4+3)

**Grp** +12

**Special Actions** stench (DC 17)

**Abilities** Str 22, Con 23

**Skills** Climb +4, Jump +12

## BATTLE CAPTAIN

CR 11

Male Lolth-touched\* troglodyte fighter 2/marshal\*\* 7

\**Monster Manual IV* 92

\*\**Miniatures Handbook* 11

CE Medium humanoid (reptilian)

**Init** +1; **Senses** darkvision 90 ft.; Listen +7, Spot +7

**Languages** Draconic

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**AC** 26, touch 11, flat-footed 25  
(+1 Dex, +9 armor, +6 natural)

**hp** 99 (11 HD); Diehard

**Immune** fear

**Fort** +16, **Ref** +6, **Will** +8

---

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

**Melee** +1 *warhammer* +15/+10 (1d8+8/x3) and bite +11 (1d4+5) or

**Melee** bite +13 (1d4+5) and 2 claws each +11 (1d4+2)

**Ranged** javelin +9 (1d6+5)

**Base Atk** +8; **Grp** +13

**Atk Options** Power Attack

**Special Actions** grant move action 1/day, major aura +2, minor aura +4, stench (DC 15)

**Combat Gear** *bead of force*, *potion of cure serious wounds*

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

**Feats** Diehard, Endurance, Iron Will, Lightning Reflexes, Multiattack<sup>B</sup>, Power Attack, Skill Focus (Diplomacy)<sup>B</sup>, Weapon Focus (*warhammer*)

**Skills** Bluff +10, Diplomacy +13, Jump -2, Handle Animal +9, Hide +0 (+4 in rocky or underground setting), Intimidate +11, Listen +7, Sense Motive +7, Spot +7

**Possessions** combat gear plus +1 *warhammer*, +1 *full plate*, *vest of resistance* +1, *cloak of charisma* +2

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**Grant Move Action (Ex)** As a standard action, a battle captain can grant an extra move action to any and all allies within 30 feet. This extra movement does not affect the allies' initiative count.

**Major Aura** As a swift action, a battle captain can grant any of the following auras to all allies within 60 feet that have an Intelligence score of 3 or higher. The battle captain can project one major and one minor aura at a time. A marshal's aura is dismissed if he is dazed, unconscious, stunned, or paralyzed. Dismissing an aura is a free action.

*Motivate Ardor*: +2 bonus on damage rolls.

*Motivate Attack*: +2 bonus on attack rolls.

**Minor Aura** As a swift action, a battle captain can grant any of the following auras to all allies within 60 feet that have an Intelligence score of 3 or higher.

*Force of Will*: +3 bonus on Will saves.

*Master of Opportunity*: +3 bonus to AC against attacks of opportunity.

*Over the Top*: +3 bonus on damage when charging.

*Watchful Eye*: +3 bonus on Reflex saves.

**Stench (Ex)** All living creatures within 30 ft. of an angry or troglodyte battle captain must succeed on a DC 15 Fortitude save or be sickened ( -2 on attack rolls, saving throws, skill checks, and ability checks) for 10 rounds. Creatures that make a successful save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* removes the effect. Creatures with resistance to poison receive their normal bonus to their saving throws while creatures immune to poison are unaffected.

## 11: THE DARK FANE

### LOLTH-TOUCHED\* CORRUPTED BY THE ABYSS\*\* HUNTING SPIDER CR 9

\* *Monster Manual IV* 92

\*\**Expedition to the Demonweb Pits* 190

CE Huge aberration (augmented vermin)

**Init** +6; **Senses** darkvision 60 ft., tremorsense 60 ft.; Listen -1, Spot +11

**Languages** Elven

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**AC** 19, touch 10, flat-footed 19  
(-2 size, +2 Dex, +9 natural)

**hp** 92 (8 HD); fast healing 4 (while in the Abyss); DR 10/good

**Immune** fear

**Resist** electricity 20

**Fort** +13 (+17 against poison), **Ref** +4, **Will** +4

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**Speed** 40 ft. (6 squares), climb 20 ft.

**Melee** bite +13 (4d6+13 plus poison)

**Space** 15 ft.; **Reach** 10 ft.

**Base Atk** +6; **Grp** +23

**Atk Options** poison (Fort DC 25, 1d8 Str/1d8 Str)

**Abilities** Str 29, Dex 15, Con 24, Int 3, Wis 8, Cha 1  
**SQ** aberration traits  
**Feats** Improved Natural Attack, Improved Initiative, Iron Will  
**Skills** Climb +17, Hide +2, Jump +23, Listen -1, Move Silently +6, Spot +11  
**Skills** A Lolth-touched corrupted by the Abyss hunting spider can always take 10 on a Climb check even when rushed or threatened.

## IMRAE ABAEIR

CR 13

Female drow cleric 12  
 CE Medium humanoid (elf)  
**Init** +3; **Senses** darkvision 120 ft.; Listen +8, Spot +8  
**Languages** Common, Drow Sign Language, Elven, Undercommon  
**AC** 27, touch 11, flat-footed 26  
 (+1 Dex, +11 armor [*magic vestment*], +5 shield [*magic vestment*])  
**hp** 69 (12 HD)  
**Immune** sleep  
**SR** 23  
**Fort** +8, **Ref** +7, **Will** +14 (+16 against spells and spell-like abilities); +2 against enchantments  
**Weakness** light blindness  
**Speed** 20 ft. in full plate (4 squares), base speed 30 ft.  
**Melee** +3 *returning javelin* +14/+9 (1d6+5 plus poison)  
**Ranged** +3 *returning javelin* +15 (1d6+5 plus poison)  
**Base Atk** +9; **Grp** +10  
**Atk Options** Point Blank Shot, poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours), smite 1/day (+4 attack, +12 damage)  
**Special Actions** Divine Vigor, rebuke undead 3/day (+2, 2d6+12, 12th), spontaneous casting (*inflict* spells)  
**Combat Gear** drow house insignia (*blur*), *potion of cure serious wounds*, *elixir of adamantine blood*, *scroll of deeper darkness*  
**Cleric Spells Prepared** (CL 12th; +10 melee touch):  
 6th—*blade barrier* (DC 22), *harm*<sup>D</sup> (DC 22), *word of recall*  
 5th—*break enchantment*, *flame strike* (DC 21), *greater command*<sup>D</sup> (DC 22), *greater vigor*, *righteous might*  
 4th—*air walk*, *armored vermin*, *cure critical wounds*, *dominate person*<sup>D</sup> (DC 21), *greater magic weapon*<sup>†</sup>,  
 3rd—*dispel magic* (2), *magic vestment* (2)<sup>††</sup>, *protection from energy*, *suggestion*<sup>D</sup> (DC 20),  
 2nd—*bear's endurance*, *cure moderate wounds*, *enthrall*<sup>D</sup> (DC 19), *hold person* (DC 19), *shadow shroud*, *silence* (2),  
 1st—*bless*, *entropic shield*, *inflict light wounds*<sup>D</sup> (DC 17), *obscuring mist*, *protection from good*, *sanctuary*, *shield of faith*  
 0—*detect magic* (2), *detect poison* (2), *read magic*, *virtue*  
**D**: Domain spell. Deity: Lolth. Domains: Destruction, Domination  
<sup>†</sup> Already cast  
**Spell-Like Abilities** (CL 12th):

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

**Abilities** Str 13, Dex 16, Con 10, Int 12, Wis 22, Cha 10  
**SQ** elf traits  
**Feats** Divine Vigor, Improved Toughness, Point Blank Shot, Spell Focus (enchantment)<sup>B</sup>, Tormtor School, Weapon Focus (javelin)  
**Skills** Concentration +16, Diplomacy +10, Knowledge (religion) +6, Listen +8, Search +3, Spellcraft +16, Spot +8  
**Possessions** combat gear plus masterwork full plate, heavy steel shield, *periapt of wisdom* +4, +1 *returning javelin*  
**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.

## 12: LIVING DARKNESS

### LOLTH'S BLESSING

CR 10

**Description** see text.  
**Search** DC 25; **Type** magic  
**Trigger** location/detection/touch/timed; **Init** +5  
**Effect** *mass inflict light wounds* (Will DC 17 halves, 11 targets no more than 30 ft. apart 1d8+11 points of negative energy damage, CL 11th; see PH 244)  
**Duration** 13 rounds  
**Destruction** AC 25; hp 45; hardness 8 (whole trap)  
**Disarm** Disable Device DC 30 (whole trap)  
**Dispel** DC 21 (whole trap shuts down for 1d4 rounds only)

## EVENT 3: DEMON ATTACK

### FILRAEN GHAUN

CR 13

Male Lolth-touched\* drow wizard 5/wild mage\*\* 6  
 \**Monster Manual IV* 92  
 \*\**Complete Arcane* 69  
 CE Medium humanoid (elf)  
**Init** +2; **Senses** darkvision 120 ft., permanent see *invisibility*; Listen +8, Spot +5  
**Languages** Abyssal, Common, Drow Sign Language, Draconic, Elven, Goblin, Kuo-Toan Undercommon, empathic link, permanent *tongues*  
**AC** 20, touch 14, flat-footed 18  
 (+2 Dex, +6 armor [*greater mage armor*], +2 deflection)  
**hp** 84 (11 HD); DR 10/adamantine (*stoneskin*—hp 110)  
**Immune** confusion, fear, insanity  
**Resist** grapple (contingent *blink*), *nondetection*; **SR** 22  
**Fort** +9, **Ref** +9, **Will** +8 (+10 against spells and spell-like abilities); +2 against enchantments  
**Weakness** light blindness  
**Speed** 30 ft. (6 squares)  
**Melee** mwk dagger +5 (1d4-1/19-20 plus poison)  
**Base Atk** +5; **Grp** +4  
**Atk Options** poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours)  
**Special Actions** Sudden Empower, random deflector 2/day, student of chaos, wild magic



**Combat Gear** *drow house insignia (levitate), elixir of adamantine blood, potion of barkskin (+3), rod of wonder (4 charges), 2 scrolls of teleport*

**Wizard Spells Prepared** (CL 8th; +7 ranged touch):

6th—*eyebite* (DC 21), *greater dispel magic*,  
heightened *phantasmal killer* (DC 21)

5th—*cyclonic blast* (DC 21), *feeblemind* (DC 20),  
empowered *lightningball* (DC 19), *viscid glob* (DC 20)

4th—*arcane eye*, *confusion* (DC 19), empowered  
*scorching ray*, *greater invisibility*, *stoneskin*<sup>†</sup>

3rd—*fireball* (DC 19), *fly*, *lightningball* (DC 19), *greater mage armor*<sup>†</sup>, *magic circle against good*, *protection from energy*

2nd—*bear's endurance*, *fox's cunning*, *invisibility*,  
*shadow shroud*, *Tasha's hideous laughter* (DC 17),  
*web*

1st—*expeditious retreat*, *magic missile* (2), *obscuring mist*, *protection from good*, *shield*, *true strike*

0—*daze* (DC 15), *detect magic*, *detect poison*,  
*prestidigitation*, *read magic*

† Already cast

**Spell-Like Abilities** (CL 11th):

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

**Abilities** Str 14, Dex 15, Con 20, Int 21, Wis 12, Cha 12  
**SQ** abyssal specialist, bat familiar, elf traits, share spells

**Feats** Alertness<sup>B</sup> (when familiar within 5 ft.), Empower Spell, Energy Substitution (lightning), Heighten Spell, Scribe Scroll<sup>B</sup>, Spell Focus (evocation), Sudden Empower

**Skills** Concentration +19, Hide +6, Knowledge (arcana) +19, Knowledge (architecture and engineering) +6, Knowledge (dungeoneering) +6, Knowledge (geography) +6, Knowledge (history) +6, Knowledge (local) +5, Knowledge (nature) +6, Knowledge (nobility and royalty) +6, Knowledge (religion) +6, Knowledge (the planes) +19, Listen +6 (+8 when familiar within 5 ft.), Move Silently +6, Search +7, Spellcraft +21, Spot +3 (+5 when familiar within 5 ft.), Use Magic Device +11

**Possessions** combat gear plus *vest of resistance* +2, *headband of intellect* +2, *ring of protection* +2, *amulet of health* +2, spell component pouch, 50 gp.

**Spellbook** (barred school: necromancy) spells prepared plus 1st—*combat readiness*; 2nd—*magical backlash*; 5th—*drider shape*, *teleport*.

**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.

**Random Deflector (Su)** Filraen can take an immediate action to protect himself from ranged attacks, ranged touch attacks, and spells that target him. Such an attack randomly targets someone else within 20 ft. of Filraen instead of targeting him (possible targets include Filraen and his allies). Any creature targeted by such an attack is attacked or affected normally, so an attack roll is compared against the new target's AC, or the new target can make a save if the attack allows one. The random deflector lasts until the beginning of Filraen's next turn.

