

Enemy of My Enemy

A One-Round Dungeons & Dragons® Living Greyhawk™

Regional Adventure set in the County of Urnst

Version 1.95

by D'Anne Rooney

Circle Reviewer: John Jenks

Triad Reviewer(s): JP Chapleau

Playtesters: Chris Berry, Konrad Brandemuhl, Richard Clark, John Foye, Pam Foye, Brian Glose, Leonard Logan, Murry McEntire, Dustin Short, James Stepanek

Contessa Elone Hofre Gellor was murdered and the County of Urnst is in an uproar over who will lead next. Are you willing to work with the enemy of your enemy to find the assassin? Part 2 of the “Chasing the Darkness” series. This adventure also includes an additional, optional encounter for the brave and heroic.

A one-round Regional adventure set in the County of Urnst for characters level 1-14 (APLs 2-12). Resources for this adventure include URC5-04 *That Which Lurks* [D'Anne Rooney], URC6-104 *More Rivalry at Richfest* [JP Chapleau and the CoU Triad].

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

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

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run

DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

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

Visit the LIVING GREYHAWK website at www.rpga.com.

RPGA® SANCTIONED PLAY

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

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

By sanctioning and reporting this adventure, you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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

Players Read No Farther

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

Preparing for Play

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full

information on NPCs and monsters are given in Appendix One. For your convenience, that appendix 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).

LIVING GREYHAWK LEVELS OF PLAY

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

Determine the character level for each of the PCs participating in the adventure.

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

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

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

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

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

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

Enlist a sixth player.

5. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

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

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters

that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

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

ADVENTURE BACKGROUND

During the past several years, Drow have been seen in increasing numbers. From the rift in the cliff by Ventnor, to the now collapsed Crystal Springs and even in the Vinewind area and the adventurer's town of Holbrook, they have been appearing.

Last seen in Holbrook right before the assassination of the Contessa, they disappeared before the adventurers who live there could confront them. The only thing they left behind was a clue, a pin in the shape of a black mask, and a pregnant adventuress.

LORD UNDERLEY

Lord Underley is a man of about 50. His black hair is streaked with grey and white at the temples. He is the current leader of House Underley.

Lord Baron Jacobis Underley was the Lord Mage of the Contessa. He is also head of the eccentric, noble House Underley, though the family estates have yet to be rebuilt in the ruins of Ventnor Castle, a town destroyed by a battle between devils and demons at the dawn of the Civil War.

Known as a shrewd man, Lord Underley deals on both sides of an issue, usually for the best interests of the County.

HOUSE TEKEN'AFIN

A house of powerful Drow who follow the religion of the Spider Queen. Lead by their most powerful priestess, Shi'raena Teken'afin, they endeavor to stop the advancement of those who follow the Masked God.

Other motives they may have are unknown at this time.

HOUSE RILYN'VIRR

A rival Drow house that follows the teachings of the Masked God. They have been working for the past two

decades in taking over one of the Rogue's Guilds, the Vipers based out of Brotton. Those in the guild who are human have no idea who is now operating the business.

DROGO BRACEGIRDLE

Once a leader of his community, Drogo was captured several years ago by House Teken'afin. They found he had a talent as a diplomat and have used him on several occasions to broker for minor things they need with races other than the Drow. He greatly misses his home community of Applebee.

ADVENTURE SUMMARY

Introduction: Whispers on the Wind The adventurers find themselves in Radigast City at the Highbrows Inn just days after the assassination of the Contessa and her daughter Cyanna. Discussion is rampant about how this could have happened and who could have done it. Rumor is that the Contessa and Cyanna cannot be brought back for some strange reason even though Cyanna's murderer was caught.

Encounter 1: Meeting with the Enemy Lord Jacobis Underley sends an urgent message to the PCs, requiring them to meet with him at the Obsidian Conclave late that night. Assuming they agree, the PCs are introduced to a woman who tells them that she has information concerning the assassin of the Contessa. Careful observation by the PCs will reveal that the woman is a Drow priestess. Lord Underley tells the PCs that he has made a deal with the priestess in order to gain this information.

Encounter 2: Vinewind The information the group receives leads them to Didieln to search out the location of the assassins.

Encounter 3: Nothing is what it appears to be An abandoned temple is host to beings from below the earth.

Encounter 4: Into the Darkness The party finds valuable information that leads them to the entrance into the UnderOerth located by Ventnor Castle.

Encounter 5: Denizens of Underoerth As they prepare to spend their first night in the darkness, they are alerted to trouble and the possibility of meeting a new race of beings.

Encounter 6: The Dream As the party beds down for the night, one of them is visited in their dreams.

Encounter 7: Enemy of My Enemy During their sleep, a visitor comes to one of the party members with helpful information and a gift.

Encounter 8: The Battle is Won Allowing that the characters are successful, the battle will indeed be won, and they will have their prize in hand. If they have not been successful, they will be running for their lives.

Encounter 9 (Optional): Running the Gauntlet The characters find that getting back to Radigast with the assassins is easier said than done.

Conclusion: Reporting In The group now must report their success or failure to Lord Jacobis Underley. Let's hope, for their sakes, they were successful.

PREPARATION FOR PLAY

Determine if the characters have played in the following events: URC5-04 *That Which Lurks* or URC6-104 *More Rivalry at Richfest*. If they have, look at their ARs for any favors they might have. These will come into play during this scenario.

Also, determine if there are any members of the Underley Network, any Thieves Guild, or any Knights of the Swan present in the company of characters.

This module also includes an optional encounter near the end. Before you run it, ask the players if they are willing to spend the extra TU's to do so. The extra option cost 1TU for characters of the County and 2TUs for characters not from the County.

Playtests have shown this adventure to run long. Therefore, if you are running this adventure with a time restriction, some encounters are cut short.

INTRODUCTION: WHISPERS ON THE WIND

You find yourself in Radigast City, and as you enter the tavern, you find it full of patrons. Making your way to a table that has room for you, you find yourself face-to-face with several other adventurers.

Allow the characters to introduce themselves to each other before continuing.

You hear the voice of a well-trained performer speaking from the raised platform that serves as a stage. "The last of the finalists is..." Lord Dane held up the form to read the name, but never spoke it. A chilling scream interrupted him, even now I feel the shivers down my spine from that death scream. From behind him, Lady Cyanna's limp and dead body slumped to the ground and a ghostly figure rose from the body.

The Contessa, slumped to the ground as well and the ghostly thing laughed. "HAHAHA Malachite has the soul of this one. And he's had her for months...HAHAHA" as it dispersed. The

assembled crowd rushed forward to see what had happened, shocked and stunned at the same time.

Lord Dane, who was as taken aback as everyone else was, ordered the Knights of the Swan and the soldiers to get everyone out of the area. It was chaos! People were crying others demanded retribution, others just followed in a daze. Some hid their smirks at the County's misfortune.

"This, my friends is what this Silver Swan saw at Richfest..." The bard takes a deep bow, having related his tale for the assembled crowd of the Highbrows inn.

Allow the characters to react to this before continuing.

It is Wealsun 9, just under two weeks since Richfest and already the news has spread around the County. Contessa Elone Hofre Gellor and her daughter Cyanna are dead. No one know who did it or why.

Lord Terard Duncombe, the Lord of the East has declared martial law throughout the County and himself as Regent until a new Count is crowned. The Contessa's ministers forming the Council of Lords has gathered in Radigast to determine who will be crowned Count.

"Whose gonna lead us now?" questions one voice.

"Seems we only just got the Contessa and now she's dead," says another.

An older man speaks up from a darkened corner, "I heard she went completely mad before she was murdered."

Some young man who's had too much to drink adds, "yeah some adventurer told me she converted to Hextor!"

You hear other voices and suppositions about who the new ruler of the County will be, as well as rumors that assassins from Nyrond were responsible for the Contessa's death.

Some of you wonder... is it possible that King Lynwerd of Nyrond sent some one to kill her all because of the treaty with Sewardt and the wall the County built? Could the Old One prepare for a major offensive against the County? Could the Pale be looking for a new venue of expansion? Malachite? Or is it someone else?

The characters will hear the following conversations with successful listen checks.

- **DC 5:** They tried to raise the Contessa, but like her son who died earlier this year, they cannot contact her spirit.
- **DC 7:** The Contessa's last decree was that Ventnor Castle and all the land beneath it was to be given in trade to the Duergar.
- **DC 10:** No one has seen the Contessa's husband, Lord Nimar Chrysale Gellor since the incident.

Although it has been rumored that he was at the Richfest Celebrations as well.

- **DC 12:** Sir Karl Whittenbock is said to have issued an edict to all Knights of the Swan to enforce the daylight curfew over all major settlements of the County under penalty of imprisonment for a term of questioning by church inquisitors and/or available Justicars.
- **DC 15:** Some knight's entourages have been heard to be arguing with other knights. Some want to keep things the way they are and others want a more progressive way of life.
- **DC 17:** Justicars seem to be leaderless now that the Contessa is dead. They have no one to which to answer.

Choose one PC, preferably one that is a member of the Underley Network; one of the Thieves Guilds; or anyone who has a favorable notice of either group. If you no hero qualifies, select one who would be most loyal to the County (use your judgment); pull them aside, and read them the following:

As you sit listening to the gossip, a man dressed in plain attire approaches you and hands you a note. You are not sure where he came from, but you open the note all the same because it bears a familiar mark on it.

The mark is either the Underley Network's or the Thieves Guild to which the PC belongs. (See Appendix Two for a list of these marks. See Player Handout One for the note.)

As you read the note, you realize that the man who gave it to you has slipped away into the crowd without notice.

If the characters agree to go with their companion, go to Encounter 1: Meeting with the Enemy.

ENCOUNTER 1: MEETING WITH THE ENEMY

Two heavily armored guards stop the characters at the closed gates to the Conclave. Here they must give the guard the password ("Working for the Swan") or the guard do not allowed them in. Read the following if they give the correct password.

You give the guards at the gate your password and they look you over briefly to satisfy themselves that you are who they expect.

One of the guards leads you deep into the Obsidian Conclave to a room within its walls where you are told to wait. As the guard leaves, you hear the audible click of the lock as he pulls the door shut.

The room is devoid of any furnishing but a few hard-backed chairs. There are no windows and only the door you entered through gives any egress from the room.

Feel free to work on their sense of paranoia.

You wait an hour, two hours, maybe more. Just as you start to think you have had enough, the door opens and two people enter the room. An Oeridian man in his 50's with graying hair wearing an amulet depicting Dragons holding a crest with a leaping fox and an elven woman whose silk cloak covers her entire body in shadow. The man greets you all by name before saying.

"Gentleman (and Ladies), I am Jacobis Underley, Lord Mage of the County of Urnst. I have brought you here under these circumstances in order to enlist your aid in a mission of the utmost importance. Please take a seat."

Allow the characters to react to this statement, as well as to the fact that he has not been seen in public for quite some time, before continuing.

Lord Underley smiles "Let me explain what exactly I require you to do. However, first I would like you to meet Shi'raena Teken'afin. She has brought the information to us to aid in what we seek, which is the assassin who killed the Contessa."

Allow for a Knowledge (nobility) or Local (NMR or core) or a Bardic Lore check of DC 15+APL to determine that Shi'raena's name is of Drow origin. Characters who speak elven receive a +5 circumstance bonus to this roll.

The cloaked female bows slightly to the characters, but she does not remove her cloak, nor reveal her face as she speaks. However, a DC 15+APL Spot check reveals that she is a Drow. Give them Player Handout Two. Any attempts to *detect chaos* or *detect evil* are met with an overwhelming aura of either. (The person casting the spell is stunned from this effect).

Those who cast *detect magic* are reprimanded by Lord Underley and told to drop the spell before they can discern anything from it other than the presence of magic on both Lord Underley and his guest. If they refuse to drop the spell, they are escorted from the room and told that their services are no longer desired. The adventure is over for this person and they receive the Disfavor of Lord Underley AR award.

For all other characters, continue:

The woman speaks in a low, sultry voice. "A month ago, two Drow entered your adventurer's town of Holbrook. They were lost. In the process of trying to find their way to Radigast City, they killed a

farmer, his wife, and baby, as well as captured an adventuress."

"They tried to get information from the adventuress; however, even though they raped her, she would not tell them anything other than Radigast City was to the north."

A mocking tone enters her voice as she continues the story. "They would have been caught and killed if not for another adventurer who thought it a good idea to sound a war horn and alert these Drow to their precarious position. Therefore, they were both able to leave that little town via magical means before the group of adventurers discovered them."

She pauses for a moment to let her information sink into your mind and rest uncomfortably in the pit of your stomach. "The two of them eventually arrived at the Richfest celebration and killed the Contessa right before your very eyes."

Lord Underley picks up where the woman left off, "I have promised your assistance in this matter in order to bring to justice those who are responsible for the death of our Contessa. You are to seek out the encampment where they are hiding and capture the assassins. In addition, you are to bring back any information you can about the area, their numbers, and their purpose."

Allow the characters to react to this statement and ask questions of Shi'raena and Lord Underley. Below are some possible questions they may ask.

QUESTIONS ASKED OF LORD UNDERLEY:

- **Tell us more about you.** Refer to Adventure Background.
- **How do we know she's telling the truth?** The information given by Shi'raena has been proven true after investigating a report given to the Radigast City Beta Leatherwing commander, Lt. Grindstone, by one of the Alpha riders.
- **Do you know this woman is a Drow? If so, why are you working with her?** Lord Underley knows Shi'raena is a Drow, but he is willing to work with her in order to get the assassins. Sometimes you have to work with the enemy of your enemy in order to see justice done.
- **Why is she working against her own kind?** Shi'raena is from a different sect of Drow, those who worship Lolth, the Queen of the Demonweb pits. The assassins are followers of Vhaeraun (Vayrawn). [Same as above, only volunteer the information if a character realizes what Shi'raena is.]
- **What are we getting paid for this?** You are welcomed to keep anything you can find. Moreover, the glory of finding the Contessa's assassin should provide ample payment.

- **How long do we have to accomplish this mission?** As long as you need, but do not take too long.
- **How public is this?** In the current climate, I do not want to have a bunch of people running around looking for Drow. Keep it hushed.
- **How are we going to Didieln?** Leave that up to me.

QUESTIONS ASKED OF SHI'RAENA:

Remarks in parenthesis indicate information the characters can pick up with a Sense Motive check DC27.

- **How did the Drow assassins infiltrate Richfest?** The two Drow who fled Holbrook were in disguise and not noticed by anyone at the Richfest celebration. Most likely, they wore dark cloaks and avoided the central areas.
- **How do you know they were in Holbrook?** She obtained all of her information from an informant based in Holbrook.
- **Who are they?** They are part of a group of renegade Drow who follow Vhaeraun, the Masked God.
- **Who is Vhaeraun?** Vhaeraun is the son of Corellon Larethian and Lolth. He is followed by primarily male Drow who have forsaken their belief in the Spider Queen and who want a male dominated society. Most of them are rogues and assassins. (See Player Handout Three: Visual Aids for a picture of Vhaeraun's unholy symbol.)
- **Why are these Drow here?** This particular sect of Drow has been working on the surface to further their interests and expand their base of operations.
- **Where is their operation located?** One such base of operations is the Vinewind area, the city of Didieln to be precise. That's the last place she heard they had been.
- **How do you know they are working to expand to the surface?** Her group has been watching the Vhaeraun group for quite some time now. She will not state who her group is. (Obviously, she knows more than she lets on.)
- **Who are you?** I am Shi'raena Teken'afin a priestess of the Spider Queen. (She is not lying!) She removes her hood and reveals herself to those present. She is a very beautiful female Drow with inky black skin, pure white hair, and pale blue eyes.
- **What do you get out of this and why are you helping us?** Because the sect of Drow that worship Vhaeraun are renegades and misfits. They cannot be allowed to continue in their attempt to claim the surface as their own. (It seems that the characters are there to do her dirty work.)
- **How do you know so much?** We have been watching these Drow for many years now and I am

the one in charge of seeing they do not succeed at what they are doing. I have spies in many places who keep me informed of the house Rilyn'Virr's movements.