**Student of Chaos (Ex)** Whenever Filraen uses a magic item that offers a randomly determined effect (such as a *bag of tricks* or *rod of wonder*), he can roll twice and choose between the two results.

**Wild Magic** Filraen's caster level is three lower than her level indicates. However, each time he casts a spell, he rolls 1d6 and adds the result to his modified caster level to determine his adjusted caster level for that spell.

**EVENT 1: CAMPING IN SNURRE'S HALL****SURTR'S CHOSEN****CR 12**

Male fire giant favored soul\* 4

\* *Complete Divine* 7

LE Large giant (fire)

**Init** -1; **Senses** low-light vision; Listen +3, Spot +15**Languages** Common, Giant**AC** 26, touch 10, flat-footed 26

(-1 size, -1 Dex, +9 armor, +2 deflection, +7 natural)

**hp** 222 (19 HD)**Resist** critical hits (25%)**Immune** fire**Fort** +19, **Ref** +9, **Will** +13**Weakness** vulnerability to cold**Speed** 30 ft. in full-plate (6 squares), base speed 40 ft.**Melee** +1 *greatsword* +26/+21/+16 (3d6+17/17-20) or**Melee** 2 slams +24 each (1d4+11) or**Ranged** rock +12 (2d6+11)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +14; **Grp** +29**Atk Options** Cleave, Improved Overrun (+19), Power Attack**Special Actions** rock throwing**Combat Gear** *ring of counterspells* (ray of enfeeblement), scroll of widened silence**Favored Soul Spells Known** (CL 8th):2nd (4/day)—*bear's endurance*, *bull's strength*, *cure moderate wounds*1st (7/day)—*bless*, *entropic shield*, *lesser vigor*, *protection from good*0 (6/day)—*cure minor wounds*, *detect magic*, *guidance*, *light*, *read magic*, *resistance***Abilities** Str 33, Dex 9, Con 24, Int 8, Wis 16, Cha 15**SQ** giant traits**Feats** Cleave, Improved Critical (greatsword), Improved Overrun, Iron Will, Lightning Reflexes, Power Attack, Practiced Spellcaster, Weapon Focus (greatsword)<sup>B</sup>**Skills** Climb +6, Concentration +11, Jump +8, Listen +3, Spot +15**Possessions** combat gear plus +1 *greatsword*, +1 *light fortification full-plate*, *ring of protection* +2, *cloak of resistance* +2**BUGBEAR INFILTRATOR****CR 10**

Male bugbear ranger 5/rogue 5

CE Medium humanoid (goblinoid)

**Init** +4; **Senses** darkvision 60 ft., scent; Listen +9, Spot +9**Languages** Common, Goblin**AC** 23, touch 15, flat-footed 23; +1 against traps, uncanny dodge

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

**hp** 96 (13 HD)**Resist** evasion**Fort** +10, **Ref** +16 (+17 against traps), **Will** +7**Speed** 40 ft. (8 squares), base speed 30 ft.**Melee** +1 *light mace* +15/+10 (1d6+6) and+1 *light mace* +15 (1d6+3)**Ranged** javelin +14 (1d6+5)**Base Atk** +10; **Grp** +15**Atk Options** Combat Reflexes, Lightning Mace, distracting attack, favored enemy dwarf +2, favored enemy human +4, sneak attack +3d6**Combat Gear** *potion of aid***Ranger Spells Prepared** (CL 1st):1st—*longstrider*<sup>I</sup>

‡ Already cast

**Abilities** Str 20, Dex 19, Con 16, Int 10, Wis 12, Cha 8**SQ** trapfinding, wild empathy +4 (+0 magical beasts)**Feats** Combat Reflexes, Endurance<sup>B</sup>, Iron Will, Lightning Mace, Track<sup>B</sup>, Two-Weapon Defence, Two-Weapon Fighting<sup>B</sup>, Weapon Focus (light mace)**Skills** Balance +7, Climb +12, Hide +18, Jump +14, Listen +9, Move Silently +22, Search +5, Sense Motive +5, Spot +9, Survival +7, Tumble +14**Possessions** combat gear plus 2 +1 *light maces*, 3 javelins, +1 *studded leather*, *ring of protection* +1, *cloak of resistance* +1, *gloves of dexterity* +2**Distracting Attack (Ex)** Whenever the bugbear infiltrator hits an enemy with a weapon attack (melee or ranged), that enemy is considered flanked by the bugbear infiltrator for the purpose of adjudicating its allies attacks. This condition lasts until the enemy is attacked by one of its allies or until the start of the bugbear infiltrator's next turn, whichever comes first. This ability has no effect on creatures that can't be flanked.**Lightning Mace (Ex)** Whenever the bugbear infiltrator rolls a threat on an attack roll while using a light mace in each hand, it gains an additional attack at the same attack bonus.**6: MINDLESS ENERVATION****ENERVATING DEATH****CR 12****Description** see text.**Search** DC 27; **Type** magic**Trigger** detection (*true seeing*); **Init** +6**Effect** empowered *enervation* (Atk +5 ranged touch, 1d4 x 1 1/2 negative levels, CL 11th); two random targets per round**Duration** 15 rounds**Destruction** AC 28; hp 54; hardness 8 (whole trap)**Disarm** Disable Device DC 29**Dispel** DC 23**7: GUARDIANS OF THE DAMNED****TROGLODYTE GUARD (RAGING) CR 9**

Male Lolth-touched\* troglodyte barbarian 1/fighter 6

\* *Monster Manual IV*

CE Medium humanoid (reptilian)

**Init** +1; **Senses** darkvision 90 ft.; Listen +6, Spot +1**Languages** Draconic**AC** 19, touch 7, flat-footed 18

(+1 Dex, -4 class, +5 armor, +1 shield, +6 natural)  
**hp** 133 (9 HD)  
**Immune** fear  
**Fort** +20, **Ref** +6, **Will** +8

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**Speed** 40 ft. in breastplate (8 squares)  
**Melee** mwk greatclub +18/+13 (1d10+15/19-20) and bite +15 (1d4+9) or  
**Melee** bite +17 (1d4+9) and 2 claws +15 each (1d4+4)  
**Ranged** javelin +9 (1d6+9)  
**Base Atk** +8; **Grp** +17  
**Atk Options** Power Attack, Power Critical, Reckless Rage, rage 1/day (12 rounds)  
**Special Actions** stench (DC 20)  
**Combat Gear** *oil of magic weapon, potion of aid*

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**Abilities** Str 29, Dex 12, Con 29, Int 8, Wis 12, Cha 8  
**Feats** Improved Critical (greatclub), Iron Will, Lightning Reflexes, Multiattack<sup>B</sup>, Power Attack, Power Critical, Reckless Rage, Weapon Specialization (greatclub), Weapon Focus (greatclub)  
**Skills** Climb +7, Jump +17, Listen +6, Hide +7(+11 in rocky or underground), Move Silently +2, Spot +1  
**Possessions** combat gear plus masterwork greatclub, masterwork breastplate, masterwork buckler, *cloak of resistance* +1

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**Stench (Ex)** All living creatures within 30 ft. of an angry or frightened troglodyte must succeed on a DC 20 Fortitude save or be sickened (-2 on attack rolls, saving throws, skill checks, and ability checks) for 10 rounds. Creatures that make a successful save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* removes the effect. Creatures with resistance to poison receive their normal bonus to their saving throws while creatures immune to poison are unaffected.

When not raging, a troglodyte Lolth-touched barbarian has the following changed statistics:

**AC** 23, touch 11, flat-footed 22  
**hp** 106  
**Fort** +17, **Will** +6  
**Melee** mwk greatclub +15/+10 (1d10+11/19-20) and bite +12 (1d4+6) or  
**Melee** bite +14 (1d4+6) and 2 claws +12 each (1d4+3)  
**Grp** +14  
**Special Actions** stench (DC 17)  
**Abilities** Str 23, Con 23  
**Skills** Climb +4, Jump +14

## ELKANTAR AND TLUTH **CR 10**

Male drow fighter 2/wizard 5/eldritch knight 2  
 NE Medium humanoid (elf)  
**Init** +9; **Senses** darkvision 120 ft.; Listen +6, Spot +7  
**Languages** Abyssal, Common, Draconic, Drow Sign Language, Elven, Undercommon

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**AC** 19, touch 14, flat-footed 16; Dodge, Mobility (+3 Dex, +5 armor, +1 deflection)  
**hp** 53 (9 HD)  
**Immune** *sleep*

**SR** 20  
**Fort** +8, **Ref** +4, **Will** +5 (+7 against spells and spell-like abilities); +2 against enchantments  
**Weakness** light blindness

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**Speed** 30 ft. (6 squares)  
**Melee** +1 *rapier* +11/+6 (1d6+2/18-20) or  
**Ranged** mwk hand crossbow +10 (1d4/19-20 plus poison)  
**Base Atk** +6; **Grp** +7  
**Atk Options** Point Blank Shot, Precise Shot, hit-and-run tactics, poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours)  
**Combat Gear** 3 doses of drow poison, *potion of bear's endurance, potion of cure serious wounds*  
**Wizard Spells Prepared** (CL 6th; +9 ranged touch; +7 melee touch):  
 3rd—*haste*, empowered *ray of enfeeblement* (2)  
 2nd—*scorching ray* (2), *invisibility*, see *invisibility*  
 1st—*magic missile, ray of enfeeblement, shield, true strike*  
 0—*detect magic, ghost sound* (DC 14), *touch of fatigue* (DC 14), *resistance*  
**Spell-Like Abilities** (CL 9th):  
 1/day—*dancing lights, darkness, faerie fire*

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**Abilities** Str 13, Dex 16, Con 12, Int 18, Wis 10, Cha 10  
**SQ** drow traits  
**Feats** Point Blank Shot, Empower Spell<sup>B</sup>, Precise Shot, Improved Initiative, Improved Toughness, Mobility, Scribe Scroll<sup>B</sup>, Weapon Finesse<sup>B</sup>, Weapon Focus (rapier)<sup>B</sup>  
**Skills** Climb +6, Concentration +12, Intimidate +4, Jump +8, Knowledge (arcana) +10, Listen +6, Search +5, Spellcraft +15, Spot +7  
**Possessions** combat gear plus +1 *twilight mithral shirt, +1 rapier*, masterwork hand crossbow with 20 bolts, *ring of protection* +1, black spider-headed brooch, 12 gp, key to area 15  
**Spellbook** spells prepared plus 0—all; 1st—*alarm, silent image*; 2nd—*arcane lock, spider climb, web*

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**Light Blindness (Ex)** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Elkantar and Tluthadd 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.  
**Hit-and-Run Tactics** Elkantar and Tluthadd add their Dexterity bonus as a competence bonus on weapon damage rolls against flat-footed targets within 30 feet.

## 10: FAITHFUL OF TORMTOR

### BATTLE CAPTAIN **CR 13**

Male Lolth-touched\* troglodyte fighter 3/marshal\*\* 8  
 \**Monster Manual IV* 92  
 \*\**Miniatures Handbook* 11  
 CE Medium humanoid (reptilian)  
**Init** +1; **Senses** darkvision 90 ft.; Listen +8, Spot +8  
**Languages** Draconic

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**AC** 29, touch 13, flat-footed 28  
 (+1 Dex, +9 armor, +2 deflection, +7 natural)  
**hp** 117 (13 HD); Diehard  
**Immune** fear  
**Fort** +18, **Ref** +7, **Will** +10

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

**Melee** +1 *warhammer* +17/+12 (1d8+8/x3) and bite +13 (1d4+5) or

**Melee** bite +15 (1d4+5) and 2 claws each +13 (1d4+2)

**Ranged** javelin +11 (1d6+5)

**Base Atk** +10; **Grp** +15

**Atk Options** Power Attack

**Special Actions** grant move action 2/day, major aura +2, minor aura +4, stench (DC 15)

**Combat Gear** *bead of force*, *potion of cure serious wounds*

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

**Feats** Diehard, Endurance, Improved Natural Armor, Iron Will, Lightning Reflexes, Multiattack<sup>B</sup>, Power Attack, Skill Focus (Diplomacy)<sup>B</sup>, Weapon Focus (warhammer)

**Skills** Bluff +12, Diplomacy +14, Jump -1, Handle Animal +10, Hide +0 (+4 in rocky or underground setting), Intimidate +11, Listen +8, Sense Motive +7, Spot +8

**Possessions** combat gear plus +1 *warhammer*, +1 *full plate*, *vest of resistance* +1, *cloak of charisma* +2, *ring of protection* +2

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**Grant Move Action (Ex)** As a standard action, a battle captain can grant an extra move action to any and all allies within 30 feet. This extra movement does not affect the allies' initiative count.

**Major Aura** As a swift action, a battle captain can grant any of the following auras to all allies within 60 feet that have an Intelligence score of 3 or higher. The battle captain can project one major and one minor aura at a time. A marshal's aura is dismissed if he is dazed, unconscious, stunned, or paralyzed. Dismissing an aura is a free action.

*Motivate Ardor*: +2 bonus on damage rolls.

*Motivate Attack*: +2 bonus on attack rolls.

**Minor Aura** As a swift action, a battle captain can grant any of the following auras to all allies within 60 feet that have an Intelligence score of 3 or higher.

*Force of Will*: +3 bonus on Will saves.

*Master of Opportunity*: +3 bonus to AC against attacks of opportunity.

*Over the Top*: +3 bonus on damage when charging.

*Watchful Eye*: +3 bonus on Reflex saves.

**Stench (Ex)** All living creatures within 30 ft. of an angry or troglodyte battle captain must succeed on a DC 15 Fortitude save or be sickened (-2 on attack rolls, saving throws, skill checks, and ability checks) for 10 rounds. Creatures that make a successful save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* removes the effect. Creatures with resistance to poison receive their normal bonus to their saving throws while creatures immune to poison are unaffected.

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## TROGLODYTE GUARD (RAGING) CR 9

Male Lolth-touched\* troglodyte barbarian 1/fighter 6

\* *Monster Manual IV*

CE Medium humanoid (reptilian)

**Init** +1; **Senses** darkvision 90 ft.; Listen +6, Spot +1

**Languages** Draconic

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**AC** 19, touch 7, flat-footed 18

(+1 Dex, -4 class, +5 armor, +1 shield, +6 natural)

**hp** 133 (9 HD)

**Immune** fear

**Fort** +20, **Ref** +6, **Will** +8

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**Speed** 40 ft. in breastplate (8 squares)

**Melee** mwk greatclub +18/+13 (1d10+15/19-20) and bite +15 (1d4+9) or

**Melee** bite +17 (1d4+9) and 2 claws +15 each (1d4+4)

**Ranged** javelin +9 (1d6+9)

**Base Atk** +8; **Grp** +17

**Atk Options** Power Attack, Power Critical, Reckless Rage, rage 1/day (12 rounds)

**Special Actions** stench (DC 20)

**Combat Gear** *oil of magic weapon*, *potion of aid*

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**Abilities** Str 29, Dex 12, Con 29, Int 8, Wis 12, Cha 8

**Feats** Improved Critical (greatclub), Iron Will, Lightning Reflexes, Multiattack<sup>B</sup>, Power Attack, Power Critical, Reckless Rage, Weapon Specialization (greatclub), Weapon Focus (greatclub)

**Skills** Climb +7, Jump +17, Listen +6, Hide +7(+11 in rocky or underground), Move Silently +2, Spot +1

**Possessions** combat gear plus masterwork greatclub, masterwork breastplate, masterwork buckler, *cloak of resistance* +1

---

**Stench (Ex)** All living creatures within 30 ft. of an angry or frightened troglodyte must succeed on a DC 20 Fortitude save or be sickened (-2 on attack rolls, saving throws, skill checks, and ability checks) for 10 rounds. Creatures that make a successful save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* removes the effect. Creatures with resistance to poison receive their normal bonus to their saving throws while creatures immune to poison are unaffected.

When not raging, a troglodyte Lolth-touched barbarian has the following changed statistics:

**AC** 23, touch 11, flat-footed 22

**hp** 106

**Fort** +17, **Will** +6

**Melee** mwk greatclub +15/+10 (1d10+11/19-20) and bite +12 (1d4+6) or

**Melee** bite +14 (1d4+6) and 2 claws +12 each (1d4+3)

**Grp** +14

**Special Actions** stench (DC 17)

**Abilities** Str 23, Con 23

**Skills** Climb +4, Jump +14

## 11: THE DARK FANE

### IMRAE ABAEIR

CR 15

Female Lolth-touched drow cleric 12/fighter 1

CE Medium humanoid (elf)

**Init** +3; **Senses** darkvision 120 ft.; Listen +9, Spot +8

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

**AC** 27, touch 11, flat-footed 26

(+1 Dex, +11 armor [*magic vestment*], +5 shield [*magic vestment*])

**hp** 115 (13 HD)

**Immune** fear, *sleep*

**SR** 24

**Fort** +13, **Ref** +9, **Will** +14 (+16 against spells and spell-like abilities); +2 against enchantments

**Weakness** light blindness

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

**Melee** +3 *returning javelin* +20/+15 (1d6+9 plus poison)

**Ranged** +3 *returning javelin* +17 (1d6+9 plus poison)

**Base Atk** +10; **Grp** +16

**Atk Options** Point Blank Shot, poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours), smite 1/day (+4 attack, +12 damage)

**Special Actions** Divine Vigor, rebuke undead 3/day (+2, 2d6+12, 12th), spontaneous casting (*inflict spells*)

**Combat Gear** drow house insignia (*blur*), *potion of cure serious wounds*, *elixir of adamantine blood*, *scroll of deeper darkness*

**Cleric Spells Prepared** (CL 12th; +16 melee touch):

6th—*blade barrier* (DC 22), *harm*<sup>D</sup> (DC 22), *word of recall*

5th—*break enchantment*, *flame strike* (DC 21), *greater command*<sup>D</sup> (DC 22), *greater vigor*, *righteous might*

4th—*air walk*, *armored vermin*, *cure critical wounds*, *dominate person*<sup>D</sup> (DC 21), *greater magic weapon*<sup>†</sup>,

3rd—*dispel magic* (2), *magic vestment* (2)<sup>††</sup>, *protection from energy*, *suggestion*<sup>D</sup> (DC 20),

2nd—*bear's endurance*, *cure moderate wounds*, *enthrall*<sup>D</sup> (DC 19), *hold person* (DC 19), *shadow shroud*, *silence* (2),

1st—*bless*, *entropic shield*, *inflict light wounds*<sup>D</sup> (DC 17), *obscuring mist*, *protection from good*, *sanctuary*, *shield of faith*

0—*detect magic* (2), *detect poison* (2), *read magic*, *virtue*

**D:** Domain spell. Deity: Lolth. Domains: Destruction, Domination

† Already cast

**Spell-Like Abilities** (CL 13th):

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

**Abilities** Str 23, Dex 16, Con 16, Int 12, Wis 22, Cha 10

**SQ** elf traits

**Feats** Divine Vigor, Improved Toughness, Lightning Reflexes, Point Blank Shot, Spell Focus (enchantment)<sup>B</sup>, Tortor School, Weapon Focus (javelin)

**Skills** Concentration +16, Diplomacy +10, Hide +1, Jump -5, Knowledge (religion) +6, Listen +9, Move Silently +1, Search +3, Spellcraft +16, Spot +8

**Possessions** combat gear plus masterwork full plate, heavy steel shield, *periapt of wisdom* +4, +1 *returning javelin*, *belt of giant strength* +4

**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.

## LOLTH-TOUCHED\* CORRUPTED BY THE ABYSS\*\* HUNTING SPIDER CR 10

\* *Monster Manual IV* 92

\*\* *Expedition to the Demonweb Pits* 190

CE Huge aberration (augmented vermin)

**Init** +2; **Senses** darkvision 60 ft., tremorsense 60 ft.;

Listen -1, Spot +11

**Languages** Elven

**AC** 19, touch 10, flat-footed 19; Dodge, Mobility

(-2 size, +2 Dex, +9 natural)

**hp** 138 (12 HD); fast healing 4 (while in the Abyss); DR 10/cold iron and good

**Immune** electricity, fear

**Fort** +15 (+19 against poison), **Ref** +6, **Will** +6

**Speed** 40 ft. (6 squares), climb 20 ft.; Spring Attack

**Melee** bite +17 (4d6+15 plus poison)

**Space** 15 ft.; **Reach** 10 ft.

**Base Atk** +9; **Grp** +27

**Atk Options** poison (Fort DC 27, 1d8 Str/1d8 Str)

**Abilities** Str 30, Dex 15, Con 24, Int 3, Wis 8, Cha 1

**SQ** aberration traits

**Feats** Dodge, Improved Natural Attack, Iron Will, Mobility, Spring Attack

**Skills** Climb +18, Hide +2, Jump +24, Listen -1, Move Silently +6, Spot +11

**Skills** A Lolth-touched corrupted by the Abyss hunting spider can always take 10 on a Climb check even when rushed or threatened.

## 12: LIVING DARKNESS

### LOLTH'S BLESSING

CR 14

**Description** see text.

**Search** DC 29; **Type** magic

**Trigger** location/detection/touch/timed; **Init** +7

**Effect** *mass inflict serious wounds* (Will DC 20 halves, 13 targets no more than 30 ft. apart 3d8+13 points of negative energy damage, CL 13th; see *PH* 244)

**Duration** 17 rounds

**Destruction** AC 31; hp 56; hardness 8 (whole trap)

**Disarm** Disable Device DC 32 (whole trap)

**Dispel** DC 25 (whole trap shuts down for 1d4 rounds only)

## EVENT 2: PURPLE MAW

### FIENDISH PURPLE WORM

CR 14

Fiendish purple worm

CE Gargantuan magical beast (extraplanar)

**Init** -2; **Senses** darkvision 60 ft., tremorsense 60 ft.;  
Listen +18, Spot +0

**AC** 19, touch 4, flat-footed 19  
(-4 size, -2 Dex, +15 natural)

**hp** 200 (16 HD); DR 10/magic

**Resist** cold 10, fire 10; **SR** 21

**Fort** +17, **Ref** +8, **Will** +4

**Speed** 20 ft. (4 squares), burrow 20 ft., swim 10 ft.

**Melee** bite +25 (2d8+12) and  
sting +20 (2d6+6 plus poison)

**Space** 20 ft.; **Reach** 15 ft.

**Base Atk** +16; **Grp** +40

**Atk Options** Awesome Blow, Cleave, Improved Bull  
Rush, Power Attack, improved grab, smite good (16  
damage), swallow whole, poison (Fort DC 25, 1d6  
Str/2d6 Str)

**Abilities** Str 35, Dex 6, Con 25, Int 3, Wis 8, Cha 8

**Feats** Awesome Blow, Cleave, Improved Bull Rush,  
Power Attack, Weapon Focus (bite), Weapon Focus  
(sting)

**Skills** Listen +18, Swim +20,

**Improved Grab (Ex)** To use this ability, a purple worm  
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 it wins the grapple check, it  
establishes a hold and can attempt to swallow the foe  
the following round.

**Swallow Whole (Ex)** A purple worm can try to swallow  
a grabbed opponent of a smaller size than itself by  
making a successful grapple check. Once inside, the  
opponent takes 2d8+12 points of crushing damage  
plus 8 points of acid damage per round from the  
worm's gizzard. A swallowed creature can cut its way  
out by using a light slashing or piercing weapon to  
deal 25 points of damage to the gizzard (AC 17).  
Once the creature exits, muscular action closes the  
hole; another swallowed opponent must cut its own  
way out. A Gargantuan worm's interior can hold 2  
Large, 8 Medium, 32 Small, 128 Tiny, or 512  
Diminutive or smaller opponents.

## EVENT 3: DEMON ATTACK

### FILRAEN GHAUN

CR 15

Male Lolth-touched\* drow wizard 5/wild mage\*\* 8

\**Monster Manual IV* 92

\*\**Complete Arcane* 69

CE Medium humanoid (elf)

**Init** +2; **Senses** darkvision 120 ft., permanent see  
invisibility; Listen +9, Spot +5

**Languages** Abyssal, Common, Drow Sign Language,  
Draconic, Elven, Goblin, Kuo-Toan Undercommon,  
empathic link, permanent *tongues*

**AC** 20, touch 14, flat-footed 18

(+2 Dex, +6 armor [*greater mage armor*], +2  
deflection)

**hp** 99 (13 HD); DR 10/adamantine (*stoneskin*—hp 130)

**Immune** confusion, fear, insanity

**Resist** grapple (contingent *blink*), *nondetection*; **SR** 24  
**Fort** +9, **Ref** +10, **Will** +8 (+10 against spells and spell-  
like abilities); +2 against enchantments

**Weakness** light blindness

**Speed** 30 ft. (6 squares)

**Melee** mwk dagger +6 (1d4-1/19-20 plus poison)

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

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

**Special Actions** Sudden Empower, random deflector  
3/day, student of chaos, wild magic

**Combat Gear** drow house insignia (*levitate*), *elixir of  
adamantine blood*, *potion of barkskin* (+3), *pearl of  
power* (4th-level), *rod of wonder* (4 charges), 2 *scrolls  
of teleport*

**Wizard Spells Prepared** (CL 10th; +8 ranged touch):

7th—empowered *cone of electricity* (DC 23), *power  
word blind*

6th—*eyebite* (DC 22), *greater dispel magic*, *greater  
heroism*, heightened *phantasmal killer* (DC 22)

5th—*cloudkill* (DC 21), *cyclonic blast* (DC 23),  
*feeblemind* (DC 21), empowered *lightningball* (DC  
21), *viscid glob* (DC 20)

4th—*arcane eye*, *confusion* (DC 20), *detect scrying*,  
empowered *scorching ray*, *greater invisibility*,  
*stoneskin*<sup>†</sup>