- **What is House Rilyn'Virr?** Refer to the Adventure Background. (Shi'raena twists the information to make them look evil and dangerous to the County).
- **Who in Holbrook works with you?** I will not tell you. (She will not, unless compelled magically).
- **What are the names of the assassins?** I do not know at this time, but if you find out in your investigation, I am very interested in the information. One of them is a fighter of some prowess who takes delight in torturing his captives before killing them. He has a pale scar that runs from his left temple to the corner of his mouth, making it pull up in a crooked smile; when he smiles that is. The other is a wizard of some power who is inclined to wear expensive, black robes with a purple satin lining. He is older than the fighter by many years and has pale lavender colored eyes. This color is rare among us.

Once the characters have asked their questions, Lord Underley asks them if they are willing to go hunting these assassins. If they say yes, go to Encounter Two: Vinewind. If they refuse, the adventure is over.

As Lord Underley escorts the adventurers from the Conclave, he hands a coin to the person with the highest charisma, or someone who the group treats as a leader (preferably not a paladin). He explains that the coin enables him to find them if something goes terribly wrong.

Troubleshooting: It is possible that rather than listen to the Drow priestess, the characters attack her. If this happens, she escapes via a *word of recall* spell. This means that there is no information for the characters to receive from her and the adventure is over. Proceed to the Conclusion.

If any of the party refuses to work with the priestess, they are welcome to find out information on their own, but it is almost impossible to do so. Give them an Intelligence or Wisdom check of DC 10 to realize this.

All APLs (EL13)

🧝 **Shi'raena Teken'afin:** Female elf [Drow] Clr14 [Lolth]; hp 93. See Appendix One.

ENCOUNTER 2: VINEWIND

Lord Underley gathers a number of wizards from the Conclave and has you teleported just outside of Didieln, the city that Shi'raena said was a good

place to start your search for the Drow who had assassinated the Contessa.

RUNNING THIS WITH A TIME LIMIT

This encounter can run very long. If you have enough time, proceed to Word on the Street. However, in a timed situation, read the following boxed text before proceeding to Encounter 3: Nothing is what it appears to be.

Your investigation in Didieln reveals a number of leads, but the most promising one leads you to the abandoned Temple of Berei. In the Temple district of Didieln the temple has been abandoned for twenty years.

WORD ON THE STREET

The characters can learn the following rumors and information with a successful Gather Information check as listed below. They gain all the information at the lower DC's as well. For every 20 gp they spend, they gain a +5 circumstance bonus.

DC 5 – The Torquanns are backing Lord Duncombe and his Regency.

DC 10 – Theft in the city seems to be on the rise, no one's property is safe anymore.

DC 15 – The owner of the Flawless Skin, a tanner's shop, mentioned that he'd been receiving some strange orders lately.

DC 20 – Nova Daldon, the owner of the Blissful Glass has chosen to close earlier since one of her waitresses was attacked a few days ago.

DC 25 – The Tawdry Wench, another tavern located in the rough part of town, has had an increased amount of business lately. Most of the patrons are there in the late evening hours.

DC 30 – The Didieln Bakery, was recently taken over by a pretty, young elven woman who came from Radigast City. Strange that... the last owner really did not mention her desire to sell the business.

THE BLISSFUL GLASS

This inn owned by Nova Daldon, a female dwarf and ex-adventurer, who was host to those characters who played URC5-04 *That Which Lurks*. Nova recognizes anyone that was here at that time and greets them by name. She has the following information.

- She heard rumors that there has been a lot of activity occurring at night in the temple district.
- One of her waitresses was attacked a few days ago while she was hurrying to close up before the curfew went into effect. The waitress refused to elaborate on the nature of the attack or her attackers. She has since left for Radigast (and cannot be found during this adventure).

- Lord Bryne is still seeking answers to his wife's betrayal and/or replacement by a Drow.
- She suggests that if the characters are looking for anything of interest, they might try The Didieln Bakery in the center of town.

THE DIDIELN BAKERY

This bakery in the center of town is owned and run by a slightly built, beautiful gray elf named Elecia Elvandel. She greets everyone who enters her establishment with a winsome smile and a sample of her famous muffins.

Elecia is a member of the Birds of Prey and the Underley Network. Any Rogue Guild member can recognize this by the pin of an eagle she wears on her dress, and Underley Network members can pick it up in some of her hand gestures. Elecia tells the characters the following information if they either declare they are a member of any Guild, or the Underley Network, or succeed at a Diplomacy check DC 15. She is fully aware of the party's mission.

Information for Underley Network Members

- The Network has been watching several places in town.
- Elecia was sent here by Lord Underley to watch the area because of the recent smuggling activity.

Information for Birds of Prey Members

- The Guild has been watching several places in town.
- Elecia has also been on the watch for a new Rogue's Guild that seems to be operating in the area. She suspects the Vipers have moved up from Brotton to work in Didieln.

Information for Others

- The Tawdry Wench seems to have more patrons during the late hours of the evening than they ever did before.
- The Flawless Skin has seen an increase in the sales of black leather.
- There has been some increased activity around the abandoned Berei temple in the late evenings despite the curfew in effect. (Knowledge (religion) check DC 15 reveals that Berei is a lesser deity of home, family, and agriculture.)
- The temple was abandoned several years ago with most of its worshippers turning to the larger temple of Beory for their spiritual needs.

ALDO THORNQUIST

Aldo Thornquist is the constable of Didieln and will recognize those who have played URC5-04 *That Which Lurks*. He has the following information for those he has met before.

- He and Lord Garnwick Bryne continued to investigate the smuggling that was occurring in the city.
- They followed the tunnel out of the underground temple located in Baron Belin Torquann's home into the forest behind. The tunnel turned into a dead end.
- He has looked into the attack on the barmaid from the Blissful Glass. She claims she was assaulted by dark skinned men.
- If asked about Lord Bryne, Aldo states that he is out of town visiting the Lord Vintner Deremett Torquann. However, those with the favor of Lord Bryne may purchase any ring from the DMG under 5,000 gp in Didieln at this time. Once this favor is used, it must be crossed off their AR for URC5-04.

THE TAWDRY WENCH

Located in the eastern part of town in the Manufacturing District, the Tawdry Wench is a tavern that caters to the seedier population of Didieln. This is not a nice place for anyone who looks wealthy. Only those who look like a normal laborer are likely to get any information here.

- The smuggling that had occurred here in town seems to have quieted down lately. However, theft seems to be on the rise.
- A fellow who works at the Flawless Skin had said there was an upswing in orders for black leather.
- One of the workers can tell the party that he has seen quite a bit of activity in the temple district late at night. He does not know why.

THE FLAWLESS SKIN

The Flawless Skin is a tanner's shop, which is self evident when the characters get within half a block of it. Inside are several dozen workers who are tanning hides of all types and colors.

The owner of the Flawless Skin is a gruff fellow by the name of Relamos. Relamos is a human male in his forties. He is dressed in a black leather apron and in clothes that have not seen a washerwoman in weeks. He smells just as bad as his warehouse does. He offers the adventurers the following information for a persuasive sum of 50 gp.

- Quite a few orders for black, worked leather has come in.
- The person he always takes the orders from is a slightly built man, or perhaps an elf of some type. The man always orders black leather or studded leather armor. He has never had a good look at the

man though because all transactions have taken place in low-lit areas. The only thing he really noticed is that the man's eyes seemed to glow in the darkness.

- There has been some increased activity around the temple district in the late evenings.

THE TEMPLES

Pelor

- The temple of Pelor is headed by Gwyneth Henge Emerald (NG Female Cleric 6/RadServ4). She can tell the party that she has not noticed anything different in the area and the temple to Berei has been abandoned for over twenty years.

Beory

- Headed by Trunikhar Pero (NG male Cleric 12 – Beory). Trunikhar tells the party that the congregation of the temple started to grow slowly since the priestess of Berei left for unknown parts some 20 years ago. She seemed to disappear overnight and no one has heard from her since.

Zilchus

- Headed up by Purchaser Enturn Risdar (N male Cleric 10). He has noticed some new activity around the temple of Berei, but nothing out of the ordinary. He thinks vagrants are using it as a place to sleep.

THE CURFEW

Because there is a curfew in effect, any member of the Knights of the Swan or the Army can obtain a pass from the local constable, Aldo Thornquist, to patrol after hours.

Development: Presumably, the adventurers realize that they should go investigate the temple district. Therefore, continue to the next encounter.

ENCOUNTER 3: NOTHING IS WHAT IT APPEARS TO BE

The abandoned temple has a symbol of a sheaf of wheat stalks that is now barely visible above the entrance, as well as carved into the doors. The place looks run down from misuse.

Regardless of what time of day the characters investigate, they find the upper area of the Berei temple is typical for a building of this type. There is quite a bit of debris from broken statues, pews, and bits of loose trash that has blown into the building over time.

A Search check DC 20 reveals a hidden floor panel just behind the altar.

The opening leads down an unlit flight of stairs to a temple to Vhaeraun. The temple is unlit here as well because the worshippers do not require light to perform their duties. See Appendix Three: The Temple for a map of the temple. If the characters use light, the Drow are ready for them. If they do not use light, roll Listen checks for the Drow to hear the adventurers coming.

At each APL, the Drow are accompanied by various slaves who fight to protect the priest they do so without receiving orders and keep fighting even if their Drow masters have been killed.

APL 2 (EL 4)

☛ **Cleric of Vhaeraun:** male elf (Drow) Cleric 2; hp 15. Appendix One.

☛ **Goblins (4):** hp 5. *Monster Manual* pp 133.

APL 4 (EL 6)

☛ **Cleric of Vhaeraun:** male elf (Drow) Cleric 3; hp 32. Appendix One.

☛ **Hobgoblin Fighter (5):** male humanoid (goblin) Fighter 1; hp 13 each. Appendix One.

APL 6 (EL 8)

☛ **Cleric of Vhaeraun:** male elf (Drow) Cleric 5; hp 41. Appendix One.

☛ **Hobgoblin Fighter (3):** male humanoid (goblin) Fighter 3; hp 26. Appendix One.

☛ **Hobgoblin Rogue:** male humanoid (goblin) Rogue 2; hp 15. Appendix One.

APL 8 (EL 10)

☛ **Cleric of Vhaeraun,** male elf (Drow) Cleric 7; hp 60. Appendix One.

☛ **Drider Sorcerer:** hp 45. *Monster Manual* pp. 89.

☛ **Bugbear Fighter (2):** medium humanoid Fighter 2; hp 34. Appendix One.

APL 10 (EL 12)

☛ **Cleric of Vhaeraun,** male elf (Drow) Cleric 7 /War Priest 2; hp 66. Appendix One.

☛ **Drider Sorcerer (1):** hp 45. *Monster Manual* pp. 89

☛ **Umber Hulk (2):** hp 71. *Monster Manual* pp 248.

☛ **Bugbear Fighter (2):** medium humanoid Fighter 5; hp 63. Appendix One.

APL 12 (EL 14)

☛ **Cleric of Vhaeraun:** male elf (Drow) Cleric 7/War Priest 4; hp 66. Appendix One.

☛ **Drider Sorcerer (2):** large aberration Sorcerer 3; hp 64, 44. Appendix One.

☛ **Umber Hulk (2):** hp 71. *Monster Manual* pp 248.

Tactics: At all APLs, the Drow attack to kill the person(s) with the least amount of armor. There is no honor here, just determination to kill as quickly as possible. Swarming and overwhelming tactics are used. The slaves are used to absorb attacks of opportunity in order to afford the tougher Drow a chance to engage a soft-body. Any individual wielding a melee weapon is ignored in favor of engaging a caster or an archer. Concentrate all attacks until one drops. Keep in mind that Drow are ruthless and do not give any quarter.

APL 6: The hobgoblin fighters focus their attacks on one foe at a time using their Power Attack and Shield Mate feats along with the rogue.

APL 10-12: The umber hulks wait until they feel the entire party enter the room and combat begins. They burrow through the walls to attack the rear of the party (effectively supporting the Drow). If some characters separate from the party (say by staying in the stairway), the umber hulks try to move in to flank. All the villains are unaffected by the umber hulks gaze attack due to a magical blindfold they are all wearing.

Development: If any of the villains are caught and questioned, they bite down on a poison-filled tooth and commit suicide in order not to be questioned.

If the party searches the cleric, they will find a note on how to disable the trap on the secret door in his room. They can find the secret passage that leads from the temple into the UnderOerth with a successful search DC 20.

ENCOUNTER 4: INTO THE DARKNESS

The passage way leads for miles and miles into the darkness. The further you travel, the more you can feel the land over your head pressing down upon you and there are times when you feel as if you might suffocate in the closeness around you.

You travel for the better part of two days and perhaps begin to wonder if you will ever find the Drow you seek.

Allow for a Track check DC 15 to locate and follow the trail of booted feet. Some of the footprints are small humanoids and some are large. The tracks eventually lead to the drow encampment

On the second day, read or paraphrase the following.

The silence of the caverns is shattered by the sound of a conflict nearby. Listening closely, you can tell which of the branching caverns it is coming from although it sounds like it is echoing from everywhere.

Roll initiative and allow the characters to respond, if they go to investigate, read or paraphrase the below

text. The battle is taking place in the next cavern, which is about a hundred yards from the party's current location.

If they do not go to investigate, the fight comes to them so adjust the below text accordingly. (See Player Handout Three: Visual Aids, for a picture of the Desmodu you can share with the players.)

As you come upon the area where you know the sounds were coming from, you see a strange sight.

Fleeing from a group Drow and other creatures is a small humanoid that appears to be part human, part bat. He is making a high-pitched sound that you can barely hear, almost as if he is screaming in fear. Lying several yards behind him is one of the largest bats you have ever seen in your life. Even those among you with no healing skill can tell that the bat person is losing the battle and will be dead soon if no one intervenes.

A Knowledge (nature or local NMR) check of DC 19 reveals that the bat-like creature is a Desmodu, a type of humanoid that not only resembles a bat, but is closely associated with raising them as war-trained mounts as well. This particular Desmodu is a child or juvenile, not an adult. Desmodu are highly isolationists creatures.

If Danak is directly attacked by any of the characters, he will go into a fully defensive posture and will cower away from them.

All APLs

🔥 **Danak:** small monstrous humanoid; AC 14; hp 30 (wounded).

APL 2 (EL 3)

🔥 **Drow Wizard:** medium elf (Drow) Wizard 1; hp 6; Appendix One.

🔥 **Goblins (4):** hp 5. *Monster Manual* pp 133.

APL 4 (EL 5)

🔥 **Drow Wizard:** medium elf (Drow) Wizard 3; hp 13. Appendix One.

🔥 **Hobgoblin (5):** hp 6. *Monster Manual* pp 29.

APL 6 (EL 7)

🔥 **Drow Wizard:** medium elf (Drow) Wizard 5; hp 19. Appendix One.

🔥 **Troglodyte (5):** hp 13. *Monster Manual* pp 246.

APL 8 (EL 9)

🔥 **Drow Wizard:** medium elf (Drow) Wizard 7; hp 23. Appendix One.

🔥 **Bugbear (5):** hp 16 each. *Monster Manual* pp 29.

APL 10 (EL 11)

🔥 **Drow Wizard:** medium elf (Drow) Wizard 9; hp 30. Appendix One.

🔥 **Minotaur (5):** hp 39 each. *Monster Manual* pp 188.

APL 12 (EL 13)

🔥 **Drow Wizard:** medium elf (Drow) Wizard 9/Acolyte of the Skin 2; hp 41. Appendix One.

Destrachan (2): hp 60 each. *Monster Manual* pp 49.

🔥 **Minotaur (2):** hp 39 each. *Monster Manual* pp 188.