3rd—*fireball* (DC 21), *fly*, *lightningball* (DC 21), *greater  
mage armor*<sup>†</sup>, *magic circle against good*, *protection  
from energy*

2nd—*bear's endurance*, *fox's cunning*, *invisibility*,  
*mirror image*, *shadow shroud*, *Tasha's hideous  
laughter* (DC 18), *web*

1st—*expeditious retreat*, *magic missile* (2), *obscuring  
mist*, *protection from good*, *shield*, *true strike*

0—*daze* (DC 16), *detect magic*, *detect poison*,  
*prestidigitation*, *read magic*

† Already cast

**Spell-Like Abilities** (CL 13th):

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

**Abilities** Str 14, Dex 15, Con 20, Int 22, Wis 12, Cha 12

**SQ** abyssal specialist, bat familiar, elf traits, share spells

**Feats** Alertness<sup>B</sup> (when familiar within 5 ft.), Empower  
Spell, Energy Substitution (lightning), Greater Spell  
Focus (evocation), Heighten Spell, Scribe Scroll<sup>B</sup>,  
Spell Focus (evocation), Sudden Empower

**Skills** Concentration +21, Hide +6, Knowledge (arcana)  
+22, Knowledge (architecture and engineering) +9,  
Knowledge (dungeoneering) +8, Knowledge  
(geography) +7, Knowledge (history) +7, Knowledge  
(local) +7, Knowledge (nature) +7, Knowledge  
(nobility and royalty) +7, Knowledge (religion) +10,  
Knowledge (the planes) +21, Listen +7 (+9 when  
familiar within 5 ft.), Move Silently +6, Search +8,  
Spellcraft +23, Spot +3 (+5 when familiar within 5 ft.),  
Use Magic Device +13

**Possessions** combat gear plus *vest of resistance* +2,  
*headband of intellect* +2, *ring of protection* +2, *amulet  
of health* +2, spell component pouch, 50 gp.

**Spellbook** (barred school: necromancy) spells prepared  
plus 1st—*combat readiness*; 2nd—*magical backlash*;  
5th—*drider shape*, *teleport*; 6th—*legend lore*.



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**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.

**Random Deflector (Su)** Filraen can take an immediate action to protect himself from ranged attacks, ranged touch attacks, and spells that target him. Such an attack randomly targets someone else within 20 ft. of Filraen instead of targeting him (possible targets include Filraen and his allies). Any creature targeted by such an attack is attacked or affected normally, so an attack roll is compared against the new target's AC, or the new target can make a save if the attack allows one. The random deflector lasts until the beginning of Filraen's next turn.

**Student of Chaos (Ex)** Whenever Filraen uses a magic item that offers a randomly determined effect (such as a *bag of tricks* or *rod of wonder*), he can roll twice and choose between the two results.

**Wild Magic** Filraen's caster level is three lower than her level indicates. However, each time he casts a spell, he rolls 1d6 and adds the result to his modified caster level to determine his adjusted caster level for that spell.

## ELITE BABAU BODYGUARD CR 8

Babau blackguard 1

CE Medium outsider (chaotic, extraplanar, evil, tanar'ri)  
**Init** +1; **Senses** darkvision 60 ft. *see invisibility*; Listen +22, Spot +2

**Languages** Abyssal, Celestial, Draconic, telepathy 100 ft.

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**AC** 19, touch 11, flat-footed 18  
(+1 Dex, +8 natural)

**hp** 96 (10 HD); DR 10/cold iron or good

**Immune** electricity, poison

**Resist** acid 10, cold 10, fire 10; **SR** 14

**Fort** +13, **Ref** +7, **Will** +8

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**Speed** 30 ft. (6 squares)

**Melee** 2 claws each +15 (1d6+5) and  
bite +13 (1d6+2)

**Base Atk** +10; **Grp** +15

**Atk Options** Cleave, Improved Sunder, Power Attack,  
sneak attack 2d6

**Special Actions** protective slime

**Blackguard Spell Prepared** (CL 1st):

1st—*cure light wounds*

**Spell-Like Abilities** (CL 10th):

At Will—*darkness*, *dispel magic*, *see invisibility*<sup>†</sup>,  
*greater teleport* (self only plus 50 lb. of objects only)

<sup>†</sup> Already cast

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**Abilities** Str 21, Dex 12, Con 20, Int 14, Wis 14, Cha 16  
**SQ** outsider traits, strong evil aura

**Feats** Cleave, Improved Sunder, Multiattack, Power  
Attack

**Skills** Climb +17, Concentration +6, Diplomacy +4,  
Disable Device +13, Disguise +15, Escape Artist +13,  
Hide +22, Knowledge (religion) +5, Listen +22, Move  
Silently +21, Open Lock +13, Search +22, Sleight of

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Hand +9, Survival +2 (+4 following tracks), Use Rope  
+1 (+3 with bindings)

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**Protective Slime (Su)** A slimy red jelly coats the babau's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 20 Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a DC 20 Reflex save.

**Summon Demon (Sp)** Once per day a babau can attempt to summon 1 babau with a 40% chance of success. This ability is the equivalent of a 3rd-level spell.

**EVENT 1: CAMPING IN SNURRE'S HALL****SURTR'S CHOSEN****CR 14**

Male fire giant favored soul\* 8

\* *Complete Divine* 7

LE Large giant (fire)

**Init** -1; **Senses** low-light vision; Listen +3, Spot +15**Languages** Common, Giant**AC** 26, touch 10, flat-footed 26

(-1 size, -1 Dex, +9 armor, +2 deflection, +7 natural)

**hp** 291 (23 HD)**Resist** critical hits (25%)**Immune** fire**Fort** +21, **Ref** +11, **Will** +15**Weakness** vulnerability to cold**Speed** 30 ft. in full-plate (6 squares), base speed 40 ft.**Melee** +1 *vicious greatsword* +29/+24/+19/+14

(5d6+17/17-20) or

**Melee** 2 slams +27 each (1d4+11) or**Ranged** rock +15 (2d6+11)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +17; **Grp** +32**Atk Options** Cleave, Improved Overrun (+19), Power Attack**Special Actions** rock throwing**Combat Gear** *ring of counterspells* (ray of enfeeblement), scroll of widened silence**Favored Soul Spells Known** (CL 12th):4th (3/day)—*divine power, restoration, spell immunity*3rd (6/day)—*cure serious wounds, invisibility purge, prayer, protection from energy*2nd (7/day)—*bear's endurance, bull's strength, cure moderate wounds, resist energy, silence*1st (7/day)—*bless, divine favor, entropic shield, lesser vigor, obscuring mist, protection from good*0 (6/day)—*create water, cure minor wounds, detect magic, guidance, light, read magic, resistance, virtue***Abilities** Str 33, Dex 9, Con 24, Int 8, Wis 16, Cha 16**SQ** giant traits**Feats** Cleave, Improved Critical (greatsword), Improved Overrun, Improved Toughness, Iron Will, Lightning Reflexes, Power Attack, Practiced Spellcaster, Weapon Focus (greatsword)<sup>B</sup>**Skills** Climb +6, Concentration +15, Jump +8, Listen +3, Spot +15**Possessions** combat gear plus +1 *vicious greatsword*, +1 *light fortification half-plate*, *ring of protection* +2, *cloak of resistance* +2**BUGBEAR INFILTRATOR****CR 12**

Male bugbear ranger 5/rogue 7

CE Medium humanoid (goblinoid)

**Init** +4; **Senses** darkvision 60 ft., scent; Listen +9, Spot +9**Languages** Common, Goblin**AC** 23, touch 15, flat-footed 23; +2 against traps, uncanny dodge

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

**hp** 109 (15 HD)**Resist** evasion**Fort** +11, **Ref** +17 (+19 against traps), **Will** +8**Speed** 40 ft. (8 squares), base speed 30 ft.**Melee** +2 *light mace* +18/+13 (1d6+7) and+1 *light mace* +17/+12 (1d6+3)**Ranged** javelin +16 (1d6+5)**Base Atk** +12; **Grp** +17**Atk Options** Combat Reflexes, Lightning Mace, distracting attack, favored enemy dwarf +2, favored enemy human +4, sneak attack +4d6**Combat Gear** *potion of aid***Ranger Spells Prepared** (CL 1st):1st—*longstrider*<sup>f</sup>

‡ Already cast

**Abilities** Str 20, Dex 19, Con 16, Int 10, Wis 12, Cha 8**SQ** trapfinding, wild empathy +4 (+0 magical beasts)**Feats** Combat Reflexes, Endurance<sup>B</sup>, Improved Two-Weapon Fighting, Iron Will, Lightning Mace, Track<sup>B</sup>, Two-Weapon Defence, Two-Weapon Fighting<sup>B</sup>, Weapon Focus (light mace)**Skills** Balance +11, Climb +14, Hide +20, Jump +14, Listen +11, Move Silently +24, Search +5, Sense Motive +5, Spot +11, Survival +7, Tumble +16**Possessions** combat gear plus +1 *light mace*, +2 *light mace*, 3 javelins, +1 *studded leather*, *ring of protection* +1, *cloak of resistance* +1, *gloves of dexterity* +2**Distracting Attack (Ex)** Whenever the bugbear infiltrator hits an enemy with a weapon attack (melee or ranged), that enemy is considered flanked by the bugbear infiltrator for the purpose of adjudicating its allies attacks. This condition lasts until the enemy is attacked by one of its allies or until the start of the bugbear infiltrator's next turn, whichever comes first. This ability has no effect on creatures that can't be flanked.**Lightning Mace (Ex)** Whenever the bugbear infiltrator rolls a threat on an attack roll while using a light mace in each hand, it gains an additional attack at the same attack bonus.**5: STRANDS OF DEATH****HALF-FIENDISH ROPER****CR 14**

Half-fiendish roper

CE Large outsider

**Init** +7; **Senses** darkvision 60 ft., low-light vision; Listen +16, Spot +16**Languages** Common, Elf, Terran, Undercommon**AC** 27, touch 12, flat-footed 26

(-1 size, +3 Dex, +15 natural)

**hp** 95 (10 HD); DR 5/magic**Immune** electricity, poison**Resist** acid 10, cold 10; fire 10; **SR** 30**Fort** +11, **Ref** +10, **Will** +8**Weakness** fire

**Speed** 10 ft. (2 squares), fly 10 ft. (average)  
**Ranged Touch** 6 strands each +13 (drag) and  
**Melee** bite +15 (2d6+9) and  
**Melee** 2 claws +10 each (1d6+3)  
**Space** 10 ft.; **Reach** 10 ft. (50 ft. with strand)  
**Base Atk** +10; **Grp** +20  
**Atk Options** drag, smite good (+10 damage), strands, weakness  
**Spell-Like Abilities** (CL 10th):  
 3/day—*darkness*, *poison* (DC 16)  
 1/day—*contagion* (DC 15), *desecrate*, *unholy blight* (DC 16)

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**Abilities** Str 23, Dex 17, Con 19, Int 16, Wis 16, Cha 14  
**SQ** outsider traits  
**Feats** Alertness, Improved Initiative, Iron Will, Weapon Focus (strand)  
**Skills** Balance +9, Concentration +10, Climb +19, Hide +16 (+24 in stony or icy areas), Intimidate +8, Jump +12, Knowledge (dungeoneering) +9, Knowledge (arcana) +9, Listen +16, Move Silently +9, Search +9, Spellcraft +11, Spot +16, Tumble +12,

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**Drag (Ex)** If a roper hits with a strand attack, the strand latches onto the opponent's body. This deals no damage but drags the stuck opponent 10 feet closer each subsequent round (provoking no attack of opportunity) unless that creature breaks free, which requires a DC 23 Escape Artist check or a DC 19 Strength check. The check DCs are Strength-based, and the Escape Artist DC includes a +4 racial bonus. A roper can draw in a creature within 10 feet of itself and bite with a +4 attack bonus in the same round. A strand has 10 hit points and can be attacked by making a successful sunder attempt. However, attacking a roper's strand does not provoke an attack of opportunity. If the strand is currently attached to a target, the roper takes a –4 penalty on its opposed attack roll to resist the sunder attempt. Severing a strand deals no damage to a roper.

**Strands (Ex)** Most encounters with a roper begin when it fires strong, sticky strands. The creature can have up to six strands at once, and they can strike up to 50 feet away (no range increment). If a strand is severed, the roper can extrude a new one on its next turn as a free action.

**Weakness (Ex)** A roper's strands can sap an opponent's strength. Anyone grabbed by a strand must succeed on a DC 19 Fortitude save or take 2d8 points of Strength damage.