Tactics: The adventurers are the immediate threat here. Fear of discovery drives the Drow to attack and battle to the death. These foes forego any melee combat, looking for unarmored casters and/or archers. All attacks are targeted at a lone individual until that person drops or retreats. This tactic is repeated whenever possible. The Desmodu is unable to assist in the fight because he is too weak.

Development: If the characters kill off the Drow and their minions and the Desmodu lives, go to Encounter 5: Denizens of Underoerth.

If the Desmodu is killed by the creatures he is confronting, or by the party, they DO NOT meet the Desmodu! Proceed directly to Encounter 6: The Dream.

AR REWARDS

- If the party saves the Desmodu Youth, they receive the "Favor of the Desmodu" AR award.
- If the party allows the Desmodu Youth to be killed at the hands of his attackers, they receive the "Failure to Contact the Desmodu" AR award.
- If any party member or members actively participates in the death of the Desmodu Youth, they receive the "Enmity of the Desmodu" AR award.

ENCOUNTER 5: DENIZENS OF UNDEROERTH

The Desmodu speaks Undercommon and Terran, in addition to a language of their own (Desmodu). If no one speaks these languages, he pantomimes his appreciation and signal for the party to follow him.

If anyone speaks any of these languages, he thanks them and tell them the following information. Danak may also communicate this if the characters role-play it with sign language or drawing.

- His race is called the Desmodu.
- His name is Danak.
- The creatures that he was fighting have been attacking their settlement for several weeks now.
- He was testing out his mother's new bat and was not supposed to have flown so far from their enclave.
- He is going to be in big trouble when his mother finds out what he's done.

Danak leads you for several miles through twisting tunnels further under ground. You are certain that if he was not guiding you, that you would become quickly lost.

Finally, he leads you into the largest cavern you have seen yet. The high ceiling is filled with stalagmites and the sounds of life. Not only is the cavern full of other Desmodu, but with bats of varying sizes as well. For those who have seen the bats raised by the dwarves of the Greyhills, you can tell that these bats are different.

As you stand gazing about, your guide emits the same high-pitched sound you heard before. A flurry of activity from the roof of the cavern is heard in response.

Several large Desmodu begin to gather and after a brief conversation with the guide, they turn to you.

The oldest of the Desmodu steps forward and in a halting common, she says, "Thank you for helping my son. Please feel free to rest here for the night, but in the morning you must be on your way."

She can answer the following questions:

- **Who are you?** We are the Desmodu.
- **How long have you lived here?** Hundreds of years.
- **Who are these others?** The group they are meeting with is the council, which is comprised of several male and female Desmodu.
- **What does the council do?** The council handles affairs that concern the entire settlement, but the settlement is primarily made up of individual family groups.
- **Did you raise all of these bats?** Yes, we ride them into battle and use them for patrolling.
- **Are the bats for sale?** No, they are like family to us and we would never sell them.
- **Have you seen Drow lately?** Yes, we have been having trouble with a new settlement of dark elves.
- **Have you fought the Drow more than this once?** Yes, we have lost many warriors to battles with the dark elves.
- **Do you know where the Drow encampment is?** Yes, we can give you directions.
- **Can you help us fight the Drow?** No, we do not want to be involved in your argument with them; we have enough trouble of our own.
- **How big is the Drow enclave?** They have occupied an immense cavern and have many, many Drow and slaves within. (The impression given is in the hundreds)
- **How far is the Drow enclave?** Two days' journey from here.

Development: The Desmodu are mostly indifferent to the characters, but they offer to trade some of their items with the party. They are looking for new and unusual items and are shrewd enough not to allow themselves to be cheated. If they feel any of the characters are trying to cheat them, they insist the party leave. Any trades for Desmodu items must occur now. The Desmodu make it very clear that they do not want to see these surface dwellers any time in the near future and repeat visits would not be welcome.

If the party treats them fairly, they are allowed to stay the night in the Desmodu cavern.

Items for trade include:

- **Breathing Mask** This mask covers the user's whole face and provides fresh air for up to 4 hours. The air supply can be replaced. (1,000 gp).
- **Wire Cable:** This cable is thinner, stronger, and lighter than silk rope. It has 10 hp and hardness 5. It can be burst with a Strength check at DC 32. (25 gp)
- **Cablespool:** This gadget can carry 100 feet of cable in an enclosed reel. The spring-wound reel can pull in 100 feet of cable in 1 round with a Strength of 16. (125 gp)
- **Frostfire:** This sticky adhesive substance drains away heat when exposed to air or moisture (SS47) (40 gp)
- **Bladefire:** Similar to alchemist's fire but applied to weapons lasts 1d6 rounds, provides light as a torch, the weapon deals 1 point of fire damage. (A&EG33)

ENCOUNTER 6: THE DREAM

Allow the party to travel on, either after leaving the Drow encampment, or after failing to save the Desmodu.

As the party beds down for the night, pull aside the person who was given the token by Lord Underley. If they have discarded the token, pull them aside just the same. If that person is protected by a *protection from evil*, choose another person at random. This person receives a *dream* in the night. Read or paraphrase the following:

You fall into a fitful sleep that seems haunted by the events of the day and just as you think you are finally slipping towards peaceful dreams, you feel as if your arms and legs are being held down. You realize that you are lying in the center of a huge web and you are surrounded by thousands of large spiders. One of them approaches you and then changes shape, transforming into. Shi'raena Teken'afin.

"Do not be alarmed," she says with upraised hands. "This is only a dream. I have been following

your progress and have discovered that you will be coming to a very large encampment of Vhaeraun followers. Unfortunately, you will not be able to penetrate the camp to find those you seek without some assistance."

She smiled grimly as she continued, "I have a large army waiting to attack the camp. However, they know we are coming and have begun a ritual to summon a powerful demon. I need you and your friends to stop that ceremony in order for us to succeed."

"I have sent an invisible agent into the area where you are sleeping and he has left you something that will prevent your death at the hands of my own troops. They are badges that identify you as friends of House Teken'afin. Wear them."

"Your attack should be focus on a side cavern with the Mask of Vhaerun over it. That is where they are performing their summoning ritual. My people will aid you as long as they are able to see that you get there. Good hunting."

Her voice fades off into the dream and you find yourself waking. Lying beside you is a black leather bag that you do not recognize.

The bag contains Drow house insignia. They have no power other than to identify the wearer as a friend of House Teken'afin. (A picture of the symbol on the badge can be found in Player Handout Three: Visual Aids).

ENCOUNTER 7: ENEMY OF MY ENEMY

Allow the characters to decide how to get to the camp. Once they are down, they have to make their way across to the open area in the center of the camp where the ritual is taking place. See Appendix Four: The Summoning Cave

Once the characters have made their plans to reach it, Shi'reana launches her assault. The entire northern wall of the cave explodes and thousand of vile creatures pour in. The clash of the two Drow houses has begun. It takes the party several rounds to cross to the ritual area and they are coming in from the south. All entrances to the cavern are guarded and there are hundreds of Drow and slaves in the area. However, most of the combatants head to the north of the cavern when Shi'raena and her army attack. This gives the party the needed distraction in order to make their way to the summoning circle.

Along the way they encounter various Drow; some who belong to the House Rilyn'Virr and some to the House Teken'afin. When those from the Teken'afin house see the badges the characters are wearing, they turn aside to attack any of the House Rilyn'Virr Drow or slaves instead.

Feel free to freeform this part of the encounter as you see fit.

Once they reach the cave in which the ceremony is taking place, the party has to make their way down a 40 foot long, 10 foot high, tunnel before reaching the entrance.

The cave itself is unlit except for the glow of magic coming from the summoning circle in the middle.

Before the party enters the cave, they are met by the guards and their 'guard dogs'. In addition, the cavern is *unhallowed* with a *dispel magic* tied to it (cast at 10th level).

See Appendix Four: The Summoning Cave for a map of the cave.

APL 2 (EL 5)

➤ **Displacer Beast:** hp 51. Monster Manual pp 66.

➤ **Drow Fighter:** male elf [Drow] Fighter 1; hp 12. Appendix One.

APL 4 (EL 7)

➤ **Advanced Displacer Beast:** hp 76. See Appendix One.

➤ **Drow Fighter:** male elf [Drow] Fighter 2; hp 28; Appendix One.

APL 6 (EL 9)

➤ **Advanced Displacer Beast (2):** hp 76, 75. See Appendix One.

➤ **Drow Fighter:** male elf [Drow] Fighter 6; hp 57; Appendix One.

APL 8 (EL 11)

➤ **Hound of the Gloom:** hp 156. Appendix One.

➤ **Drow Half Dragon Fighter:** male medium dragon (elf) Fighter 4; hp 62; Appendix One.

➤ **Drow Monk:** male medium humanoid (elf) Monk 7; hp 53; Appendix One.

APL 10 (EL 13)

➤ **Hound of the Gloom (3):** hp 156 each. Appendix One.

➤ **Drow Half Dragon Fighter:** male medium dragon (elf) Fighter 7; hp 84; Appendix One.

➤ **Drow Monk:** male medium humanoid (elf) Monk 9; hp 72; Appendix One.

APL 12 (EL 15)

➤ **Advanced Hound of the Gloom (3):** hp 216 each. Appendix One.

➤ **Drow Half Dragon Fighter:** male medium dragon (elf) Fighter 9; hp 117; Appendix One.

➤ **Drow Monk:** male medium humanoid (elf) Monk 9; hp 72; Appendix One.

Tactics: These Drow are more dangerous than their counterparts. The animals engage the first target they can, and the intelligent combatants use this distraction to try to kill any caster as quick as possible. If anybody

shows any ranged attacks during combat, the intelligent creature seeks any cover possible and continue their deadly attacks on the casters.

DISRUPTING THE RITUAL

The characters only need to take out one of the clerics (causing damage, enchanting, distracting, etc) from the summoning circle to disrupt the ceremony. If the party is successful in doing so, which is the general idea here, then read the following.

All APLs

👉 **Drow Clerics (6):** medium elf (drow); AC 16; hp 40; (Concentration +10+APL).

The shimmering that had begun in the circle fades away with a nightmarish cry that rings out over the encampment. You sigh in relief that the creature being called did not arrive and that you were successful.

All drow clerics die from the backlash of power as the ritual is interrupted. If the characters want to chase them down and kill them, let them do so, but they get no XP for this.

Troubleshooting: If by some odd chance the party does not interrupt the ceremony, a hideous creature appears in the summoning circle.

If this happens, they have lost the fight and should realize that they need to flee in order to survive. The creature teleports out of the cavern to the front lines of the battle to join the fray on the side of House Rilyn'Virr.

Go to the conclusion if the fight is lost.

ENCOUNTER 8: THE BATTLE IS WON

At the conclusion of the battle, if the party is successful, read or paraphrase the following:

The cavern is filled with the smell of smoke and blood, but you are victorious over those that attacked you. As you stand surveying the carnage and watching the fleeing slaves that lived, you see Shi'raena Teken'afin crossing the battlefield toward you.

She is followed by several warriors, as well as priestesses carrying whips with writhing snakeheads and a hideous creature. It looks like a tentacled blob of melted wax and you can smell a foul stench coming from it as it draws near.

Ask of a Knowledge (the planes) check DC16 to identify the creature as a Yochlol (Lolth's handmaidens). Give out the picture of the Yochlol on Player Handout Three: Visual Aids. If the characters

fail to identify the creature, make sure you remove the name from the handout.

"Well done," she says as she looks you over. "I believe this is what you were seeking."

As she says this, two of the other female Drow step forward and drop the unconscious bodies of two male Drow at your feet.

"Here are your assassins. They will be conscious in a few hours and you can question them if you like. I would suggest you keep them bound and unconscious however. After all, they were powerful enough to take out your Contessa"

She smiles at all of you, "I want to thank all of you for your assistance in this matter. This was a great victory for Lolth and us. Perhaps, we can work together again in the future."

She begins to walk away and then, as if in an afterthought, she turns back to you. "If you would like, I could take those two off your hands and give them a punishment much more fitting than what you would give them."

Let the party decide if they want to give up the assassins to the priestess. Regardless of what they decide, she does not reveal any emotion; she simply leaves with, or without, the assassins. However, a Sense Motive of DC 27 will reveal that she is not happy with the group's decision to keep the assassins, or that she is ecstatic that she has them in her possession depending on the character's decision.

INTERROGATING THE ASSASSINS

If the party keeps the assassins, they have the following information that they tell the party if they manage to bully it out of them with a DC 20 Intimidate check. (This information is repeated in the conclusion if they assassins are taken to Lord Underley.)

- **Why did you kill the Contessa?** We were sent by House Rilyn'Virr to take out the Contessa to create strife in the County.
- **Who sent you?** The head of house Rilyn'Virr. He said he was paid to do so by someone else, but we do not know who.
- **Who else helped you?** We have been working through the Viper Rogue's Guild. They were our source of information.
- **Why can we not contact the Contessa spirit?** The weapon we used to kill the Contessa was a thinaun blade.
- **Where is that blade now?** The blade was sold to a powerful Drow in the Fennelmore swamp who had his own interest in it.
- **How did you end up in Holbrook first?** The teleport went awry and we ended up off course

If the party does not keep the assassins and gives them Shi'raena, go to the conclusion.

If they keep the assassins, go to the next encounter only if you have time, and your party has agreed to play the optional encounter.

Troubleshooting: If the party decides to attack the Lolth priestess and her entourage, then narrate their defeat and capture by the Drow. The odds against them are overwhelming and impossible to beat in this instance. She is here with an army that can beat the characters down and not kill them; however, they are enslaved. Alternatively, any hero abandoned in the caves during the fights are also enslaved.

The characters are kept captive for 20 TU's and then will be rescued through negotiations by Lord Underley. They will also receive the enmity of Lord Underley and the Drow priestess, which you should note on their AR.

ENCOUNTER 9 (OPTIONAL): RUNNING THE GAUNTLET

This encounter is an additional encounter the characters may fight. It costs them one additional TU for characters from the County and 2 for out-of-towners. Run this optional encounter only if you have time and only if the characters have decided to take the assassins with them.

Shi'raena has no liking for the surface dwellers who aided her in this mission. In addition, if word were to get out that she had their aid, she would be shamed before the other, more powerful Drow leaders. Therefore, Shi'raena sends some of her minions after the characters in an effort to stop them from reaching the surface with their tale.

Of course, she could have simply killed them after the battle, and blamed it on the circumstances, but she had no idea if the characters were being watched by anyone else; much better to do the deed on the sly.

As the party makes its way back to the surface, they are attacked first by some summoned creatures that Shi'raena has placed ahead of them, then by some more powerful beings.

These encounters run back-to-back with no rest between. Therefore, allow APLs 2-6 to rest before giving them the optional encounters. Do not allow APLs 8 and up to do so.

ENCOUNTER 9A: THE ITSY BITSY SPIDER

These spiders are all the result of insane experiments made in the secret laboratories of house Teken'afin. These spiders are loyal to the priestesses of Lolth and believe themselves to be divine in origin.

They are vicious and murderous creatures intent on causing as much death and chaos as they can. Their

predatory nature makes them ideal guard for those who worship the Queen of the Demonweb Pits.

Shi'raena has sent them to try and recover the assassins to use in vile experiments.

APL2 (EL3)

➤ **Fiendish spellwarped medium monstrous spider** (2): hp15 each, see Appendix One

➤ **Fiendish spider swarm:** hp 9, see Appendix One

APL4 (EL5)

➤ **Fiendish spellwarped large monstrous spider:** hp30, see Appendix One

➤ **Fiendish spellwarped medium monstrous spider:** hp15, see Appendix One

➤ **Fiendish spider swarm:** hp 9, see Appendix One

APL6 (EL7)

➤ **Fiendish spellwarped advanced large monstrous spider:** hp52, see Appendix One

➤ **Fiendish spellwarped large monstrous spider:** hp30, see Appendix One

APL8 (EL9)

➤ **Fiendish spellwarped advanced large monstrous spiders** (2): hp 52 each. See Appendix One

➤ **Fiendish spellwarped large monstrous spiders** (2): hp30 each, see Appendix One

APL10 (EL10)

➤ **Fiendish spellwarped advanced large monstrous spider:** hp93, see Appendix One

➤ **Fiendish spellwarped advanced large monstrous spider:** hp52, see Appendix One

APL12 (EL13)

➤ **Fiendish spellwarped advanced large monstrous spiders** (3): hp93, see Appendix One

Tactics: The spiders are latched to the ceiling of the cavern and come down where they try to Snatch small party members first. The swarms merely go down and try to hurt as many people they can. These creatures ARE intelligent and the swarms move to avoid hurting their mothers.

Development: If the characters abandon the assassins, the attack will be broken off and the second attack will not happen.

If any of the characters are captured in this encounter, they will be enslaved for 20 TU's until their release can be obtained.

ENCOUNTER 9B: WELCOME TO MY PARLOR

Shi'raena decides to step it up a bit on this next part of the hero's escape from the UnderOerth, by sending something decidedly different after them. However, she is willing to negotiate with them for the release of the prisoners, so she sends a Halfling along with the monsters.

He speaks to the group first and offers them coin in return for the assassins. For each APL, the coin varies (see the Treasure section).

If the party accepts the money in exchange for the assassins, the monsters leave, taking the Halfling slave and the assassins with them.

All APLs (Non-combatant)

☛ **Drogo Bracegirdle:** male halfling Commoner 3; hp 6.

APL 2 (EL 3)

☛ **Half Fiend Draegloth:** hp 39. Appendix One.

APL 4 (EL 5)

☛ **Half Fiend Draegloth (2):** hp 39 each. Appendix One.

APL 6 (EL 7)

☛ **Yochlol (2):** hp 33. Appendix One.

APL 8 (EL 9)

☛ **Yochlol (2):** hp 33. Appendix One.

☛ **Succubus:** hp 33. Monster Manual pp 47.

APL 10 (EL 11)

☛ **Yochlol (2):** hp 33. Appendix One.

☛ **Succubus:** hp 33. Monster Manual pp 47.

☛ **Aspect of Lolth:** hp 105. Appendix One.

APL 12 (EL 12)

☛ **Yochlol (2):** hp 33. Appendix One.

☛ **Succubus:** hp 33. Monster Manual pp 47.

☛ **Aspect of Lolth:** hp 105. Appendix One.

☛ **Herzou:** hp 138. Monster Manual pp 44.

Tactics: At the upper APLs, the Halfling is flanked by the Yochlol in their female Drow form and the succubus in the form of another Halfling. Any other monsters are standing 30 feet behind the Halfling as he makes his offer. They too look like female drow if that is their ability.

If the party does not negotiate with the Halfling for the assassins, the monsters attack immediately. The Halfling hides in order to stay safe and see if the characters are victorious.

If any of the characters begins to cast a spell during the negotiations, no matter what the spell is, the enemy will attack and negotiations are broken off.

These spell-wielding enemies use every power at their disposal to slay the party at their leisure. Make sure to read and understand their magical abilities, utilize this to best watch, and then engage the party

Development: If the characters abandon, or trade for, the assassins, the attack is either broken off, or will not occur. In which case they still get full experience for the encounter.

If any of the characters are captured in this encounter, they will be enslaved for 20 TU's until their release can be obtained.

If the characters rescue Drogo Bracegirdle, he tells them his story. See the Adventure Background.

CONCUSION: REPORTING IN

Regardless of their success, the party knows that they need to report to Lord Underley.

THE PARTY HAS THE ASSASSINS

If they were successful and have the assassins with them, read or paraphrase the following.

Lord Underley looks pleased now that he has in his possession the Drow who killed the Contessa.

"Well done, well done indeed. You have honored yourselves and the County and you will be lauded as characters."

Lord Underley has the two assassins seated before him, with several guards present, and he interrogates them after a *zone of truth* has been cast.

INTERROGATING THE ASSASSINS

- **Why did you kill the Contessa?** We were sent by House Rilyn'Virr to take out the Contessa to create strife in the County
- **Who sent you?** The head of house Rilyn'Virr. He said he was paid to do so by someone else, but we do not know who.
- **Who else helped you?** We have been working through the Viper Rogue's Guild. They were our source of information.
- **Why can we not contact the Contessa spirit?** The weapon we used to kill the Contessa was a thinaun blade.
- **Where is that blade now?** The blade was sold to a powerful Drow in the Fennelmore swamp who had his own interest in it.
- **How did you end up in Holbrook first?** The teleport went awry and we ended up off course

After the interrogation, Lord Underley has the assassins removed and then thanks the characters once

again. They receive his favor, which is indicated on the AR.

THE PARTY DOES NOT HAVE THE ASSASSINS

If the characters were not successful in stopping the ritual or if they gave or abandoned the assassins to Shi'raena and thus do not have the assassins with them, read or paraphrase the following.

It is obvious that Lord Underley is upset with your failure and dismisses you out of hand. Before you leave, however, a page enters the room and gives Lord Underley a note, which he reads his face twisting with rage. He angrily tosses the note into the fireplace and storms out of the room.

If any of the characters retrieve the note from the cold fireplace, give them Player Handout Five: the Note from Shi'raena.

The bottom of the note has a mark that matches the badges that the characters were given, the symbol of house Teken'afin.

The characters receive the "Enmity of Lord Underley" and the Favor of the Teken'afin House.

TAKEN BY THE DROW

If the characters attacked Shi'raena Teken'afin after the battle in the Drow encampment, they are prisoners of the Drow. In addition, the Drow assassins also are taken by Shi'raena. In this instance, Lord Underley arranges for the release of the characters after 20 TUs.. However, the assassins are not released.

Before the characters return to the County, they are given a note to deliver to Lord Underley by Shi'raena. If they break the seal and read it, give them Player Handout Five: the Note from Shi'raena.

If they continue on to report to Lord Underley, read or paraphrase the following if they give him the letter from Shi'raena:

Lord Underley reads the note and frowns. "It seems you have cost me more than just your release." He is obviously upset with your failure and dismisses you out of hand.

Characters captured by the Drow receive the Enmity of Lord Underley.

AR REWARDS

- Characters who attacked Shi'raena at the start of the adventure receive the "Jailed for Treason", "Disfavor of Lord Jacobis Underley", and "Enmity of House Teken'afin".
- Characters who did not bring back the bodies of the assassins (dead or alive) receive the "Disfavor of Lord Jacobis Underley" AR award.
- Any hero was captured by the Drow receives the "Slave of House Teken'afin" AR Reward, as well as the "Disfavor of Lord Jacobis Underley" AR award.

- If the characters handed the assassins (or their bodies) to the Drow, they receive the "Favor of House Teken'afin" AR Reward.
- If the characters rescued Drogo Bracegirdle, they will receive the "Favor of the Applebee Halfling Community" AR reward.

The End

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.

Encounter 3: Nothing is what it appears to be

Defeat the cleric and his slaves, as well as get the information leading to the Drow encampment.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Encounter 4: Into the Darkness

Rescue the Desmodu from his attackers

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

Encounter 7: Enemy of My Enemy

Disrupt the Drow ritual of summoning.

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

Encounter 9A: The Itsy Bitsy Spider

Defeat the spiders.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

Encounter 9B: Welcome to my Parlor

Defeat the minions of Shi'raena.

APL 2	90 XP
APL 4	150 XP

APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

Discretionary roleplaying award

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	330 XP
APL 12	390 XP

Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP

Total possible experience from the optional encounters:

APL 2	180 XP
APL 4	300 XP
APL 6	420 XP
APL 8	540 XP
APL 10	660 XP
APL 12	780 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.

Encounter 3: Nothing is what it appears to be

APL 2: Loot: 34 gp; Coin: 120 gp each; Magic: 17 gp; *cure light wounds* potion (17 gp each); Total 171 gp each.

APL 4: Loot: 8 gp; Coin: 0 gp; Magic: 821 gp; *cure light wounds* potion (17 gp each); *short sword* +1 (385 gp each); *breastplate* +1 (225 gp each); *buckler* +1 (194 gp each); Total 966 gp each.

APL 6: Loot: 8 gp; Coin: 0 gp; Magic: 3488 gp; *cure light wounds* potion (17 gp each); *short sword* +1 (385 gp each); *breastplate* +1 (225 gp each); *buckler* +1 (194 gp each); *peripat of wisdom* +4 (2667 gp each); Total 3496 gp each.

APL 8: Loot: 8 gp; Coin: 0 gp; Magic: 6488 gp; *cure light wounds* potion (17 gp each); *short sword* +1 (385 gp each); *breastplate* +1 (225 gp each); *buckler* +1 (194 gp each); *ring of protection* +3 (3000 gp each); *peripat of wisdom* +4 (2667 gp each); Total 6503 gp each.

APL 10: Loot: 15 gp; Coin: 0 gp; Magic: 13247 gp; *cure light wounds* potion (17 gp each); *short sword* +1 (385 gp each); *Banded Mail of Luck* (3150 gp each); *animated mithral heavy steel shield* +1 (1695 gp each); *ring of protection* +4 (5333 gp each); *peripat of wisdom* +4 (2667 gp each); Total 13462 gp each.

APL 12: Loot: 15 gp; Coin: 0 gp; Magic: 15913 gp; *cure light wounds* potion (17 gp each); *short sword* +1 (385 gp each); *Banded Mail of Luck* (3150 gp each); *animated mithral heavy steel shield* +1 (1695 gp each); *ring of protection* +4 (5333 gp each); *peripat of wisdom* +4 (2667 gp each); *cloak of charisma* +4 (2667 gp each); Total 15928 gp each.

Encounter 4: Into the Darkness

APL 2: Loot: 9 gp; Coin: 119 gp; Magic: 8 gp; *potion cure light wounds* (8 gp each); *safe wing emblem* (42 gp each); Total: 169 gp each.

APL 4: Loot: 98 gp; Coin: 0 gp; Magic: 8 gp; *cure light wounds* potion (8 gp each); *safe wing emblem* (42 gp each); Total: 148 gp each.

APL 6: Loot: 58 gp; Coin: 5 gp; Magic: 1717 gp; *ring of protection* +1 (333 gp each); *amulet of natural armor* +1 (667 gp each); *headband of intellect* +2 (6673 gp each); *safe*

wing emblem (42 gp each); cure light wounds potion (8 gp each); Total: 1780 gp each.

APL 8: Loot: 58 gp; Coin: 5 gp; Magic: 3717 gp; ring of protection +1 (333 gp each); amulet of natural armor +1 (667 gp each); headband of intellect +4 (2667gp each); safe wing emblem (42 gp each); cure light wounds potion (8 gp each); Total: 3780 gp each.

APL 10: Loot: 13 gp; Coin: 5 gp; Magic: 9835 gp; ring of protection +3 (3000 gp each); amulet of natural armor +1 (667gp each); headband of intellect +4 (2667 gp each); safe wing emblem (42 gp each); cure light wounds potion (8gp each); sword, short: unholy +1 (3052 gp each); Total: 9853 gp each.

APL 12: Loot: 13 gp; Coin: 5 gp; Magic: 11252 gp; ring of protection +3 (3000 gp each); amulet of natural armor +1 (667 gp each); headband of intellect +4 (2667 gp each); safe wing emblem (42 gp each); cure light wounds potion (8 gp each); sword, short: unholy +1 (3052gp each); hand crossbow +1 (400 gp each); Total: 11269 gp each.

Encounter 7: Enemy of My Enemy

APL 2: Loot: 15 gp; Coin: 119 gp; Magic: 8 gp each; potion cure light wounds (8 gp each); Total: 142 gp each.

APL 4: Loot: 67gp; Coin: 29 gp; Magic: 0 gp each; Total: 96 gp each.

APL 6: Loot: 0 gp; Coin: 0 gp; Magic: 3508 gp each; spiked chain +1 (2775 gp each); chain mail +2 (717 gp each); potion cure light wounds (17 gp each); Total: 3508 gp each.

APL 8: Loot: 0 gp; Coin: 0 gp; Magic: 3508 gp each; spiked chain +1 (2775 gp each); chain mail +2 (717 gp each); potion cure light wounds (17gp each); Total: 3508 gp each.

APL 10: Loot: 0 gp; Coin: 83 gp; Magic: 17463 gp each; spiked chain; human bane, wounding +1 (5388 gp each); splint mail +1 (225 gp each); potion cure light wounds (17 gp each); belt of giant strength +4 (2667 gp each); cloak of elvenkind (417 gp each); boots of elvenkind (417 gp each); (gp each); Total: 17546 gp each.

APL 12: Loot: 0 gp; Coin: 83 gp; Magic: 17479 gp each; spiked chain; human bane, wounding +1 (5388 gp each); splint mail +1 (225 gp each); potion cure light wounds (33 gp each); belt of giant strength +4 (2667 gp each); cloak of elvenkind (417 gp each); boots of elvenkind (417 gp each); ring of protection +5 (8333gp each); Total: 17562 gp each.

Encounter 9A: The Itsy Bitsy Spider

APL 2: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp

APL 4: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp

APL 6: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp

APL 8: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp

APL 10: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp

APL 12: Loot: 0 gp; Coin: 0 gp; Magic: 0 gp

Encounter 9B: Welcome to my Parlor

APL 2: Loot: 36 gp; Coin: 0 gp; Magic: 0 gp; Total 36 gp each.

APL 4: Loot: 36 gp; Coin: 0 gp; Magic: 0 gp; Total 36 gp each.

APL 6: Loot: 36 gp; Coin: 0 gp; Magic: 0 gp; Total 36 gp each.

APL 8: Loot: 36 gp; Coin: 0 gp; Magic: 0 gp; Total 36 gp each.

APL 10: Loot: 36 gp; Coin: 0 gp; Magic: 0 gp; Total 36 gp each.

APL 12: Loot: 36 gp; Coin: 0 gp; Magic: 0 gp; Total 36 gp each.

Total Possible Treasure

APL 2: Loot: 58 gp; Coin: 359 gp; Magic: 33 gp; Total: 450 gp.

APL 4: Loot: 173 gp; Coin: 29 gp; Magic: 829 gp; Total: (1,168 gp) 650 gp.

APL 6: Loot: 66 gp; Coin: 5 gp; Magic: 8,713 gp; Total: (8,784 gp) 900 gp.

APL 8: Loot: 66 gp; Coin: 5 gp; Magic: 13,713 gp; Total: (13,791 gp) 1300 gp.

APL 10: Loot: 28 gp; Coin: 88 gp; Magic: 40,545 gp; Total: (40,861 gp) 2,300 gp.

APL 12: Loot: 28 gp; Coin: 88 gp; Magic: 44,644 gp; Total: (44,759 gp) 3,300 gp.

Total Possible Treasure from Optional Encounters

APL 2: Loot: 0 gp; Coin: 225 gp; Magic: 0 gp; Total: 225 gp.

APL 4: Loot: 0 gp; Coin: 325 gp; Magic: 0 gp; Total: 325 gp.

APL 6: Loot: 0 gp; Coin: 450 gp; Magic: 0 gp; Total: 450 gp.

APL 8: Loot: 0 gp; Coin: 650 gp; Magic: 0 gp; Total: 650 gp.

APL 10: Loot: 0 gp; Coin: 1150 gp; Magic: 0 gp; Total: 1150 gp.

APL 12: Loot: 0 gp; Coin: 1650 gp; Magic: 0 gp; Total: 1650 gp.

SPECIAL

Jailed for Treason: You have angered Lord Underley because you attacked the delegate from UnderOerth. You spend 10 in jail for treason.

Thanks of Lord Underley: This influence point can be used as an influence point or to get access to upgrade any standard stat boost item by +2 (+2->+4 and +4->+6). The upgraded item must also be found in the DMG. Cross off once used.

Disfavor of Lord Jacobis Underley: You failed in your mission to bring back the Contessa's murderers. Cancel out any favors you have with Lord Underley. In addition, you suffer a -4 penalty to all rolls

dealing with the Underley family and all Underley Network Agents. If any favors you had gave you social bonuses to dealing with nobles of the County, these favors are now cancelled. If you belonged to the Underley network, your membership revoked immediately. You can never join or rejoin the network.