## 6: MINDLESS ENERVATION

### ENERVATING DEATH

CR 12

**Description** see text.

**Search** DC 27; **Type** magic

**Trigger** detection (*true seeing*); **Init** +6

**Effect** empowered *enervation* (Atk +5 ranged touch, 1d4 x 1 1/2 negative levels, CL 11th); two random targets per round

**Duration** 15 rounds

**Destruction** AC 28; hp 54; hardness 8 (whole trap)

**Disarm** Disable Device DC 29

**Dispel** DC 23

## 7: GUARDIANS OF THE DAMNED

### TROGLODYTE GUARD (RAGING) CR 11

Male Lolth-touched\* troglodyte barbarian 1/fighter 8

\* *Monster Manual IV*

CE Medium humanoid (reptilian)

**Init** +1; **Senses** darkvision 90 ft.; Listen +6, Spot +1

**Languages** Draconic

**AC** 19, touch 7, flat-footed 18

(+1 Dex, –4 class, +5 armor, +1 shield, +6 natural)

**hp** 162 (11 HD)

**Immune** fear

**Fort** +22, **Ref** +7, **Will** +9

**Speed** 40 ft. in breastplate (8 squares)

**Melee** mwk greatclub +21/+16 (1d10+15/19-20) and bite +17 (1d4+9) or

**Melee** bite +19 (1d4+9) and 2 claws +17 each (1d4+4)

**Ranged** javelin +11 (1d6+9)

**Base Atk** +10; **Grp** +19

**Atk Options** Power Attack, Power Critical, Reckless Rage, rage 1/day (12 rounds)

**Special Actions** stench (DC 20)

**Combat Gear** *oil of magic weapon*, *potion of aid*

**Abilities** Str 29, Dex 12, Con 29, Int 8, Wis 12, Cha 8

**Feats** Greater Weapon Focus (greatclub), Improved Critical (greatclub), Iron Will, Lightning Reflexes, Multiattack<sup>B</sup>, Power Attack, Power Critical, Reckless Rage, Weapon Specialization (greatclub), Weapon Focus (greatclub)

**Skills** Climb +9, Jump +17, Listen +6, Hide +7(+11 in rocky or underground), Move Silently +2, Spot +1

**Possessions** combat gear plus masterwork greatclub, masterwork breastplate, masterwork buckler, *cloak of resistance* +2

**Stench (Ex)** All living creatures within 30 ft. of an angry or frightened troglodyte must succeed on a DC 20 Fortitude save or be sickened (–2 on attack rolls, saving throws, skill checks, and ability checks) for 10 rounds. Creatures that make a successful save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* removes the effect. Creatures with resistance to poison receive their normal bonus to their saving throws while creatures immune to poison are unaffected.

When not raging, a troglodyte Lolth-touched barbarian has the following changed statistics:

**AC** 23, touch 11, flat-footed 22

**hp** 129

**Fort** +19, **Will** +7

**Melee** mwk greatclub +18/+13 (1d10+11/19-20) and bite +14 (1d4+6) or

**Melee** bite +16 (1d4+6) and 2 claws +14 each (1d4+3)

**Grp** +16

**Special Actions** stench (DC 17)

**Abilities** Str 23, Con 23

**Skills** Climb +6, Jump +14

**ELKANTAR AND TLUTH****CR 13**

Male drow fighter 2/wizard 5/eldritch knight 5  
NE Medium humanoid (elf)

**Init** +9; **Senses** darkvision 120 ft.; Listen +9, Spot +7

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

**AC** 20, touch 14, flat-footed 17; Dodge, Mobility (+3 Dex, +6 armor, +1 deflection, +2 natural)

**hp** 81 (12 HD)

**Immune** sleep

**SR** 23

**Fort** +12, **Ref** +7, **Will** +8 (+8 against spells and spell-like abilities); +2 against enchantments

**Weakness** light blindness

**Speed** 30 ft. (6 squares)

**Melee** +1 rapier +14/+9 (1d6+2/18-20) or

**Ranged** mwk hand crossbow +13 (1d4/19-20 plus poison)

**Base Atk** +9; **Grp** +10

**Atk Options** Arcane Strike, Point Blank Shot, Precise Shot, hit-and-run tactics, poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours)

**Combat Gear** 3 doses of drow poison, *potion of bear's endurance*, *potion of cure serious wounds*

**Wizard Spells Prepared** (CL 10th; +12 ranged touch; +8 melee touch):

5th—*viscid glob* (DC 19)

4th—*dimension door*, *greater invisibility*, *stoneskin*

3rd—*haste*, *empowered ray of enfeeblement* (2)

2nd—*scorching ray* (2), *shadow shroud*, *spider climb*, *web* (DC 16)

1st—*magic missile*, *ray of enfeeblement*, *shield*, *true strike*

0—*detect magic*, *ghost sound* (DC 14), *touch of fatigue* (DC 14), *resistance*

**Spell-Like Abilities** (CL 12th):

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

**Abilities** Str 13, Dex 16, Con 15, Int 18, Wis 10, Cha 10  
**SQ** drow traits

**Feats** Arcane Strike, Point Blank Shot, Empower Spell<sup>B</sup>, Precise Shot, Improved Initiative, Improved Toughness, Mobility, Scribe Scroll<sup>B</sup>, Weapon Finesse<sup>B</sup>, Weapon Focus (rapier)<sup>B</sup>

**Skills** Climb +6, Concentration +16, Intimidate +4, Jump +11, Knowledge (arcana) +13, Listen +9, Search +5, Spellcraft +18, Spot +7

**Possessions** combat gear plus +2 *twilight mithral shirt*, +1 rapier, masterwork hand crossbow with 20 bolts, *ring of protection* +1, *amulet of health* +2, *cloak of resistance* +2, black spider-headed brooch, 12 gp, key to area 15

**Spellbook** spells prepared plus 0—all; 1st—*alarm*, *silent image*; 2nd—*arcane lock*, *spider climb*, *web*

**Light Blindness (Ex)** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Elkantar and Tluthadd 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.

**Hit-and-Run Tactics** Elkantar and Tluthadd add their Dexterity bonus as a competence bonus on weapon damage rolls against flat-footed targets within 30 feet.

**10: FAITHFUL OF TORMTOR****BATTLE CAPTAIN****CR 15**

Male Lolth-touched\* troglodyte fighter 5/marshal\*\* 8

\**Monster Manual IV* 92

\*\**Miniatures Handbook* 11

CE Medium humanoid (reptilian)

**Init** +1; **Senses** darkvision 90 ft.; Listen +8, Spot +8

**Languages** Draconic

**AC** 30, touch 13, flat-footed 29

(+1 Dex, +10 armor, +2 deflection, +7 natural)

**hp** 136 (15 HD); Diehard

**Immune** fear

**Fort** +19, **Ref** +7, **Will** +10

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

**Melee** +2 warhammer +20/+15/+10 (1d8+11/x3) and bite +15 (1d4+5) or

**Melee** bite +17 (1d4+5) and 2 claws each +15 (1d4+2)

**Ranged** javelin +13 (1d6+5)

**Base Atk** +12; **Grp** +17

**Atk Options** Power Attack

**Special Actions** grant move action 2/day, major aura +2, minor aura +4, stench (DC 15)

**Combat Gear** *bead of force* (2), *potion of cure serious wounds*, *potion of haste*, *potion of fly*,

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

**Feats** Diehard, Endurance, Improved Natural Armor, Iron Will, Lightning Reflexes, Multiattack<sup>B</sup>, Power Attack, Skill Focus (Diplomacy)<sup>B</sup>, Weapon Focus (warhammer) Weapon Specialization (warhammer)

**Skills** Bluff +12, Climb +2, Diplomacy +14, Jump +1, Handle Animal +10, Hide +0 (+4 in rocky or underground setting), Intimidate+11, Listen +8, Sense Motive +7, Spot +8

**Possessions** combat gear plus +1 warhammer, +1 full plate, *vest of resistance* +1, *cloak of charisma* +2, *ring of protection* +2

**Grant Move Action (Ex)** As a standard action, a battle captain can grant an extra move action to any and all allies within 30 feet. This extra movement does not affect the allies' initiative count.

**Major Aura** As a swift action, a battle captain can grant any of the following auras to all allies within 60 feet that have an Intelligence score of 3 or higher. The battle captain can project one major and one minor aura at a time. A marshal's aura is dismissed if he is dazed, unconscious, stunned, or paralyzed. Dismissing an aura is a free action.

*Motivate Ardor*: +2 bonus on damage rolls.

*Motivate Attack*: +2 bonus on attack rolls.

**Minor Aura** As a swift action, a battle captain can grant any of the following auras to all allies within 60 feet that have an Intelligence score of 3 or higher.

*Force of Will*: +3 bonus on Will saves.

*Master of Opportunity*: +3 bonus to AC against attacks of opportunity.

*Over the Top*: +3 bonus on damage when charging.

*Watchful Eye*: +3 bonus on Reflex saves.

**Stench (Ex)** All living creatures within 30 ft. of an angry or troglodyte battle captain must succeed on a DC 15 Fortitude save or be sickened (-2 on attack rolls, saving throws, skill checks, and ability checks) for 10 rounds. Creatures that make a successful save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* removes the effect. Creatures with resistance to poison receive their normal bonus to their saving throws while creatures immune to poison are unaffected.

## TROGLODYTE GUARD (RAGING) CR 11

Male Lolth-touched\* troglodyte barbarian 1/fighter 8

\* *Monster Manual IV*

CE Medium humanoid (reptilian)

**Init** +1; **Senses** darkvision 90 ft.; Listen +6, Spot +1

**Languages** Draconic

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**AC** 19, touch 7, flat-footed 18

(+1 Dex, -4 class, +5 armor, +1 shield, +6 natural)

**hp** 162 (11 HD)

**Immune** fear

**Fort** +22, **Ref** +7, **Will** +9

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**Speed** 40 ft. in breastplate (8 squares)

**Melee** mwk greatclub +21/+16 (1d10+15/19-20) and bite +17 (1d4+9) or

**Melee** bite +19 (1d4+9) and 2 claws +17 each (1d4+4)

**Ranged** javelin +11 (1d6+9)

**Base Atk** +10; **Grp** +19

**Atk Options** Power Attack, Power Critical, Reckless Rage, rage 1/day (12 rounds)

**Special Actions** stench (DC 20)

**Combat Gear** *oil of magic weapon*, *potion of aid*

---

**Abilities** Str 29, Dex 12, Con 29, Int 8, Wis 12, Cha 8

**Feats** Greater Weapon Focus (greatclub), Improved Critical (greatclub), Iron Will, Lightning Reflexes, Multiattack<sup>B</sup>, Power Attack, Power Critical, Reckless Rage, Weapon Specialization (greatclub), Weapon Focus (greatclub)

**Skills** Climb +9, Jump +17, Listen +6, Hide +7(+11 in rocky or underground), Move Silently +2, Spot +1

**Possessions** combat gear plus masterwork greatclub, masterwork breastplate, masterwork buckler, *cloak of resistance* +2

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**Stench (Ex)** All living creatures within 30 ft. of an angry or frightened troglodyte must succeed on a DC 20 Fortitude save or be sickened (-2 on attack rolls, saving throws, skill checks, and ability checks) for 10 rounds. Creatures that make a successful save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* removes the effect. Creatures with resistance to poison receive their normal bonus to their saving throws while creatures immune to poison are unaffected.