Favor of the Desmodu: You were offered items for trade (breathing mask, wire cable, cables pool, frostfire, bladefire (All items can be found in the Arms and Equipment Guide) from the Desmodu. (Usable this AR only, may only trade, not pay in gold.)

Enmity of the Desmodu: You were directly responsible for the death of a Desmodu youth. Any future contact with the Desmodu by you will result in a Hostile attitude by them.

Failure to Contact the Desmodu: Because of your failure to act, a Desmodu youth died. Any future contact with the Desmodu by you will never result in a better than Indifferent attitude.

Favor of the Teken'afin House: For giving up the assassins to Shi'raena, you have been favorably noticed by the House of Teken'afin. You have access (Adventure) to the following items: *elven chain mail*, *boots of elvenkind*, *cloak of elvenkind* at the standard cost from the DMG. These items are of obvious Drow make and carry a -4 social penalty to any elf (except Drow) while wearing these items.

Slave of the House Teken'afin: You were taken alive as a slave into the pits of House Teken'afin. You spent 20TUs there as a slave before being released. Unless you are immune to fear, anytime you face Drow, you take a -2 morale penalty to attacks, this penalty increases to -5 if you are facing members of House Teken'afin OR priestesses of Lolth. On the plus side, you gain a +2 circumstance bonus to all knowledge checks related to the Drow.

Enmity of House Teken'afin: Your name and description are known. Members of this house who meet you focus their attacks on you first.

Favor of the Applebee Halfling Community: This favor gives you One Influence point with all Applebee Halflings.

- +4 *Belt of Giant Strength* (Adventure, DMG; 16,000 gp)
- *Ring of protection +4* (Adventure, DMG; 32,000 gp each)
- *Headband of intellect +4* (Adventure, DMG; 16,000 gp each)
- *Banded Mail of Luck* (Adventure, DMG; 18,900 gp)
- *Animated mithral heavy steel shield +1* (Adventure, DMG; 10,170 gp);
- *Periapt of wisdom +4* (Adventure, DMG; 16,000 gp)
- *Ring of protection +5* (Adventure, DMG; 50,000 gp)
- *Cloak of charisma +6* (Adventure, DMG; 36,000 gp each);

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

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2 and 4:

- *Safewing emblem* (Adventure, RotW; 250 gp)

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

- *Ring of protection +2* (Adventure, DMG; 8,000 gp)

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

- *Ring of protection +3* (Adventure, DMG; 18,000 gp)

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

- +1 *Spiked chain*; *human bane, wounding* (Adventure, DMG; 32,328 gp)

APPENDIX ONE: ALL APLS

ENCOUNTER TWO: MEETING WITH THE ENEMY

Shi'raena Teken'afin: Female elf [Drow] Cleric 14; CR 15; medium humanoid (elf [Drow]); HD 12d8+24; hp 93; Init +0; Spd 30 ft.; AC 24, touch 18, flatfooted 24; Base Atk +9; Grp +8;

Atk +10 melee (1d6 plus poison, +1 Mace, light);

Full Atk +10/+5 melee (1d6 plus poison, +1 list spell-storing mace);

SA poison, dancing lights, darkness, faerie fire; SQ immunity to sleep effects (Ex), +2 saves vs. enchantment spells and effects, +2 will saves vs. spells and spell-like effects, light blindness, SR 24, darkvision 120 ft.;

AL CE; SV Fort +12, Ref +8, Will +19; Str 8, Dex 12, Con 11, Int 14, Wis 24, Cha 18.

Skills and Feats: Bluff +7, Concentration +17, Diplomacy +19, Disguise +7, Gather Information +7, Heal +24, Intimidate +7, Knowledge (history) +3, Knowledge (religion) +4, Knowledge (the planes) +4, Listen +9, Search +4, Spellcraft +19, Spot +9; *chain* Spell, Corrupt Spell, Divine Metamagic Empower Spell Skill Focus: Concentration.

Languages: Abyssal, Common, Drow Sign Language, Elven, and Undercommon.

Cleric Spells Prepared(6/7/7/6/5/4/4/3; base DC = 15 + spell level): 0 – [cure minor wounds x2, detect magic, read magic, resistance, virtue]; 1st – [cause fear, command, cure light wounds x2, inflict light wounds*, obscuring mist, shield of faith]; 2nd – [corrupt spell bane, cure moderate wounds, deific vengeance, hold person, shatter*, spiritual weapon, wave of grief]; 3rd – [close wounds, contagion*, cure serious wounds, deeper darkness, magic vestment, ring of blades]; 4th – [castigate, cure critical wounds, death ward, empowered enthral., unholy blight*]; 5th – [corrupt spell castigate, chain spell hold person, spell immunity]; 6th – [blade barrier, disintegrate*, word of recall.]

*Domain spell. Deity [Lolth]; Domains: [Evil (you cast evil spell at +1 caster level); Destruction (use the smite power once per day)].

Possessions: +1 Mace, light: Spell Storing. +1 Elven chain: Fortification, Moderate, (75%) Glammered. Bead of Force; Circlet of Persuasion; Cloak of Charisma +2; Ring of Energy resistance, fire, Major; periapt of Wisdom +6; Ring of Protection +4; Vest of resistance +3; Death Blade Poison (1800 gp) (Injury DC 20, Initial 1d6 Con, Secondary 2d6 Con, DC 25 Craft, Trap CR Modifier +5 (A&EG37)).

APPENDIX ONE: APL 2

ENCOUNTER THREE: NOTHING IS WHAT IT APPEARS TO BE

Cleric of Vhaeraun: male Elf [Drow] Cleric 2; CR 3; Medium Humanoid (Elf); HD 2d8+2; hp 15; Init +0; Spd 20 ft.; AC 19, touch 10, flatfooted 19; Base Atk +1; Grp +2;

Atk/Full Atk +2 melee (1d6+1 plus poison, sword, short), +2 melee (1d4+1, gauntlet, spiked);

SA poison, *dancing lights*, *darkness*, *faerie fire*, spontaneous casting (inflict); rebuke undead 4x/day; SQ immunity to sleep effects (Ex), +2 saves vs. enchantment spells and effects, +2 will saves vs. spells and spell-like effects, light blindness, SR 13, darkvision 120 ft.;

AL CE; SV Fort +4, Ref +0, Will +6; Str 12, Dex 10, Con 12, Int 14, Wis 16, Cha 12.

Skills and Feats: Concentration +6, Diplomacy +6, Disguise +3, Heal +4, Listen +5, Search +4, Sense Motive +5, Spellcraft +7, Spot +5. Combat Casting.

Languages: Common, Drow Sign Language, Elven, Goblin, and Undercommon.

Cleric Spells Prepared (4/3; base DC = 13 + spell level): 0-[*resistance*, *read magic*, *cure minor wounds*, *detect magic*]; 1st-[*longstrider**, *Tasha's Hideous Laughter*, ~~*shield of faith*~~, *cure light wounds*].

*Domain spell. Deity [Vhaeraun]; Domains: [Travel (use the free action ability 1/day); Trickery (bluff, disguise and hide are class skills)].

Possessions: spiked gauntlet (5 gp); short sword (10 gp); MW splint mail (350 gp); buckler (15 gp); silver holy symbol (25 gp); wooden holy symbol (1 gp); spell component pouch (2) (10 gp); disguise kit (50 gp); Drow knockout poison (75 gp) (Injury DC 13; initial damage: unconsciousness, 1 minute; secondary damage: unconsciousness, 2d4 hours. (RoFR160)); *cure light wounds potion* (2) (100 gp).

ENCOUNTER FOUR: INTO THE DARKNESS

Drow Wizard: male Drow Wiz1; CR 2; Medium Humanoid (Elf); HD 1d4+2; hp 6; Init +2; Spd 30 ft.; AC 16, touch 12, flatfooted 14; Base Atk +0; Grp -1;

Atk/Full Atk +2 ranged (1d4 plus poison, hand crossbow [19-20 x2]) or -1 melee (1d4-1 plus poison, dagger); Space/Reach 5ft. /5ft;

SA poison, *dancing lights*, *darkness*, *faerie fire*; SQ Immunity to sleep effects (Ex), +2 saves vs. enchantment spells and effects, +2 will saves vs. spells and spell-like effects, light blindness SR 12, darkvision 120 ft.;

AL NE; SV Fort +2, Ref +2, Will +3; Str 8, Dex 14, Con 14, Int 18, Wis 12, Cha 10.

Skills and Feats: Concentration +6, Decipher Script +8, Knowledge (Arcana) +8, Knowledge (Dungeoneering) +6, Knowledge (Geography) +6, Knowledge (Local) +6, Knowledge (The Planes) +6, Listen +3, Search +6, Spellcraft +8, Spot +3; Combat Casting, Scribe Scroll.

Wizard Spells Prepared (3/2): 0-[*acid splash*, *sonic snap*, *caltrops*]; 1st-[*ray of flame*, ~~*mage armor*~~].

Possessions: dagger (2 gp); hand crossbow (100 gp); coin (28 gp); Drow knockout poison (75 gp) (Injury DC 13; initial damage: unconsciousness, 1 minute; secondary damage: unconsciousness, 2d4 hours. (RoFR160)); *cure light wounds potion* (1) (50 gp).

Familiar: male beholderkin, eyeball; CR 1/2; Tiny aberration; HD 1d8 (Aberration); hp 20; Init +3; Spd 30, 5, fly, Good 40; AC 21;

Atk + 5 base melee, + 10 base ranged; +5 (1d3-2, Bite);

SA: Eye Rays (Su); SQ: Immunity: Charm (Ex), Immunity: Mind-Affecting Attacks (Ex), Flight (Ex), All-Around Vision (Ex), Darkvision (Ex): 60 ft.;

AL NE; SV Fort + 5, Ref + 6, Will + 9; STR 6, DEX 16, CON 9, INT 10, WIS 10, CHA 10.

Skills and Feats: Concentration + 15, Hide + 15, Listen + 3, Search + 9, Spot + 10; Alertness.

Eye Rays (Su): Unlike true beholders, which can use all their eye ray attacks the same round, eyeballs can only use one of their four rays at a time. In addition, an eyeball that fires a daze ray or a ray of frost cannot fire another daze ray or ray of frost for 2 rounds.

Each eye effect resembles a spell cast by a sorcerer (levels vary depending on the eye) but follows the rules for a ray (see *Aiming a Spell* in Chapter 10 of the *Player's Handbook*).

Cause Fear: As the spell, range 35 feet. The Will save is DC 10.

Daze: As the spell, range 35 feet. The Will save is DC 10.

Mage hand: As the spell cast by a 4th level sorcerer, except the eyeball can use the ray without having to use a move-equivalent action to move an unattended object weighing no more than 5 pounds up to 15 feet a round. The ray has a range of 35 feet.

Ray of frost: As the spell, range 35 feet.

Immunities (ex): Eyeballs are immune to charm and command effects.

All Around Vision (Ex): Eyeballs are exceptionally alert. Their many small eyes give them a +4 racial bonus on spot checks and a +8 racial bonus on search checks. Opponents gain no flanking bonuses when attacking an eyeball. Once an eyeball has attacked during an encounter, its all around vision negates any sneak attack.

Flight (Ex): An eyeballs' body is naturally buoyant. This buoyancy allows it to fly as the spell, as a free action, at a speed of 40 feet. The buoyancy also grants a *feather fall* effect with personal range.

ENCOUNTER SIX: ENEMY OF MY ENEMY

Drow Fighter: male elf [Drow] Ftr1; CR 2; Medium Humanoid (Elf); HD 1d10+2; hp 12; Init +2; Spd 20 ft.; AC 17, touch 12, flatfooted 17; Base Atk +1; Grp +4;

Atk/Full Atk +4 melee (2d4+4, chain, spiked);

SA poison, *dancing lights*, *darkness*, *faerie fire*; SQ immunity to sleep effects, light blindness, SR 12, darkvision 120 ft;

AL CE; SV Fort +4, Ref +2, Will +1; Str 17, Dex 14, Con 14, Int 13, Wis 12, Cha 8.

Languages: Common, Drow Sign Language, Elven, Undercommon.

Skills and Feats: Climb +0, Handle Animal +3, Intimidate +3, Listen +3, Search +3, Spot +3; Exotic Weapon Proficiency: Chain, spiked, Improved Toughness.

Possessions: spiked chain (25 gp); chain mail (150 gp); *potion of cure light wounds* (50 gp); coin (175 gp); *safewing emblem* (250 gp).

ENCOUNTER 9 A: THE ITSY BITSY SPIDER

Fiendish Spellwarped medium monstrous spider: Medium aberration (Extraplanar, Vermin); CR 1; HD 2d8+6; hp 15; Init +4; Spd 30ft, climb 20ft; AC 15 (+4 Dex, +1 Natural) touch 14, flat-footed 11; Base Atk +1; Grp +3; Atk +6 melee (1d6+3 plus poison, bite); Full Atk +6 melee (1d6+3 plus poison, bite); SA Poison, smite good, web; SQ cold and fire resistance 5, DR 5/magic, darkvision 60ft, tremorsense 60ft, vermin traits; SR13; AL CE; SV Fort +6, Ref +4, Will +0; Str 15, Dex 19, Con 16, Int 7, Wis 10, Cha 2;

Skills and Feats: Climb +13, Hide +9*, Jump +2*, Spot +4*. Ability focus (poison)

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d4 Str. The save DC is Constitution-based.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Spell Absorption (Su): Whenever a spell

Web (Ex): Both types of monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Web-spinners can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful Escape Artist check (DC14) or burst it with

a Strength check (DC18). Both are standard actions. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.

Web-spinners often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise, they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the hit points given on the table, and sheet webs have damage reduction 5/-.

A monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

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

Skills: Monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher. *Hunting spiders have a +10 racial bonus on Jump checks and a +8 racial bonus on Spot checks. Web-spinning spiders have a +8 racial bonus on Hide and Move Silently checks when using their webs.

See Appendix Five: New Rules - New Creatures for all Spellwarped Special Abilities and Attacks.

Fiendish Spider Swarm: Diminutive Magical Beast (Extraplanar, Swarm, Vermin); CR 1; HD 2d8; hp 9; Init +3; Spd 20 ft, climb 20ft; AC 17 (+4 size, +3 Dex), touch 17, flat-footed 14; Base Atk +1; Grp -;

Atk/Full Atk swarm (1d6 plus poison);

SA Distraction, poison, smite good; SQ Darkvision 60 ft., cold and fire resistance 5, swarm traits, tremorsense 30 ft., vermin traits;

Space/Reach 10ft/0ft;

AL NE; SV Fort +3, Ref +3, Will +0; Str 1, Dex 17, Con 10, Int 3, Wis 10, Cha 2;

Skills and Feats: Climb +11, Listen +4, Spot +4. Ability Focus (poisonous bite)

Distraction (Ex): Any living creature that begins its turn with a spider swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 13, initial and secondary damage 1d3 Str. The save DC is Constitution-based.

Skills: A spider swarm has a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. It uses its Dexterity modifier instead of its

Strength modifier for Climb checks. It can always choose to take 10 on a Climb check, even if rushed or threatened.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

ENCOUNTER 9 B: WELCOME TO MY PARLOR

Half Fiend Draegloth: CR 3; Large outsider ; HD 6d8+12; hp 39; Init +2; Spd 30 ft. (6 squares); AC 16, touch 11, flatfooted 14; Base Atk +6; Grp +16;

Atk +11 melee (1d6+6, 2 Claw);

Full Atk +11 melee (1d6+6, 2 claw) and +6 melee (1d8+3, bite);

SA *dancing lights*, *desecrate*, *faerie fire*, *unholy blight*, *darkness*; SQ immunity to poison and sleep effects, resistance: acid 10, resistance: cold 10, resistance: electricity 10, resistance: fire 10, darkvision 60 ft., no dual nature;

AL CE; SV Fort +7, Ref +7, Will +5; Str 22, Dex 15, Con 14, Int 13, Wis 11, Cha 11.

Feats: Simple Weapon Proficiency.

(See Appendix Five: New Creatures, Spells, and Feats.)

APPENDIX ONE: APL 4

ENCOUNTER THREE: NOTHING IS WHAT IT APPEARS TO BE

Cleric of Vhaeraun: male elf [Drow] Cleric 3 [Vhaeraun]; CR 4; Medium Humanoid (Elf); HD 3d8+3 (23 hp); Init +0; Spd 40 ft.; AC 17, touch 10, flatfooted 17; Base Atk +2; Grp +3;

Atk/Full Atk +4 melee (1d6+2, plus poison, +1 short sword) or +3 melee (1d4+1 plus one, gauntlet, spiked);

SA poison, *dancing lights*, *darkness*, *faerie fire*, spontaneous casting (inflict); rebuke undead 4x/day; SQ immunity to sleep effects (Ex), +2 saves vs. enchantment spells and effects, +2 will saves vs. spells and spell-like effects, SR 15, darkvision 120 ft.;

AL CE; SV Fort +5, Ref +1, Will +7; Str 12, Dex 10, Con 12, Int 14, Wis 17, Cha 12.

Skills and Feats: Concentration +8, Diplomacy +8, Disguise +3, Heal +4, Listen +5, Search +4, Sense Motive +6, Spellcraft +9, Spot +5; Combat Casting, Daylight Adaptation,

Languages: Common, Drow Sign Language, Elven, Goblin, and Undercommon.

Cleric Spells Prepared (5/4/3; base DC = 13 + spell level): 0-[*resistance*, *read magic*, *cure minor wounds* x2, *detect magic*]; 1st-[*bleed*, *obscuring mist*, *longstrider**, *shield of faith*, *cure light wounds*]; 2nd-[*body blades*, *veil of shadow*, *sound burst*, *invisibility**].

*Domain spell. Deity [Vhaeraun]; Domains: [Travel (use the free action ability 1/day); Trickery (bluff, disguise and hide are class skills)].

Possessions: spiked gauntlet (5 gp); +1 sword, short (2,310 gp); +1 breastplate (1,350 gp); +1 buckler (1165 gp); silver holy symbol (25 gp); wooden holy symbol (1 gp); Spell component pouch (2) (10 gp); Disguise kit (50 gp); Drow knockout poison (75 gp) (Injury DC 13; initial damage: unconsciousness, 1 minute; secondary damage: unconsciousness, 2d4 hours. (RoFR160)); (120 gp); *cure light wounds* potion (2) (100 gp).

Hobgoblin Fighter: male hobgoblin Ftr1: CR 1; medium humanoid ; HD 1d10+3 (13 hp); Init +3; Spd 30 ft.; AC 19, touch 13, flatfooted 16; Base Atk +1; Grp +4;

Atk/Full Atk +4 melee (1d8+3, longsword);

SQ darkvision 60 ft;

AL LE; SV Fort +5, Ref +3, Will +0; Str 17, Dex 16, Con 17, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +3, Handle Animal +0, Intimidate +0, Jump +3, Move Silently +5; Improved Toughness, Power Attack.

Possessions: chain shirt (100 gp); darkwood shield (257 gp); longsword (15 gp).

ENCOUNTER FOUR: INTO THE DARKNESS

Drow Wizard: male Drow Wizard 3; CR 4; Medium Humanoid (Elf); HD 3d4+6; hp 13; Init +2; Spd 30 ft.; AC 16, touch 12, flatfooted 14; Base Atk +1; Grp +0;

Atk/Full Atk +4 ranged (1d4 plus poison, mw hand crossbow) or +1 melee (1d4-1 plus poison, mw dagger);

SA poison, *dancing lights*, *darkness*, *faerie fire*; SQ immunity to sleep effects (Ex), +2 saves vs. enchantment spells and effects, +2 will saves vs. spells and spell-like effects, SR 14, darkvision 120 ft.;

AL NE; SV Fort +3, Ref +3, Will +4; Str 8, Dex 14, Con 14, Int 18, Wis 12, Cha 10.

Skills and Feats: Concentration +8, Decipher Script +8, Knowledge (arcana) +8, Knowledge (dungeoneering) +6, Knowledge (geography) +6, Knowledge (local) +6, Knowledge (the planes) +6, Listen +4, Search +6, Spellcraft +10, Spot +6; Combat Casting, Point Blank Shot, Scribe Scroll.

Wizard Spells Prepared (4/3/2): 0-[*electric jolt*, *acid splash*, *sonic snap*, *caltrops*]; 1st-[*ray of flame*, *mage armor*, *ice dagger*]; 2nd-[*earthen grasp*, *ray of weakness*].

Possessions: mw hand crossbow (400 gp); mw dagger (302 gp); coin (30 gp) Drow knockout poison (75 gp) (Injury DC 13; initial damage: unconsciousness, 1 minute; secondary damage: unconsciousness, 2d4 hours. (RoFR160)); (120 gp); *cure light wounds* potion (1) (50 gp).

Familiar: male beholderkin, eyeball; CR 1/2; Tiny aberration; HD 11d8 (Aberration); hp 20; Init +3; Spd 30, 5, fly, Good 40; AC 21;

Atk +5 base melee, +10 base ranged; +5 (1d3-2, Bite);

SA: Eye Rays (Su); SQ: Immunity: Charm (Ex), Immunity: Mind-Affecting Attacks (Ex), Flight (Ex), All-Around Vision (Ex), Darkvision (Ex): 60 ft.;

AL NE; SV Fort +5, Ref +6, Will +9; STR 6, DEX 16, CON 9, INT 10, WIS 10, CHA 10.

Skills and Feats: Concentration +15, Hide +15, Listen +3, Search +9, Spot +10; Alertness.

Eye Rays (Su): Unlike true beholders, which can use all their eye ray attacks the same round, eyeballs can only use one of their four rays at a time. In addition, an eyeball that fires a daze ray or a ray of frost cannot fire another daze ray or ray of frost for 2 rounds.

Each eye effect resembles a spell cast by a sorcerer (levels vary depending on the eye) but follows the rules for a ray (see *Aiming a Spell* in Chapter 10 of the *Player's Handbook*).

Cause Fear: As the spell, range 35 feet. The Will save is DC 10.

Daze: As the spell, range 35 feet. The Will save is DC 10.

Mage hand: As the spell cast by a 4th level sorcerer, except the eyeball can use the ray without having to use a move-equivalent action to move an unattended object weighing no more than 5 pounds up to 15 feet a round. The ray has a range of 35 feet.

Ray of frost: As the spell, range 35 feet.

Immunities (ex): Eyeballs are immune to charm and command effects.

All Around Vision (Ex): Eyeballs are exceptionally alert. Their many small eyes give them a +4 racial bonus on spot checks and a +8 racial bonus on search checks. Opponents gain no flanking bonuses when attacking an eyeball. Once an eyeball has attacked during an encounter, its all around vision negates any sneak attack.

Flight (Ex): An eyeballs' body is naturally buoyant. This buoyancy allows it to fly as the spell, as a free action, at a speed of 40 feet. The buoyancy also grants a *feather fall* effect with personal range.

ENCOUNTER SIX: ENEMY OF MY ENEMY

Advanced Displacer Beast: CR 5; Large Magical Beast; HD 9d10+27; hp 76; Init +2; Spd 40 ft. (8 squares); AC 16, touch 11, flatfooted 14; Base Atk +9; Grp +17;

Atk +12 melee (1d6+4, 2 Tentacle);

Full Atk +12 melee (1d6+4, 2 tentacle) and +10 melee (1d8+2, bite);

Space/Reach 10ft./5ft.; SQ displacement, darkvision 60 ft., low-light vision, resistance: ranged attacks 2;

AL LE; SV Fort +9, Ref +8, Will +4; Str 18, Dex 15, Con 16, Int 5, Wis 12, Cha 8.

Skills and Feats: Hide + 10, Jump + 8, Listen + 5, Move Silently + 7, Spot + 5; Alertness, Dodge, Multi-Attack; Stealthy.

Displacement (Su): A light-bending glammer continually surrounds a displacer beast, making it difficult to surmise the creature's true location.

Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the beast by some means other than sight. A true seeing effect allows the user to see the beast's position, but see invisibility has no effect.

resistance to Ranged Attacks (Su): A displacer beast gains a +2 resistance bonus to saves against any ranged spell or ranged magical attack that specifically targets it (except for ranged touch attacks).

Skills: A displacer beast receives a +8 racial bonus to Hide checks, thanks to its displacement power.

Drow Fighter: male elf [Drow] Ftr3; CR 4; Medium Humanoid (Elf); HD 3d10+6; hp 28; Init +2; Spd 20 ft.; AC 17, touch 12, flatfooted 15; Base Atk +3; Grp +6; 8;

Atk/Full Atk +7 melee (2d4+4, chain, spiked, masterwork);

SA poison, *dancing lights*, *darkness*, *faerie fire*; SQ immunity to sleep effects, light blindness, SR 14, darkvision 120 ft;

AL CE; SV Fort +5, Ref +3, Will +2; Str 17, Dex 14, Con 14, Int 13, Wis 12, Cha 8.

Skills and Feats: Climb +4, Handle Animal +5, Intimidate +3, Jump -6, Listen +3, Search +3, Spot +3; Combat Expertise, Exotic Weapon Proficiency: Chain, spiked, Improved Toughness, Improved Trip,

Languages: Common, Drow Sign Language, Elven, Undercommon.

Possessions: mw spiked chain (325 gp); chain mail (150 gp); coin (175 gp); *potion cure light wounds* x2 (50 gp); *safewing emblem* (250 gp).

ENCOUNTER 9 A: THE ITSY BITSY SPIDER

Fiendish Spellwarped large monstrous spider:

Large aberration (Extraplanar, Vermin); CR4; HD 4d8+12; hp30; Init +4; Spd 30ft, climb 20ft; AC 16 (-1 size, +4 Dex, +4 natural), touch 13, flat-footed 13; Base Atk +3; Grp +11; Atk +6 melee (1d8+6 plus poison, bite); Full Atk +6 melee (1d8+6 plus poison, bite); SA Poison, smite good, web; SQ cold and fire resistance 5, DR 5/magic, darkvision 60ft, tremorsense 60ft, vermin traits; SR 15; Face/Reach 10ft/5ft; AL CE; SV Fort +7; Ref +5; Will +1; Str 19, Dex 19, Con 16, Int 7, Wis 10, Cha 2

Skills and Feats: Climb +13, Hide +4*, Jump +4*, Spot +4*. Ability focus (poison)

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Web (Ex): Both types of monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Web-spinners can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful Escape Artist check (DC13) or burst it with a Strength check (DC17). Both are standard actions. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.

Web-spinners often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise, they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has

something to walk on or grab while pulling free. Each 5-foot section has the hit points given on the table, and sheet webs have damage reduction 5/-.

A monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

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

Skills: Monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher. *Hunting spiders have a +10 racial bonus on Jump checks and a +8 racial bonus on Spot checks. Web-spinning spiders have a +8 racial bonus on Hide and Move Silently checks when using their webs.

See Appendix Five: New Rules - New Creatures for all Spellwarped Special Abilities and Attacks.

Fiendish Spellwarped medium monstrous spider:

Medium aberration (Extraplanar, Vermin); CR 1; HD 2d8+6; hp 15; Init +4; Spd 30ft, climb 20ft; AC 15 (+4 Dex, +1 Natural) touch 14, flat-footed 11; Base Atk +1; Grp +3; Atk +6 melee (1d6+3 plus poison, bite); Full Atk +6 melee (1d6+3 plus poison, bite); SA Poison, smite good, web; SQ cold and fire resistance 5, DR 5/magic, darkvision 60ft, tremorsense 60ft, vermin traits; SR13; AL CE; SV Fort +6, Ref +4, Will +0; Str 15, Dex 19, Con 16, Int 7, Wis 10, Cha 2;

Skills and Feats: Climb +13, Hide +9*, Jump +2*, Spot +4*. Ability focus (poison)

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d4 Str. The save DC is Constitution-based.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Web (Ex): Escape Artist check (DC14) or a Strength check (DC18).

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

Skills: Monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher. *Hunting spiders have a +10 racial bonus on Jump checks and a +8 racial bonus on Spot checks. Web-spinning spiders have a +8 racial bonus on Hide and Move Silently checks when using their webs.

See Appendix Five: New Rules - New Creatures for all Spellwarped Special Abilities and Attacks.

Fiendish Spider Swarm: Diminutive Magical Beast (Extraplanar, Swarm, Vermin); CR 1; HD 2d8; hp 9; Init +3; Spd 20 ft, climb 20ft; AC 17 (+4 size, +3 Dex), touch 17, flat-footed 14; Base Atk +1; Grp -;

Atk/Full Atk swarm (1d6 plus poison);

SA Distraction, poison, smite good; SQ Darkvision 60 ft., cold and fire resistance 5, swarm traits, tremorsense 30 ft., vermin traits; Space/Reach 10ft/0ft;

AL NE; SV Fort +3, Ref +3, Will +0; Str 1, Dex 17, Con 10, Int 3, Wis 10, Cha 2;

Skills and Feats: Climb +11, Listen +4, Spot +4. Ability Focus (poisonous bite)

Distraction (Ex): Any living creature that begins its turn with a spider swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 13, initial and secondary damage 1d3 Str. The save DC is Constitution-based.

Skills: A spider swarm has a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. It uses its Dexterity modifier instead of its Strength modifier for Climb checks. It can always choose to take 10 on a Climb check, even if rushed or threatened.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

ENCOUNTER 9 B: WELCOME TO MY PARLOR

Half Fiend Draegloth: CR 3; Large outsider ; HD 6d8+12; hp 39; Init +2; Spd 30 ft. (6 squares); AC 16, touch 11, flatfooted 14; Base Atk +6; Grp +16;

Atk +11 melee (1d6+6, 2 Claw);

Full Atk +11 melee (1d6+6, 2 claw) and +6 melee (1d8+3, bite);

SA *dancing lights*, *desecrate*, *faerie fire*, *unholy blight*, *darkness*; SQ immunity to poison and sleep effects, resistance: acid 10, resistance: cold 10, resistance: electricity 10, resistance: fire 10, darkvision 60 ft., no dual nature;

AL CE; SV Fort +7, Ref +7, Will +5; Str 22, Dex 15, Con 14, Int 13, Wis 11, Cha 11.

Feats: Simple Weapon Proficiency.

APPENDIX ONE: APL 6

ENCOUNTER THREE: NOTHING IS WHAT IT APPEARS TO BE

Cleric of Vhaeraun: male elf [Drow] Cleric 5; CR 7; medium humanoid (elf); HD 5d8+5 (41 hp); Init +0; Spd 20 ft.; AC 18, touch 12, flatfooted 18; Base Atk +3; Grp +4;

Atk/Full Atk +5 melee (1d6+2, +1 sword, short), +4 melee (1d4+1, gauntlet, spiked);

SA poison, *dancing lights*, *darkness*, *faerie fire*, spontaneous casting (inflict); rebuke undead 4x/day; SQ immunity to sleep effects (Ex), +2 saves vs. enchantment spells and effects, +2 will saves vs. spells and spell-like effects, SR 16, darkvision 120 ft.;

AL CE; SV Fort +5, Ref +1, Will +7; Str 12, Dex 10, Con 12, Int 14, Wis 21, Cha 12.

Skills and Feats: Concentration +9, Diplomacy +9, Disguise +3, Heal +5, Listen +5, Search +4, Sense Motive +6, Spellcraft +10, Spot +5; Combat Casting, Divine Spell Power, Daylight Adaptation.

Languages: Common, Drow Sign Language, Elven, Goblin, and Undercommon.