When not raging, a troglodyte Lolth-touched barbarian has the following changed statistics:

**AC** 23, touch 11, flat-footed 22

**hp** 129

**Fort** +19, **Will** +7

**Melee** mwk greatclub +18/+13 (1d10+11/19-20) and bite +14 (1d4+6) or

**Melee** bite +16 (1d4+6) and 2 claws +14 each (1d4+3)

**Grp** +16

**Special Actions** stench (DC 17)

**Abilities** Str 23, Con 23

**Skills** Climb +6, Jump +14

## 11: THE DARK FANE

### IMRAE ABAEIR

CR 17

Female Lolth-touched drow cleric 12/fighter 3

CE Medium humanoid (elf)

**Init** +3; **Senses** darkvision 120 ft.; Listen +9, Spot +9

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

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**AC** 27, touch 11, flat-footed 26

(+1 Dex, +11 armor [*magic vestment*], +5 shield [*magic vestment*])

**hp** 132 (15 HD)

**Immune** fear, *sleep*

**SR** 26

**Fort** +14, **Ref** +10, **Will** +15 (+17 against spells and spell-like abilities); +2 against enchantments

**Weakness** light blindness

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

**Melee** +3 *returning javelin* +21/+16/+11 (1d6+9 plus poison/19-20)

**Ranged** +3 *returning javelin* +18 (1d6+9 plus poison/19-20)

**Base Atk** +11; **Grp** +17

**Atk Options** Point Blank Shot, Precise Shot, poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours), smite 1/day (+4 attack, +12 damage)

**Special Actions** Divine Vigor, rebuke undead 3/day (+2, 2d6+12, 12th), spontaneous casting (*inflict* spells)

**Combat Gear** *drow house insignia (blur)*, *pearl of power (5th-level)*, *potion of cure serious wounds*, *elixir of adamantite blood*, *scroll of deeper darkness*

**Cleric Spells Prepared** (CL 12th; +16 melee touch):

6th—*blade barrier* (DC 22), *harm*<sup>D</sup> (DC 22), *word of recall*

5th—*break enchantment*, *flame strike* (DC 21), *greater command*<sup>D</sup> (DC 22), *greater vigor*, *righteous might*

4th—*air walk*, *armored vermin*, *cure critical wounds*, *dominate person*<sup>D</sup> (DC 21), *greater magic weapon*<sup>I</sup>,

3rd—*dispel magic* (2), *magic vestment* (2)<sup>I I</sup>, *protection from energy*, *suggestion*<sup>D</sup> (DC 20),

2nd—*bear's endurance*, *cure moderate wounds*, *enthrall*<sup>D</sup> (DC 19), *hold person* (DC 19), *shadow shroud*, *silence* (2),

1st—*bless, entropic shield, inflict light wounds*<sup>D</sup> (DC 17), *obscuring mist, protection from good, sanctuary, shield of faith*  
0—*detect magic* (2), *detect poison* (2), *read magic, virtue*

**D:** Domain spell. Deity: Lolth. Domains: Destruction, Domination  
‡ Already cast

**Spell-Like Abilities** (CL 15th):

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

**Abilities** Str 23, Dex 16, Con 16, Int 12, Wis 22, Cha 10  
**SQ** elf traits

**Feats** Divine Vigor, Improved Critical (javelin), Improved Toughness, Lightning Reflexes, Point Blank Shot, Precise Shot<sup>14</sup>, Spell Focus (enchantment)<sup>B</sup>, Tormentor School, Weapon Focus (javelin)

**Skills** Concentration +16, Diplomacy +10, Hide +1, Jump -4, Knowledge (religion) +6, Listen +9, Move Silently +1, Search +3, Spellcraft +16, Spot +9

**Possessions** combat gear plus masterwork full plate, heavy steel shield, *periapt of wisdom* +4, +1 *returning javelin, belt of giant strength* +4

**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.

## LOLTH-TOUCHED\* CORRUPTED BY THE ABYSS\*\* HUNTING SPIDER CR 10

\* *Monster Manual IV* 92

\*\* *Expedition to the Demonweb Pits* 190

CE Huge aberration (augmented vermin)

**Init** +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Listen -1, Spot +11

**Languages** Elven

**AC** 19, touch 10, flat-footed 19; Dodge, Mobility (-2 size, +2 Dex, +9 natural)

**hp** 138 (12 HD); fast healing 4 (while in the Abyss); DR 10/cold iron and good

**Immune** electricity, fear

**Fort** +15 (+19 against poison), **Ref** +6, **Will** +6

**Speed** 40 ft. (6 squares), climb 20 ft.; Spring Attack

**Melee** bite +17 (4d6+15 plus poison)

**Space** 15 ft.; **Reach** 10 ft.

**Base Atk** +9; **Grp** +27

**Atk Options** poison (Fort DC 27, 1d8 Str/1d8 Str)

**Abilities** Str 30, Dex 15, Con 24, Int 3, Wis 8, Cha 1  
**SQ** aberration traits

**Feats** Dodge, Improved Natural Attack, Iron Will, Mobility, Spring Attack

**Skills** Climb +18, Hide +2, Jump +24, Listen -1, Move Silently +6, Spot +11

**Skills** A Lolth-touched corrupted by the Abyss hunting spider can always take 10 on a Climb check even when rushed or threatened.

## 12: LIVING DARKNESS

### LOLTH'S BLESSING

CR 16

**Description** see text.

**Search** DC 31; **Type** magic

**Trigger** location/detection/touch/timed; **Init** +8

**Effect** *mass inflict critical wounds* (Will DC 22 halves, 15 targets no more than 30 ft. apart 4d8+15 points of negative energy damage, CL 15th; see *PH* 244)

**Duration** 19 rounds

**Destruction** AC 32; hp 64; hardness 8 (whole trap)

**Disarm** Disable Device DC 33 (whole trap)

**Dispel** DC 26 (whole trap shuts down for 1d4 rounds only)

## EVENT 2: PURPLE MAW

### FIENDISH PURPLE WORM

CR 16

Fiendish purple worm

CE Gargantuan magical beast (extraplanar)

**Init** -2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Listen +26, Spot +0

**AC** 21, touch 4, flat-footed 21 (-4 size, -2 Dex, +17 natural)

**hp** 275 (22 HD); DR 10/magic

**Resist** cold 10, fire 10; **SR** 25

**Fort** +20, **Ref** +11, **Will** +6

**Speed** 20 ft. (4 squares), burrow 20 ft., swim 10 ft.

**Melee** bite +32 (2d8+13) and sting +27 (2d6+6 plus poison)

**Space** 20 ft.; **Reach** 15 ft.

**Base Atk** +22; **Grp** +47

**Atk Options** Awesome Blow, Cleave, Improved Bull Rush, Power Attack, improved grab, smite good (16 damage), swallow whole, poison (Fort DC 28, 1d6 Str/2d6 Str)

**Abilities** Str 36, Dex 6, Con 25, Int 3, Wis 8, Cha 8

**Feats** Awesome Blow, Cleave, Improved Bull Rush, Improved Natural Armor, Improved Natural Armor, Power Attack, Weapon Focus (bite), Weapon Focus (sting)

**Skills** Listen +26, Swim +20,

**Improved Grab (Ex)** To use this ability, a purple worm 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 it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

**Swallow Whole (Ex)** A purple worm can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 8 points of acid damage per round from the worm's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Gargantuan worm's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.



## EVENT 3: DEMON ATTACK

### FILRAEN GHAUN

CR 17

Male Lolth-touched\* drow wizard 5/wild mage\*\* 10

\**Monster Manual IV* 92

\*\**Complete Arcane* 69

CE Medium humanoid (elf)

**Init** +2; **Senses** darkvision 120 ft., permanent see invisibility; Listen +9, Spot +5

**Languages** Abyssal, Common, Drow Sign Language, Draconic, Elven, Goblin, Kuo-Toan Undercommon, empathic link, permanent *tongues*

**AC** 20, touch 14, flat-footed 18

(+2 Dex, +6 armor [*greater mage armor*], +2 deflection)

**hp** 129 (15 HD); **DR** 10/adamantine (*stoneskin*—hp 150)

**Immune** confusion, fear, insanity

**Resist** grapple (contingent *blink*), *nondetection*; **SR** 26

**Fort** +10, **Ref** +11, **Will** +9 (+10 against spells and spell-like abilities); +2 against enchantments

**Weakness** light blindness

**Speed** 30 ft. (6 squares)

**Melee** mwk dagger +7 (1d4-1/19-20 plus poison)

**Base Atk** +7; **Grp** +6

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

**Special Actions** Sudden Empower, random deflector 3/day, reckless dweomer, student of chaos, wild magic, wildstrike 1/day

**Combat Gear** drow house insignia (*levitate*), *elixir of adamantine blood*, *potion of barkskin* (+3), *pearl of power* (4th-level), *pearl of power* (5th-level), *rod of wonder* (4 charges), 2 *scrolls of teleport*

**Wizard Spells Prepared** (CL 12th; +9 ranged touch):

8th—*polar ray*, *power word stun*

7th—empowered *cone of electricity* (DC 23), heightened *dominate person* (DC 23) *power word blind*

6th—*eyebite* (DC 22), *globe of invulnerability*, *greater dispel magic*, *greater heroism*, heightened *phantasmal killer* (DC 22)

5th—*cloudkill* (DC 21), *cyclonic blast* (DC 23), *feeblemind* (DC 21), empowered *lightningball* (DC 20), *teleport*, *viscid glob* (DC 20)

4th—*arcane eye*, *confusion* (DC 20), *detect scrying*, empowered *scorching ray*, *greater invisibility*, *stoneskin*<sup>†</sup>

3rd—*fireball* (DC 21), *fly*, *lightningball* (DC 21), *greater mage armor*<sup>†</sup>, *magic circle against good*, *protection from energy*

2nd—*bear's endurance*, *fox's cunning*, *invisibility*, *mirror image*, *shadow shroud*, *Tasha's hideous laughter* (DC 18), *web*

1st—*expeditious retreat*, *magic missile* (2), *obscuring mist*, *protection from good*, *shield*, *true strike*

0—*daze* (DC 16), *detect magic*, *detect poison*, *prestidigitation*, *read magic*

† Already cast

**Spell-Like Abilities** (CL 15th):

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

**Abilities** Str 14, Dex 15, Con 20, Int 22, Wis 12, Cha 12

**SQ** abyssal specialist, bat familiar, elf traits, share spells

**Feats** Alertness<sup>B</sup> (when familiar within 5 ft.), Empower Spell, Energy Substitution (lightning), Greater Spell Focus (evocation), Heighten Spell, Improved Toughness, Scribe Scroll<sup>B</sup>, Spell Focus (evocation), Sudden Empower

**Skills** Concentration +23, Hide +6, Knowledge (arcana) +24, Knowledge (architecture and engineering) +10, Knowledge (dungeoneering) +9, Knowledge (geography) +8, Knowledge (history) +10, Knowledge (local) +8, Knowledge (nature) +7, Knowledge (nobility and royalty) +9, Knowledge (religion) +11, Knowledge (the planes) +21, Listen +7 (+9 when familiar within 5 ft.), Move Silently +6, Search +8, Spellcraft +25, Spot +3 (+5 when familiar within 5 ft.), Use Magic Device +15

**Possessions** combat gear plus *vest of resistance* +2, *headband of intellect* +2, *ring of protection* +2, *amulet of health* +2, spell component pouch, 50 gp.

**Spellbook** (barred school: necromancy) spells prepared plus 1st—*combat readiness*; 2nd—*magical backlash*; 5th—*drider shape*, *teleport*; 6th—*legend lore*.

**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.

**Random Deflector (Su)** Filraen can take an immediate action to protect himself from ranged attacks, ranged touch attacks, and spells that target him. Such an attack randomly targets someone else within 20 ft. of Filraen instead of targeting him (possible targets include Filraen and his allies). Any creature targeted by such an attack is attacked or affected normally, so an attack roll is compared against the new target's AC, or the new target can make a save if the attack allows one. The random deflector lasts until the beginning of Filraen's next turn.

**Reckless Dweomer (Su)** Filraen knows how to spontaneously convert his spell energy into random, unpredictable events. As a standard action, he can eliminate a prepared spell of at least 1st-level to create an effect similar to that of activating a *rod of wonder*. He can apply his student of chaos ability to his reckless dweomer.

**Student of Chaos (Ex)** Whenever Filraen uses a magic item that offers a randomly determined effect (such as a *bag of tricks* or *rod of wonder*), he can roll twice and choose between the two results.

**Wild Magic** Filraen's caster level is three lower than her level indicates. However, each time he casts a spell, he rolls 1d6 and adds the result to his modified caster level to determine his adjusted caster level for that spell.

**Wildstrike (Sp)** Filraen can affect a single creature within 60 ft. with wildstrike. An aura of shimmering rainbow colors surrounds the target for 2d6 rounds. Spell resistance applies but the subject gets no saving throw. While a wildstrike is in effect, there is a 50% chance each time the affected creature casts a spell or uses a spell-like ability that its intended action

fails. Instead, the creature rolls as if he had activated a *wand of wonder*.

## ELITE BABAU BODYGUARD CR 10

Babau blackguard 3

CE Medium outsider (chaotic, extraplanar, evil, tanar'ri

**Init** +1; **Senses** darkvision 60 ft. *see invisibility*; Listen +22, Spot +4

**Aura** aura of despair (10 ft, -2 on all saving throws)

**Languages** Abyssal, Celestial, Draconic, telepathy 100 ft.

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**AC** 20, touch 11, flat-footed 19

(+1 Dex, +9 natural)

**hp** 115 (12 HD); DR 10/cold iron or good

**Immune** electricity, poison

**Resist** acid 10, cold 10, fire 10; **SR** 14

**Fort** +17, **Ref** +11, **Will** +12

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**Speed** 30 ft. (6 squares)

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

**Base Atk** +12; **Grp** +17

**Atk Options** Cleave, Improved Sunder, Power Attack, smite good 1/day (+3 attack, +3 damage), sneak attack 2d6

**Special Actions** command undead 6/day (+3, 2d6+4, 1st), protective slime

**Blackguard Spell Prepared** (CL 3rd):

2nd—*bull's strength*

1st—*cure light wounds* (2)

**Spell-Like Abilities** (CL 12th):

At Will—*darkness*, *dispel magic*, *see invisibility*<sup>†</sup>, *greater teleport* (self only plus 50 lb. of objects only)

† Already cast

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**Abilities** Str 21, Dex 12, Con 20, Int 14, Wis 14, Cha 16

**SQ** outsider traits, overpowering evil aura

**Feats** Cleave, Improved Natural Armor, Improved Sunder, Multiattack, Power Attack

**Skills** Climb +17, Concentration +8, Diplomacy +6, Disable Device +13, Disguise +15, Escape Artist +13, Hide +22, Knowledge (religion) +5, Listen +22, Move Silently +21, Open Lock +13, Search +22, Sleight of Hand +9, Spot +4, Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings)

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**Protective Slime (Su)** A slimy red jelly coats the babau's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 21 Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a DC 21 Reflex save.