Cleric Spells Prepared (5/4/3/2; base DC = 15 + spell level): 0-[*resistance*, *read magic*, *cure minor wounds*, *detect magic*]; 1st-[*entropic shield*, *obscuring mist*, *protection from good*, *longstrider**, *shield of faith*, *cure light wounds*]; 2nd-[*body blades*, *veil of shadow*, *deific vengeance*, *invisibility**]; 3rd-[*fly**, *energy vortex*, *cure serious wounds*].

*Domain spell. Deity [Vhaeraun]; Domains: [Travel (use the free action ability 1/day); Trickery (bluff, disguise and hide are class skills)].

Possessions: spiked gauntlet (5 gp); +1 sword, short (2,310 gp); +1 breastplate (1,350 gp); +1 buckler (1,165 gp); Silver holy symbol; Silver holy symbol (25 gp); Wooden holy symbol (1 gp); Spell component pouch (2) (10 gp); Disguise kit (50 gp); Drow knockout poison (75 gp) (Injury DC 13; initial damage: unconsciousness, 1 minute; secondary damage: unconsciousness, 2d4 hours. (RoFR160)); *cure light wounds* (2) (100 gp); *perapt of wisdom* +4 (16,000 gp).

Hobgoblin Fighter: male humanoid (goblin) Ftr3; CR 3; medium humanoid; HD 3d10+9; hp 26; Init +2; Spd 30 ft.; AC 18, touch 12, flatfooted 16; Base Atk +3; Grp +7;

Atk/Full Atk +9 melee (1d8+4, mw longsword); SQ darkvision 60 ft;

AL CE; SV Fort +6, Ref +3, Will +2; Str 18, Dex 14, Con 16, Int 12, Wis 12, Cha 6.

Skills and Feats: Climb +8, Intimidate +4, Jump +8, Move Silently +4; Improved Toughness, Shieldmate, Power Attack, Weapon Focus: longsword.

Possessions: chain shirt (100 gp); darkwood shield (257 gp); mw longsword (315 gp).

Hobgoblin Rogue: male humanoid (goblin) Rogue 2; CR 2; Medium Humanoid; HD 2d6+4; hp 15; Init +4; Spd 30 ft.; AC 18, touch 14, flatfooted 14; Base Atk +1; Grp +4;

Atk/Full Atk +5 melee (1d6+3, mw rapier, 18-20 x2);

SQ darkvision 60 ft;

AL CE; SV Fort +2, Ref +7, Will +0; Str 16, Dex 18, Con 14, Int 14, Wis 10, Cha 6.

Skills and Feats: Balance +9, Climb +6, Escape Artist +7, Hide +7, Jump +8, Listen +5, Move Silently +11, Sense Motive +5, Spot +5, Tumble +9; Power Attack.

Possessions: chain shirt (100 gp); mw rapier (320 gp).

ENCOUNTER FOUR: INTO THE DARKNESS

Drow Wizard: male elf [Drow] Wiz5; CR 6; Medium Humanoid (Elf); HD 5d4+5 (19 hp); Init +2; Spd 30 ft.; AC 14, touch 14, flatfooted 12; Base Atk +2; Grp +2;

Atk/Full Atk +3 melee (1d6 plus poison, sword, short, masterwork);

SA poison, *dancing lights*, *darkness*, *faerie fire*; SQ immunity to sleep effects (Ex), +2 saves vs. enchantment spells and effects, +2 will saves vs. spells and spell-like effects, light blindness, SR 16, darkvision 120 ft.;

AL CE; SV Fort +2, Ref +3, Will +5; Str 10, Dex 14, Con 12, Int 20, Wis 12, Cha 10.

Languages: Abyssal, Common, Drow Sign Language, Elven, Goblin, Undercommon.

Skills and Feats: Concentration +9, Decipher Script +10, Knowledge (arcana) +13, Knowledge (Religion) +8, Knowledge (underdark) +13, Listen +3, Search +7, Spellcraft +15, Spot +3; Point Blank Shot, Precise Shot, Scribe Scroll, Sudden Widen.

Wizard Spells Prepared (4/5/3/2; Base DC = 15 + spell level): 0-[*electric jolt*, *acid splash*, *launch bolt*, *caltrops*]; 1st-[*ray of flame*, *hail of stone*, *mage armor*, *expeditious retreat*, *swift*, *orb of fire*, *lesser*]; 2nd-[*blast of force*, *baleful transposition*, *scorching ray*]; 3rd-[*sound lance*, *fireball*].

Possessions: mw short sword (310 gp); Coin: gp (30); Drow knockout poison (75 gp) (Injury DC 13; initial damage: unconsciousness, 1 minute; secondary damage: unconsciousness, 2d4 hours. (RoFR160)); *ring of protection* +1 (2,000 gp); *amulet of natural armor* +1 (2,000 gp); *headband of intellect* +2 (4,000 gp); *safe wing emblem* (250 gp); *cure light wounds potion* (1) (50 gp).

Familiar: male beholderkin, eyeball; CR 1/2; Tiny aberration; HD 1d8 (Aberration); hp 20; Init +3; Spd 30, 5, fly, Good 40; AC 21;

Atk + 5 base melee, + 10 base ranged; +5 (1d3-2, Bite); SA: Eye Rays (Su);

SQ: Immunity: Charm (Ex), Immunity: Mind-Affecting Attacks (Ex), Flight (Ex), All-Around Vision (Ex), Darkvision (Ex): 60 ft;

AL NE; SV Fort + 5, Ref + 6, Will + 9; STR 6, DEX 16, CON 9, INT 10, WIS 10, CHA 10.

Skills and Feats: Concentration + 15, Hide + 15, Listen + 3, Search + 9, Spot + 10; Alertness.

Eye Rays (Su): Unlike true beholders, which can use all their eye ray attacks the same round, eyeballs can only use one of their four rays at a time. In addition, an eyeball that fires a daze ray or a ray of frost cannot fire another daze ray or ray of frost for 2 rounds.

Each eye effect resembles a spell cast by a sorcerer (levels vary depending on the eye) but follows the rules for a ray (see Aiming a Spell in Chapter 10 of the Player's Handbook).

Cause Fear: As the spell, range 35 feet. The Will save is DC 10.

Daze: As the spell, range 35 feet. The Will save is DC 10.

Mage hand: As the spell cast by a 4th level sorcerer, except the eyeball can use the ray without having to use a move-equivalent action to move an unattended object weighing no more than 5 pounds up to 15 feet a round. The ray has a range of 35 feet.

Ray of frost: As the spell, range 35 feet.

Immunities (ex): Eyeballs are immune to charm and command effects.

All Around Vision (Ex): Eyeballs are exceptionally alert. Their many small eyes give them a +4 racial bonus on spot checks and a +8 racial bonus on search checks. Opponents gain no flanking bonuses when attacking an eyeball. Once an eyeball has attacked during an encounter, its all around vision negates any sneak attack.

Flight (Ex): An eyeballs' body is naturally buoyant. This buoyancy allows it to fly as the spell, as a free action, at a speed of 40 feet. The buoyancy also grants a *feather fall* effect with personal range.

ENCOUNTER SIX: ENEMY OF MY ENEMY

Advanced Displacer Beast: CR 5; Large Magical Beast; HD 9d10+27 (76 hp); Init +2; Spd 40 ft. (8 squares); AC 16, touch 11, flatfooted 14; Base Atk +9; Grp +17;

Atk +12 melee (1d6+4, 2 Tentacle);

Full Atk +12 melee (1d6+4, 2 tentacle) and +7 melee (1d8+2, bite);

Space/Reach 10ft./5ft.; SQ displacement, darkvision 60 ft., low-light vision, resistance: ranged attacks 2;

AL LE; SV Fort +9, Ref +8, Will +4; Str 18, Dex 15, Con 16, Int 5, Wis 12, Cha 8.

Skills: Hide +6, Jump +8

Displacement (Su): A light-bending glammer continually surrounds a displacer beast, making it difficult to surmise the creature's true location.

Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the beast by some means other than sight. A true seeing effect allows the user to see the beast's position, but see invisibility has no effect.

resistance to Ranged Attacks (Su): A displacer beast gains a +2 resistance bonus to saves against any ranged spell or ranged magical attack that specifically targets it (except for ranged touch attacks).

Drow Fighter: male elf [Drow] Ftr6; CR 7; Medium Humanoid (Elf); HD 6d10+12; hp 57; Init +2; Spd 20 ft.; AC 19, touch 14, flatfooted 17; Base Atk +6; Grp +9;

Atk +7 melee (2d4+4, +1 Chain, spiked);

Full Atk +5 melee (2d4+4, +1 chain, spiked) and +5 melee (2d4+2, +1 chain, spiked);

SA poison, *dancing lights*, *darkness*, *faerie fire*; SQ immunity to sleep effects, light blindness, SR 17, darkvision 120 ft.; AL CE; SV Fort +7, Ref +4, Will +3; Str 17, Dex 15, Con 14, Int 13, Wis 12, Cha 8.

Skills and Feats: Climb +8, Handle Animal +8, Intimidate +3, Jump -2, Listen +3, Search +3, Spot +3; Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Combat Expertise, Exotic Weapon Proficiency: Chain, spiked, Improved Toughness, Improved Trip, Monkey Grip, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Two-Weapon Fighting, Weapon Focus: Chain, spiked.

Possessions: +1 chain, spiked x2 (8,325 gp); +2 chain mail (4,300 gp); *potion cure light wounds* x2 (50 gp); coin (175 gp).

ENCOUNTER 9 A: THE ITSY BITSY SPIDER

Fiendish Spellwarped advanced large monstrous spider: Large aberration (Extraplanar, Vermin); CR6; HD 7d8+18; hp52; Init +4; Spd 30ft, climb 20ft; AC 16 (-1 size, +4 Dex, +4 natural), touch 13, flat-footed 13; Base Atk +5; Grp +13; Atk +8 melee (1d8+6 plus poison, bite); Full Atk +8 melee (1d8+6 plus poison, bite); SA Poison, smite good, web; SQ cold and fire resistance 5, DR 5/magic, darkvision 60ft, tremorsense 60ft, vermin traits; SR 18; Face/Reach 10ft/5ft; AL CE; SV Fort +7; Ref +5; Will +1; Str 19, Dex 19, Con 16, Int 7, Wis 10, Cha 2

Skills and Feats: Climb +13, Hide +6*, Jump +4*, Spot +4*. Ability focus (poison), Snatch

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Web (Ex): Escape Artist check (DC15) or a Strength check (DC19).

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

Skills: Monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher. *Hunting spiders have a +10 racial bonus on Jump checks and a +8 racial bonus on Spot checks. Web-spinning spiders have a +8 racial bonus on Hide and Move Silently checks when using their webs.

See Appendix Five: New Rules - New Creatures for all Spellwarped Special Abilities and Attacks.

Fiendish Spellwarped large monstrous spider: Large aberration (Extraplanar, Vermin); CR4; HD 4d8+12; hp30; Init +4; Spd 30ft, climb 20ft; AC 16 (-1 size, +4 Dex, +4 natural), touch 13, flat-footed 13; Base Atk +3; Grp +11; Atk +6 melee (1d8+6 plus poison, bite); Full Atk +6 melee (1d8+6 plus poison, bite); SA Poison, smite good, web; SQ cold and fire resistance 5, DR 5/magic, darkvision 60ft, tremorsense 60ft, vermin traits; SR 15; Face/Reach 10ft/5ft; AL CE; SV Fort +7; Ref +5; Will +1; Str 19, Dex 19, Con 16, Int 7, Wis 10, Cha 2

Skills and Feats: Climb +13, Hide +4*, Jump +4*, Spot +4*. Ability focus (poison)

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Web (Ex): Escape Artist check (DC13) or a Strength check (DC17).

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

Skills: Monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher. *Hunting spiders have a +10 racial bonus on Jump checks and a +8 racial bonus on Spot checks. Web-spinning spiders have a +8 racial bonus on Hide and Move Silently checks when using their webs.

See Appendix Five: New Rules - New Creatures for all Spellwarped Special Abilities and Attacks.

ENCOUNTER 9 B: WELCOME TO MY PARLOR

Demon, Yochlol: Medium-Size/Large Outsider (Chaotic, Extraplanar, Evil, Tanar'ri); CR 5; Hit Dice: 6d8+6; hp 33; Init +2; Spd 30 ft., (climb 20 ft. in Spider Form); AC Humanoid Form 17 (+2 Dex, +5 Drow chainmail) Touch 12, Flat Footed 15; Spider Form 16 (+2 Dex, -1 Size, +5 Natural) Touch 11, Flat Footed 14; Ooze Form 12 (+2 Dex) Touch 12, Flat Footed 10; Gaseous Form 11 (+2 Dex, -1 Size) Touch 11, Flat Footed 9;

Attack: Humanoid Form: +10 melee (1d6+4/19-20x2, short sword) or +8 ranged (1d4/x2, Hand Crossbow); Spider Form: Bite +9 melee (1d8+6 plus poison); Ooze Form: Tentacle +10 melee (1d4+4)

Full Attack: Humanoid Form: +10/+5 melee (1d6+4/19-20x2, short sword) or +8/+3 ranged (1d4/x2, Hand Crossbow); Spider Form: Bite +9 melee (1d8+6 plus poison); Ooze Form: 8 Tentacles +10 melee (1d4+4)

Space/Reach: Humanoid Form 5 ft. / 5 ft.; Spider Form 10 ft. / 5 ft.; Ooze Form 5 ft. / 5 ft.; Gaseous Form 5 ft. / 5 ft. SA Spell-like abilities, Psionics, Poison; SQ Damage Reduction 5 / cold Iron and Good, Electricity Immunity, fire resistance 20, Gaseous form, Gas, Immune to Critical Hits (Ooze form only), Immune to Sneak Attacks (Ooze form only), Poison Immunity, SR 15, Telepathy;

AL CE; SV Fort +6, Ref +7, Will +7; Str 19, Dex 14, Con 13, Int 14, Wis 15, Cha 16.

Language: Abyssal

Skills and Feats: Bluff +12, Climb (in Spider form only) +12, Concentration +7, Diplomacy +14, Intimidate +14, Knowledge (Religion) +11, Listen +11, Spot +11. Blind Fighting, Combat Casting.

Possessions: short sword (20 gp), hand crossbow (200 gp).

APPENDIX ONE: APL 8

ENCOUNTER THREE: NOTHING IS WHAT IT APPEARS TO BE

Cleric of Vhaeraun: male elf [Drow] Cleric 7; CR 8; Medium Humanoid (Elf); HD 6d8+6 (50 hp); Init +0; Spd 20 ft.; AC 21, touch 12, flatfooted 21; Base Atk +4; Grp +5;

Atk/Full Atk +6 melee (1d6+2 plus poison, +1 short sword) or +5 melee (1d4+1, gauntlet, spiked);

SA poison, *dancing lights*, *darkness*, *faerie fire*, spontaneous casting (inflict); rebuke undead 4x/day; SQ immunity to sleep effects (Ex), +2 saves vs. enchantment spells and effects, +2 will saves vs. spells and spell-like effects, SR 18, darkvision 120 ft.;

AL CE; SV Fort +6, Ref +2, Will +10; Str 12, Dex 10, Con 12, Int 14, Wis 21, Cha 12.

Skills and Feats: Concentration +10, Diplomacy +10, Disguise +3, Heal +6, Listen +7, Search +4, Sense Motive +9, Spellcraft +11, Spot +7; Combat Casting, Daylight Adaptation, Divine Spell Power.

Languages: Common, Drow Sign Language, Elven, Goblin, and Undercommon.

Cleric Spells Prepared (6/7/5/4/3; base DC = 16 + spell level): 0-[*resistance*, *virtue*, *read magic*, *cure minor wounds*, *detect magic*]; 1st-[*entropic shield*, *obscuring mist*, *protection from good*, *longstrider**, *sanctuary*, *shield of faith*, *cure light wounds*]; 2nd-[*body blades*, *veil of shadow*, *balor nimbus*, *divine interdiction*, *deific vengeance*, *invisibility**]; 3rd-[*fly**, *energy vortex*, *cure serious wounds*, *clutch of Orcus*]; 4th-[*dimension door**, *shield of faith*, *mass*, *negative energy aura*].