**Summon Demon (Sp)** Once per day a babau can attempt to summon 1 babau with a 40% chance of success. This ability is the equivalent of a 3rd-level spell.

## APPENDIX 2: NEW RULES ITEMS

### ALTERANTE CLASS FEATURES

#### Drow Fighter

Drow fighters strike fast and melt away before their opponents have a chance to mount a counterattack. Rather than using heavy armor or picking feats that emphasize direct assaults, drow fighters employ techniques that exploit their natural advantages.

In exchange for a fighter's access to heavy armor, a drow fighter gains strong first-strike capability.

#### Hit-and-Run Tactics

The drow specialize in guerrilla warfare, picking off their foes with poisoned bolts and slipping away into the darkness. Each attack wears their opponents down, until their numbers are so reduced that the drow can sweep in and capture them. If you select the hit-and-run tactics class feature, you sacrifice some AC, but make up for the loss with improved reflexes and accuracy when attacking unsuspecting foes.

**Level:** 1st.

**Replaces:** By selecting the hit-and-run alternative class feature, you give up proficiency with heavy armor and tower shields, even if you already have those proficiencies from another class. You can't gain either of these proficiencies by multiclassing later, but you can gain them by selecting the appropriate feats.

**Benefit:** At 1st level, you gain a +2 bonus on initiative checks.

In addition, when attacking a flat-footed opponent within 30 feet, you can add your Dexterity bonus (if any) as a competence bonus on weapon damage rolls.

**Source:** *Drow of the Underdark* 58.

#### Drow Wizard

Wizards are among the most feared and admired nondivine members of drow society. Despite their innate resistance to magic, the drow have great respect for both the spells and the knowledge available to these masters of the arcane arts. Although they are not directly tied to Lolth in the way divine casters and warlocks are, their devotion to the Spider Queen—and indeed, their very upbringing within society—has led to the development of race-specific wizard traits.

#### Abyssal Specialist

Most wizards who choose to specialize do so in a specific school. Many drow wizards instead focus on a variety of spells closely linked to the powers and objectives of the Weaver of Webs. The basic mechanic for specialization is the same, but the specifics differ.

**Level:** 1st.

**Replaces:** If you select this class feature, you cannot specialize in a school of magic, and you lose the ability to cast spells from a prohibited school.

You must select one school of magic to serve as your prohibited school, and you can never cast spells from it or use spell completion and spell trigger devices

connected to it, as per normal specialist rules. You may not select divination as your prohibited school.

**Benefit:** You are considered specialized, but not in a specific school. Rather, you gain all the benefits of specialization with a group of spells that includes all those of the following subschools and/or descriptors: chaotic, compulsion, darkness, evil, and fear. You gain all the standard benefits of specialization as applied to this group of spells, as though it were a school unto itself.

**Source:** *Drow of the Underdark* 60.

### FEATS

#### Arcane Strike

You can channel arcane energy into your melee attacks.

**Prerequisites:** Ability to cast 3rd-level arcane spells, base attack bonus +4.

**Benefits:** When you activate this feat (a free action that does not provoke an attack of opportunity), you can channel arcane energy into a melee weapon, your unarmed strike, or natural weapons. You must sacrifice one of your spells for the day (of 1st-level or higher) to do this, but you gain a bonus on all your attack rolls for 1 round equal to the level of the spell sacrificed, as well as extra damage equal to 1d4 points x the level of the spell sacrificed. The bonus you add to your attack rolls from this feat cannot be greater than your base attack bonus.

For example, Yarren the bladesinger has a base attack bonus of +11 and the ability to cast 4th-level arcane spells. On his turn, he chooses to sacrifice one of his 4th-level spells for the day, marking it off as if he had cast it. Until his next turn, Yarren gains an extra +4 bonus on his attack rolls and an extra 4d4 points of damage with a single melee weapon of his choice.

**Source:** *Complete Warrior* 96.

#### At Home in the Deep

Your innate power over the darkness extends to your senses.

**Prerequisite:** Darkness as a spell-like ability, darkvision.

**Benefit:** You can see through the shadowy illumination created by a darkness spell as if the spell weren't there.

This ability doesn't apply to other spells that have the darkness descriptor.

**Source:** *Drow of the Underdark* 47.

#### Divine Vigor [Divine]

You can channel energy to increase your speed and durability.

**Prerequisites:** Turn or rebuke undead ability.

**Benefit:** As a standard action, spend one of your turn or rebuke undead attempts to increase your base speed by 10 feet and gain +2 temporary hit points per

character level. These effects last a number of minutes equal to your Charisma modifier.

**Source:** *Complete Warrior* 108.

### Energy Substitution [Metamagic]

You can modify an energy-based spell to use another type of energy instead.

**Prerequisites:** Knowledge (arcana) 5 ranks, any metamagic feat.

**Benefit:** Choose one type of energy (acid, cold, electricity, or fire). You can then modify any spell with an energy descriptor to use the chosen type of energy instead. An energy substituted spell uses a spell slot of the spell's normal level. The spell's descriptor changes to the new energy type—for example, a fireball composed of cold energy is an evocation [cold] spell.

**Special:** You can gain this feat multiple times, choosing a different type of energy each time.

**Source:** *Complete Arcane* 79.

### 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 on 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 of 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.

### Improved Toughness (General)

You are significantly tougher than normal.

**Prerequisites:** Base Fortitude save bonus +2.

**Benefit:** You gain a number of hit points equal to your current Hit Dice. Each time you gain a Hit Die (such as by gaining a level), you gain 1 additional hit point. If you lose a Hit Die (such as by losing a level), you lose 1 hit point permanently.

**Source:** *Complete Warrior* 101.

### Power Critical [General]

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

**Prerequisites:** Weapon focus with weapon, base attack bonus +4.

**Benefits:** When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

**Special:** A fighter may select Power Critical as one of his fighter bonus feats. You can gain the Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

**Source:** *Complete Warrior* 103.

### Reckless Rage [General]

You are considered extreme even among other barbaric warriors, and you enter a deeper state of rage than others. Goliath barbarians favor this feat. **Prerequisites:** Con 13, rage ability.

**Benefit:** Whenever you activate your rage ability, you take an additional –2 penalty to your Armor Class, but you gain an additional +2 bonus to Strength and Constitution. These bonuses and penalties stack with the effects of rage, greater rage, and mighty rage.

**Source:** *Races of Stone* 143.

### Sudden Empower [Metamagic]

You can cast a spell to greater effect without special preparation.

**Prerequisite:** Any metamagic feat.

**Benefit:** Once per day, you can apply the effect of the Empower Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Empower Spell normally if you have it.

**Source:** *Complete Arcane* 83.

### Tormtor School [Style]

You have learned House Tormtor's fighting technique from its weapon masters.

**Prerequisite:** Point Blank Shot, Weapon Focus (javelin), base attack bonus +6.

**Benefit:** If you deal damage on a melee attack with a javelin, you can then throw that javelin at any other target within 30 feet as a swift action (using your highest base ranged attack bonus).

You take no penalty when making a melee attack with a javelin.

You gain a +1 bonus on damage rolls with javelins.

**Source:** *Drow of the Underdark* 57.

## MAGIC ITEMS

### Drow House Insignia (Spell)

**Price (Item Level):** See table

**Body Slot:** Throat

**Caster Level:** 5th

**Aura:** Faint; (DC 17) see text

**Activation:** Standard (command)

**Weight:** —

This small unusually shaped amulet bears a strange symbol.

Each drow house insignia (spell) is keyed to a specific noble house of a particular drow city, and is wrought to reflect the house that created it. Some might be stylized versions of crossbows, javelins, maces, or even just spiders.

A drow house insignia (spell) contains a single minor magical effect that can be used once per day, usually a 1st-, 2nd-, or 3rd-level spell, with the more

powerful spells reserved for drow of significant station or influence.

These insignia typically contain one of the following spells: *blur*, *cat's grace*, *comprehend languages*, *feather fall*, *jump*, *levitate*, *shield*, *spider climb*, *unseen servant*, and *water breathing*. The aura of this item is of the same school as the spell it contains.

Since each insignia is slightly 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.

**Lore:** A DC 15 Knowledge (local), or a DC 20 Knowledge (dungeoneering) or bardic knowledge check reveals the house to which an insignia is keyed. Drow gain a +4 circumstance bonus on these checks.

**Prerequisite:** Craft Wondrous Item, appropriate spell, drow.

**Cost to Create:** See table.

Spell Level	Price(Item Level)	Cost to Create
1st	620 gp (3rd)	310 gp, 25 XP, 1 day
2nd	3,300 gp(8th)	1,650 gp, 132 XP, 4 days
3rd	8,200 gp(12th)	4,100 gp, 382 XP, 9 days

**Source:** *Drow of the Underdark* 99.

### Elixir of Adamantine Blood

**Price (Item Level):** 500 gp (3rd)

**Body Slot:** —

**Caster Level:** 7th

**Aura:** Moderate; (DC 18) abjuration

**Activation:** Standard (manipulation)

**Weight:** 1 lb.

*This heavy vial appears to be filled with solid black metal, but when upended, the blackness flows slowly downwards.*

An *elixir of adamantine blood* causes a reaction that hardens your flesh. You gain 10 temporary hit points, which last for up to 1 hour. These temporary hit points do not stack with any other effects that grant temporary hit points.

If you wear adamantine armor when you drink this elixir, you instead gain 20 temporary hit points (though if you remove the armor before the duration elapses, you lose 10 of the temporary hit points immediately).

**Prerequisites:** Craft Wondrous Item, *stoneskin*.

**Cost to Create:** 250 gp, 20 XP, 1 day.

**Source:** *Magic Item Compendium* 158.

### Twilight Armor Special Ability

This armor special ability, which first appeared in the *Book of Exalted Deeds* supplement, is of particular use to duskblades. Such armor becomes translucent when donned and possesses a faint sunset-colored sheen.

Twilight armor reduces the chance of arcane spell failure by 10%.

Faint abjuration; CL 5th; Craft Magic Arms and Armor; Price +1 bonus.

**Source:** *Player's Handbook II* 21.

### Vest of Resistance

**Price (Item Level):** 1,000 gp (4th) (+1); 4,000 (8th) (+2); 9,000 (12th) (+3); 16,000 (14th) (+4); 25,000 (15th) (+5)

**Body Slot:** Torso

**Caster Level:** 10th

**Aura:** Moderate; (DC 20) abjuration

**Activation:** —

**Weight:** 1 lb.

This elegantly styled white leather vest is edged in silver piping and has silver buttons.

A *vest of resistance* offers magical protection in the form of a +1 to +5 resistance bonus on saving throws.

**Prerequisites:** Craft Wondrous Item, *resistance*.

**Cost to Create:** 500 gp, 40 XP, 1 day (+1); 2,000 gp, 160 XP, 4 days (+2); 4,500 gp, 360 XP, 9 days (+3); 8,000 gp, 640 XP, 16 days (+4); 12,500 gp, 1,000 gp, 25 days (+5).

**Source:** *Magic Item Compendium* 147.

## SPELLS

### Armored Vermin

Transmutation

**Level:** Cleric 4, druid 4

**Components:** V, S, DF; Drow

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** Up to three vermin, no two of which are more than 30 ft. apart

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

*The vermin you select pause for a moment as their exoskeletons take on a metallic sheen.*

You cause the exoskeletons of up to three vermin to harden to the strength of steel. The spell increases the vermin's natural armor bonus by 2. This bonus increases by 1 for every three caster levels above 7th, to a maximum of +6 at caster level 19th.

The enhancement bonus provided by armored vermin stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A vermin with no natural armor has an effective natural armor bonus of +0.

**Source:** *Drow of the Underdark* 61.

### Cyclonic Blast

Evocation [Air]

**Level:** Sorcerer/wizard 5

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** 120 ft.

**Area:** 120-ft. line

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

Cupping a child's top, you forcefully thrust your hand forward, simultaneously speaking the final words of the spell's proscribed formula. Immediately thereafter, a blast of whirling wind issues forth from your outstretched fingers, sweeping up within it all who stand in its way.

You send a twisting torrent of wind, not unlike a tornado turned on its side, toward your enemies. A *cyclonic blast* deals 1d6 points of damage per caster level (maximum 15d6 points of damage) to all creatures and objects in the area. Objects bigger than Large take half damage. The cyclonic blast begins at your fingertips.

Creatures who fail their Reflex saving throws against a *cyclonic blast* are additionally in danger of being knocked back by the force of the wind. Treat this as a bull rush attack made with a +12 bonus on the Strength check. The *cyclonic blast* always moves with the opponent to push that target back the full distance allowed, and (unlike a normal bull rush) you can exceed your normal movement limit with a sufficiently high check result. Airborne creatures are treated as if they were one size category smaller for the purpose of resisting the bull rush.

If the damage caused to an interposing barrier by the blast shatters or breaks through it, the cyclonic blast can continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

**Focus:** A child's spinning top.

**Source:** *Spell Compendium* 57.

### Mage Armor, Greater

Conjuration (Creation) [Force]

**Level:** Sorcerer/Wizard 3

**Components:** V, S

*An invisible sheen of armor shaped force surrounds you.*

This spell functions like mage armor (PH 249) except that it requires no material component and its tangible field of force provides a +6 armor bonus to Armor Class.

**Source:** *Spell Compendium* 136

### 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)

*A thin membrane of darkness coats your body.*

This spell negates any penalties or other harmful effects imposed by your light blindness or light vulnerability.

You also gain a +5 competence bonus on 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.

### Vigor, Lesser

Conjuration (Healing)

**Level:** Cleric 1, druid 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** Living creature touched

**Duration:** 10 rounds +1 round/level (max 15 rounds)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

*The sounds of battle ring in your ears as you lay hands on your fallen comrade. You can spare neither time nor magic to do more right now, but the blood flow slows to a trickle and her breathing becomes less labored, even as you are called to the aid of another.*

The subject gains fast healing 1, enabling it to heal 1 hit point per round until the spell ends and automatically becoming stabilized if it begins dying from hit point loss during that time. Lesser vigor does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple vigor spells do not stack; only the highest-level effect applies.

**Source:** *Spell Compendium* p.229.

### Vigor, Greater

Conjuration (Healing)

**Level:** Cleric 5, druid 5

**Duration:** 10 rounds +1 round/level (max 35 rounds)

This spell functions like lesser vigor except as noted here and that it grants fast healing 4.

### Viscid Glob

Conjuration

**Level:** Sorcerer/wizard 5

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One creature

**Duration:** 1 hour/level

**Saving Throw:** Reflex negates

**Spell Resistance:** Yes



*You speak the words of this spell and toss the small ball of silk in the air. It turns into a 5-foot-wide glob of dripping, green-gray goo, and the sticky mass rockets toward your target.*

When you attack with a viscid glob, you make a ranged touch attack against the target. If you miss, the glob might strike a nearby square or creature (see Missing with a Thrown Weapon, PH 158). Once you have established the direction of the miss, roll 1d4 to determine the number of squares away from the target square that the glob lands. A Medium or smaller creature struck by the glob must make a successful Reflex save or be instantly stuck in place. A stuck creature can speak but is otherwise limited to purely mental actions (such as casting spells with no somatic or material components) and attempts to free itself by means of a Strength check or Escape Artist check (against a DC equal to this spell's DC) made as a full-round action. A Large or larger creature stuck in the goo can't move from the spot where it is glued, but it can otherwise act normally. The glob dissipates when the spell duration expires. Until then, it remains sticky, and any creature touching it (for example, a creature attempting to pull out an ally) must make a successful Reflex save or become stuck itself. A creature stuck by such secondary contact is not trapped as thoroughly as a creature targeted by the glob, however, so the DC of the Strength check or Escape Artist check required to get free is reduced by 5.

**Material Component:** A tiny ball of spider silk.  
**Source:** *Spell Compendium* 231.

## ENCOUNTER TRAPS

This adventure features several encounter traps (*Dungeonscape* 120). The notes below provide a brief overview of encounter traps.

**Initiative:** Use the trap's initiative modifier to determine its place in the initiative order.

**Duration:** This section details how long a trap functions before it must be triggered again.

**Destruction:** This section of the encounter trap stat block gives the trap's physical statistics. An attack source can be attacked from any square in the area it affects or from a square adjacent to that area.

**Disarm:** Each successful Disable Device check disables one attack source. Unlike standard Disable Device checks, trying to disarm a single attack source takes one round. Trying to disarm a central disarm location takes 1d4 rounds. Characters injured while making a Disarm Device check must make a DC 10 + damage dealt Concentration check or their action fails.

**Dispel:** Magic encounter traps can be dispelled through the use of *dispel magic* or similar effects. Usually one casting of dispel magic shuts down a single attack source, but some traps have a central dispel location that, if dispelled, shuts down the entire trap. An area dispel magic affects only one attack source, but the spell can be tested against each source until it succeeds.

## APPENDIX 3: CAVERNS OF THE DROW

Use this information to facilitate play under the ruins of the Hall of the Fire Giant King. Chapter 3 of the DMG contains more information on these dungeon features. Refer to individual area descriptions for tactical maps and details on chamber features.

### ILLUMINATION

All the inhabitants of these caverns have darkvision, or other means of seeing in the darkness. Thus, the only light sources present are those brought by the PCs.

### PASSAGEWAY FEATURES

All passageways are at least 15 ft. high and 10 ft. wide. Such areas have hewn stone floors (hardness 8, hp 540, Break DC 50); they are rough and uneven and covered with loose stones, gravel, dirt, and other debris.

A passageway's walls (DMG 60) are of two types. Up to a height of 10 ft., the wall is of hewn stone (hardness 8, hp 540, Break DC 50, Climb check DC 25); above that, it is unworked (hardness 8, hp 900, Break DC 65, Climb check DC 15).

**Hewn Stone Floor:** DC 10 Balance check is required to run or charge across such areas. Failure means a character can still act but can't run or charge that round.

### CHAMBER FEATURES

All rooms are at least 20 ft. high but some larger rooms have ceilings that range between 20 ft. and 75 ft. in height. Floors are of flagstones.

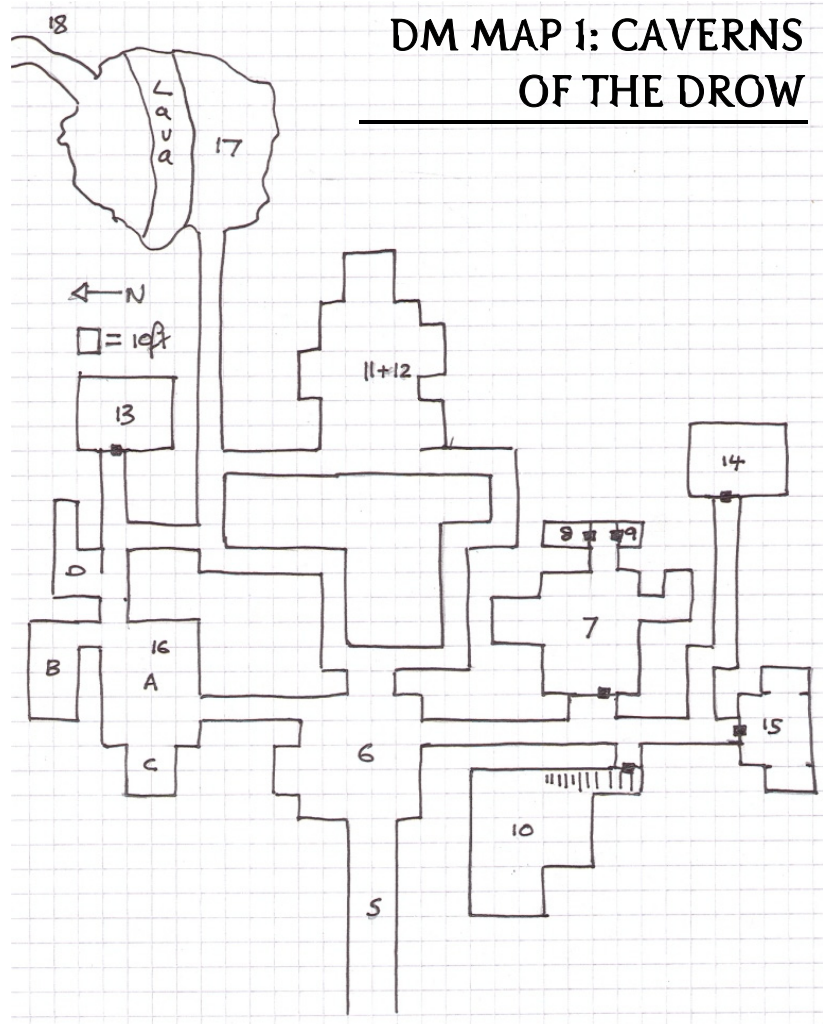
A chamber's walls (DMG 60) are identical to those found in passageways: up to a height of 10 ft., the wall is of hewn stone (Climb check DC 25); above that, it is unworked (Climb check DC 15).

### DUNGEON DRESSING

Use the table below to inject items and features of semi-interest into the caverns. Use common sense when using this table; some entries are clearly unsuited for occupied chambers.

%	Feature
01-05	Slight breeze (random direction)
06-15	Smoky smell
16-25	Large crack in wall or floor. It looks unsafe but isn't.
26-30	Footsteps (receding)
31-45	Torch stub
46-55	Dried blood
56-75	Small cracks in the walls or floor
76-85	Small vent from which warm air issues
86-100	Cobwebs containing many small spiders that are no threat to the party

### DM MAP 1: CAVERNS OF THE DROW



# PLAYER HANDOUT: INTRODUCTION

Distribute this handout as play begins so that the PCs can rationalize their presence in Sterich. Print this page twice.

There are many reasons why the PCs could have traveled to Sterich.

- **Protect the Weak!** Hearing of the increase in humanoid and giant raids, you have traveled to Sterich to defeat this menace.
- **Gloom and Disunion Cycle:** You that have completed COR2-04 *Birthday Bash* and/or COR2-05 *Beneath the Vale* and already know that the drow yet scheme in Sterich. If you have the Point of Contact in Istivin AR item you have been summoned by House Mindon to combat these new raids.
- **CORS3-01 Assault on the Vault:** You foiled House Noquar's kidnap of Lady Tismina, Lord Stophase, and General Krill and have already fought the drow (and have travel to the Vault of the Drow!) you may have the Favor of Lord Stophane, the Favor of General Krill, or the Favor of Lady Tismina AR items. Thus, the relevant noble – well aware of your prowess – contacts you and asks that you come to Sterich to halt these raids.
- **Lord Errant of Sterich:** You received the Lord Errant of Sterich special certificate in CORS3-01 *Assault on the Vault*. You are required to defend Sterich and are summoned by Her Magnitude, Resbin Dren Emondav, Marchioness of Sterich to do just that. If you fail to heed this call you lose this special certificate.
- **ADP 6-03 Red Hand of Doom:** You have foiled the Red Horde's invasion of Sterich. As proven defenders of the kingdom, you are called upon once more.

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## PLAYER HANDOUT 1: IMRAE'S LETTER

---

*Honor to you Imrae, I greet you, loyal servant of House Tormtor, in the name of the Queen of the Demonweb Pits.*

*Know that a day of great darkness is coming for I have recently learnt that our beloved Dark Mother will soon be among us and that when she arrives she will unleash a tide of darkness without ending upon the lands of the sunlit world.*

*This is the time to strike to ensure our House's supremacy. Already the upstart Vae plan and plot a return to the surface and I am sure that the other Houses do likewise. Indeed, I suspect that Matron Thandysha has already established enclaves on or near the surface in an attempt to improve her pathetic House's position. Although the Xanigos are young, they are not without cunning. Watch them carefully.*

*I have ordered Filraen to begin raids into the human land of Sterich. Success is vital to our continued position within the Dark City as that foul land stands foremost among our Dark Mother's enemies. It will be the first to fall beneath Her blessed darkness.*

*Sacrifice all that Filraen brings to you but give unto the children of Corellon Larethian your most tender of mercies. Seek out those souls that would most please our Dark Mother and send them screaming to her Demonweb so that our power waxes and that when our Queen joins us she counts us first among her faithful.*

*Matron Verdaeth*

## PLAYER HANDOUT 2: FILRAEN'S LETTER

---

*Honor to you Filraen, I greet you, loyal servant of House Tormtor, in the name of the Queen of the Demonweb Pits.*

*Know that a day of great darkness is coming for I have recently learnt that our beloved Dark Mother will soon be among us and that when she arrives she will unleash a tide of darkness without ending upon the lands of the sunlit world.*

*This is the time to strike to ensure our House's supremacy. Already the upstart Vae plan and plot a return to the surface and I am sure that the other Houses do likewise. Indeed, I suspect that Matron Thandysha has already established enclaves on or near the surface in an attempt to improve her pathetic House's position. Although the Xanigos are young, they are not without cunning. Watch them carefully.*

*Use the troops at your disposal. Send them out into the mountains and into the lowlands of the accursed land of Sterich. Bring back sacrifices to consecrate to the glory of our Queen. Particularly seek out the children of Corellon Larethian for our Mother enjoys receiving their screaming souls into her Demonweb. Do not fail me in this, the future and power of our House lie in your hands.*

*Matron Verdaeth*