*Domain spell. Deity [Vhaeraun]; Domains: [Travel (use the free action ability 1/day); Trickery (bluff, disguise and hide are class skills)]

Possessions: spiked gauntlet (5 gp); +1 sword, short (2,310 gp); +1 breastplate (1,350 gp); +1 buckler (1.165 gp); silver holy symbol, silver holy symbol (25 gp); wooden holy symbol (1 gp); spell component pouch (2) (10 gp); disguise kit (50 gp); giant wasp poison (210 gp) (injury DC 18, initial 1d6 Dex, secondary 1d6, DC 20 Craft, trap CR modifier +3 (A&EG37)); *cure light wounds* (2) (50 gp); *periapt of wisdom* +4 (16,000 gp), *ring of protection* +3 (18,000 gp).

Bugbear Fighter: male bugbear Humanoid3/Ftr2: CR 4; Medium Humanoid; HD 3d8+3; hp 34; Init +1; Spd 20 ft.; AC 20, touch 11, flatfooted 19; Base Atk +4; Grp +7;

Atk/Full Atk +9 melee (1d6+4, +1 short sword);

SQ darkvision 60 ft., scent;

AL CE; SV Fort +7, Ref +2, Will +1; Str 16, Dex 12, Con 13, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +4, Hide +0, Intimidate +4, Listen +7, Move Silently -1, Spot +2; Alertness, Phalanx Fighting, Power Attack, Weapon Focus: Short sword

Possessions: +1 short sword (2,310 gp), banded mail (250 gp).

ENCOUNTER FOUR: INTO THE DARKNESS

Drow Wizard: male elf [Drow] Wiz7; CR 8; Medium Humanoid (Elf); HD 7d4+7 (23 hp); Init +2; Spd 30 ft.; AC 14, touch 14, flatfooted 12; Base Atk +3; Grp +3;

Atk/Full Atk +4 melee (1d6 plus poison, sword, short, masterwork);

SA poison, *dancing lights*, *darkness*, *faerie fire*; SQ immunity to sleep effects (Ex), +2 saves vs. enchantment spells and effects, +2 will saves vs. spells and spell-like effects, light blindness, SR 18, darkvision 120 ft.;

AL CE; SV Fort +3, Ref +4, Will +6; Str 10, Dex 14, Con 12, Int 23, Wis 12, Cha 10.

Skills and Feats: Concentration +11, Decipher Script +11, Knowledge (arcana) +14, Knowledge (Religion) +9, Knowledge (the planes) +14, Knowledge (underdark) +14, Listen +3, Search +8, Spellcraft +16, Spot +3; Point Blank Shot, Precise Shot, Scribe Scroll, Sudden Maximize, Sudden Widen.

Languages: Abyssal, Common, Drow Sign Language, Elven, Goblin, Undercommon.

Wizard Spells Prepared(4/6/5/3/2; Base DC = 16 + spell level): 0-[*acid splash*, *launch bolt*, *caltrops*]; 1st-[*ray of flame*, *hail of stone*, *mage armor*, *expeditious retreat*, *swift*, *orb of fire*, *lesser*, *orb of electricity*, *lesser*]; 2nd-[*distracting ray*, *blast of force*, *baleful transposition*, *scorching ray*]; 3rd-[*sound lance*, *fireball*]; 4th-[*backlash*, *phantasmal killer*].

Possessions: mw short sword (310 gp); Coin: gp (30); Drow knockout poison (75 gp) (Injury DC 13; initial damage: unconsciousness, 1 minute; secondary damage: unconsciousness, 2d4 hours. (RoFR160)); *ring: protection* +1 (2,000 gp); *amulet of natural armor* +1 (2,000 gp); *headband of Intellect* +4 (16,000 gp); *safewing emblem* (250 gp); *cure light wounds* potion (1) (50 gp).

Familiar: male beholderkin, eyeball; CR 1/2; Tiny Aberration; HD 1d8 (Aberration); hp 20; Init +3; Spd 30, 5, fly, Good 40; AC 21;

Atk + 5 base melee, + 10 base ranged; +5 (1d3-2, Bite);

SA: Eye Rays (Su); SQ: Immunity: Charm (Ex), Immunity: Mind-Affecting Attacks (Ex), Flight (Ex), All-Around Vision (Ex), Darkvision (Ex): 60 ft.;

AL NE; SV Fort + 5, Ref + 6, Will + 9; STR 6, DEX 16, CON 9, INT 10, WIS 10, CHA 10.

Skills and Feats: Concentration + 15, Hide + 15, Listen + 3, Search + 9, Spot + 10; Alertness.

Eye Rays (Su): Unlike true beholders, which can use all their eye ray attacks the same round, eyeballs can only use one of their four rays at a time. In addition, an eyeball that fires a daze ray or a ray of frost cannot fire another daze ray or ray of frost for 2 rounds.

Each eye effect resembles a spell cast by a sorcerer (levels vary depending on the eye) but follows the rules for a ray (see *Aiming a Spell* in Chapter 10 of the *Player's Handbook*).

Cause Fear: As the spell, range 35 feet. The Will save is DC 10.

Daze: As the spell, range 35 feet. The Will save is DC 10.

Mage hand: As the spell cast by a 4th level sorcerer, except the eyeball can use the ray without having to use a move-equivalent action to move an unattended object weighing no more than 5 pounds up to 15 feet a round. The ray has a range of 35 feet.

Ray of frost: As the spell, range 35 feet.

Immunities (ex): Eyeballs are immune to charm and command effects.

Immunities (ex): Eyeballs are immune to charm and command effects.

All Around Vision (Ex): Eyeballs are exceptionally alert. Their many small eyes give them a +4 racial bonus on spot checks and a +8 racial bonus on search checks. Opponents gain no flanking bonuses when attacking an eyeball. Once an eyeball has attacked during an encounter, its all around vision negates any sneak attack.

Flight (Ex): An eyeballs' body is naturally buoyant. This buoyancy allows it to fly as the spell, as a free action, at a speed of 40 feet. The buoyancy also grants a *feather fall* effect with personal range.

ENCOUNTER SIX: ENEMY OF MY ENEMY

Hound of the Gloom: CR 9; Large Aberration ; HD 12d8+84 (138 hp); Init +2; Spd Climb 20 ft. (4 squares), 40 ft. (8 squares); AC 24, touch 11, flatfooted 22; Base Atk +9; Grp +19;

Atk +14 melee (2d6+6, Bite);

Full Atk +14 melee (2d6+6, bite) and +12 melee (1d6+3, 2 claw) and +12 melee (1d6+3, 2 tentacle rake);

Space/Reach 10ft. /5ft.; SA improved grab, poison, pounce; SQ darkvision 60 ft., scent;

AL NE; SV Fort +13, Ref +6, Will +11; Str 22, Dex 15, Con 24, Int 10, Wis 17, Cha 10.

Skills and Feats: Balance +6, Climb +18, Jump +18, Listen +12, Move Silently +6, Spot +12; Cleave, Combat Reflexes, Great Fortitude, Multiattack, Power Attack.

Combat: Hounds ambush victims by leaping directly into melee. They use their natural climbing ability to reach a point above their target, and then leap down in a deadly pounce from above. The creatures attack with bite, foreclaws, and the two larger tentacles surrounding their heads, which are much longer than the others. These two tentacles have a reach of 10 feet

and end in five-fingered hands that look almost identical to human hands, except they have strong, sharp claws instead of nails.

Once engaged, a hound uses its bite and claw attacks against a single foe. A target that withstands several blows or one that deals the hound a significant amount of damage is the target of the hound's poisoned hands.

Improved Grab (Ex): To use this ability, the hound must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Poison (Ex): Injury, Fortitude DC 23, initial and secondary damage 1d8 Dex. The save DC is Constitution-based.

Pounce (Ex): If a hound of the gloom charges a foe, it can make a full attack, including two tentacle attacks.

Appearance: This powerful quadruped vaguely resembles a huge dog or bear. Its massive, hairless body ripples with extraordinary musculature. Its hide is sleek and milky-white in color, and bony plates cover its head and protect its eyes. Long tentacles ring the head like a lion's mane. Two of the tentacles, longer than the others, end in oddly humanlike hands.

Drow Half Dragon Fighter: male dragon (elf) Ftr4; CR 7; Medium Dragon (Elf); HD 4d12+16 (62 hp); Init +1; Spd 30 ft.; AC 22, touch 11, flatfooted 22; Base Atk +4; Grp +10;

Atk +12 melee (2d4+10, +1 chain, spiked);

Full Atk +12 melee (2d4+10, +1 chain, spiked) or +10 melee (1d4+6, 2 claw) and +5 melee (1d6+3, bite);

SA breath weapon, poison, *dancing lights*, *darkness*, *faerie fire*; SQ immunity to sleep effects and paralysis and acid, light blindness, SR 18, darkvision 120 ft., low-light vision;

AL CE; SV Fort +8, Ref +2, Will +1; Str 23, Dex 12, Con 18, Int 14, Wis 10, Cha 14.

Skills and Feats: Climb +13, Handle Animal +9, Intimidate +7, Jump +10, Listen +2, Search +4, Spot +2; Combat Expertise, Exotic Weapon Proficiency: *chain*, spiked, Improved Toughness, Improved Trip, Weapon Focus: *chain*, spiked.

Breath Weapon (SA): 60 foot line of acid, Ref save DC 16 for half; 6d8 damage.

Languages: Common, Drow Sign Language, Elven, Undercommon.

Possessions: +1 *chain*, *spiked* (8,325 gp); +1 *splint mail* (1,350 gp); *potion cure light wounds* x2 (50 gp); coin (175 gp).

Drow Monk: male elf [Drow] Mnk7; CR 8; medium Humanoid (Elf); HD 7d8+14 hp 53; Init +1; Spd 50 ft.; AC 18, touch 18, flatfooted 17; Base Atk +5; Grp +18;

Atk +10 melee (1d8+5, Unarmed strike);

Full Atk +10 melee (1d8+5, unarmed strike) and +5 melee (1d4+5, 2 tentacles) or +9/+9 melee (1d8+5, flurry of blows) and +5 melee (1d4+5, 2 tentacles);

SA improved flurry of blows, ki strike, poison, purity of body, *dancing lights*, *darkness*, *faerie fire*; SQ AC bonus +1, evasion, immunity to sleep effects (Ex), +2 saves vs. enchantment spells and effects, +2 will saves vs. spells and spell-like effects, light blindness, slow fall (30 ft), still mind, wholeness of body, wisdom bonus to AC; SR 18, darkvision 120 ft.;

AL LE; SV Fort +7, Ref +6, Will +8; Str 20, Dex 12, Con 14, Int 10, Wis 17, Cha 8.

Skills and Feats: Hide +14, Jump +20, Listen +12, Move Silently +11, Search +2, Spot +10, Tumble +13; Aberration Blood - Flexible Limbs, Bestial Hide, Combat Reflexes, Deepspawn, Improved Grapple, Improved Trip, Improved Unarmed Strike. (See Appendix Eight for new feats)

Possessions: 500 gp; belt of giant strength +4; cloak of elvenkind; boots of elvenkind; ring: protection +5.

ENCOUNTER 9 A: THE ITSY BITSY SPIDER

Fiendish Spellwarped advanced large monstrous spider: Large aberration (Extraplanar, Vermin); CR6; HD 7d8+18; hp52; Init +4; Spd 30ft, climb 20ft; AC 16 (-1 size, +4 Dex, +4 natural), touch 13, flat-footed 13; Base Atk +5; Grp +13; Atk +8 melee (1d8+6 plus poison, bite); Full Atk +8 melee (1d8+6 plus poison, bite); SA Poison, smite good, web; SQ cold and fire resistance 5, DR 5/magic, darkvision 60ft, tremorsense 60ft, vermin traits; SR 18; Face/Reach 10ft/5ft; AL CE; SV Fort +7; Ref +5; Will +1; Str 19, Dex 19, Con 16, Int 7, Wis 10, Cha 2

Skills and Feats: Climb +13, Hide +6*, Jump +4*, Spot +4*. Ability focus (poison), Snatch

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Web (Ex): Escape Artist check (DC15) or a Strength check (DC19).

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

Skills: Monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher. *Hunting spiders have a +10 racial bonus on Jump checks and a +8 racial bonus on Spot checks. Web-spinning spiders have a +8 racial bonus on Hide and Move Silently checks when using their webs.

See Appendix Five: New Rules - New Creatures for all Spellwarped Special Abilities and Attacks.

Fiendish Spellwarped large monstrous spider: Large aberration (Extraplanar, Vermin); CR4; HD 4d8+12; hp30; Init +4; Spd 30ft, climb 20ft; AC 16 (-1 size, +4 Dex, +4 natural), touch 13, flat-footed 13; Base Atk +3; Grp +11; Atk +6 melee (1d8+6 plus poison, bite); Full Atk +6 melee (1d8+6 plus poison, bite); SA Poison, smite good, web; SQ cold and fire resistance 5, DR 5/magic, darkvision 60ft, tremorsense 60ft, vermin traits; SR 15; Face/Reach 10ft/5ft; AL CE; SV Fort +7; Ref +5; Will +1; Str 19, Dex 19, Con 16, Int 7, Wis 10, Cha 2

Skills and Feats: Climb +13, Hide +4*, Jump +4*, Spot +4*. Ability focus (poison)

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Web (Ex): Escape Artist check (DC13) or a Strength check (DC17).

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

Skills: Monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher. *Hunting spiders have a +10 racial bonus on Jump checks and a +8 racial bonus on Spot checks. Web-spinning spiders have a +8 racial bonus on Hide and Move Silently checks when using their webs.

See Appendix Five: New Rules - New Creatures for all Spellwarped Special Abilities and Attacks.

ENCOUNTER 9 B: WELCOME TO MY PARLOR

Demon, Yochlol: Medium-Size/Large Outsider (Chaotic, Extraplanar, Evil, Tanar'ri); CR 5; Hit Dice: 6d8+6; hp 33; Init +2; Spd 30 ft., (climb 20 ft. in Spider Form); AC Humanoid Form 17 (+2 Dex, +5 Drow chainmail) Touch 12, Flat Footed 15; Spider Form 16 (+2 Dex, -1 Size, +5 Natural) Touch 11, Flat Footed 14; Ooze Form 12 (+2 Dex) Touch 12, Flat Footed 10; Gaseous Form 11 (+2 Dex, -1 Size) Touch 11, Flat Footed 9;

Attack: Humanoid Form: +10 melee (1d6+4/19-20x2, short sword) or +8 ranged (1d4/x2, Hand Crossbow); Spider Form: Bite +9 melee (1d8+6 plus poison); Ooze Form: Tentacle +10 melee (1d4+4)

Full Attack: Humanoid Form: +10/+5 melee (1d6+4/19-20x2, short sword) or +8/+3 ranged (1d4/x2, Hand Crossbow); Spider Form: Bite +9 melee (1d8+6 plus poison); Ooze Form: 8 Tentacles +10 melee (1d4+4)

Space/Reach: Humanoid Form 5 ft. / 5 ft.; Spider Form 10 ft. / 5 ft.; Ooze Form 5 ft. / 5 ft.; Gaseous Form 5 ft. / 5 ft. SA Spell-like abilities, Psionics, Poison; SQ Damage Reduction 5 / cold Iron and Good, Electricity Immunity, fire resistance 20, Gaseous form, Gas, Immune to Critical Hits (Ooze form only), Immune to Sneak Attacks (Ooze form only), Poison Immunity, SR 15, Telepathy;

AL CE; SV Fort +6, Ref +7, Will +7; Str 19, Dex 14, Con 13, Int 14, Wis 15, Cha 16.

Language: Abyssal

Skills and Feats: Bluff +12, Climb (in Spider form only) +12, Concentration +7, Diplomacy +14, Intimidate +14, Knowledge (Religion) +11, Listen +11, Spot +11. Blind Fighting, Combat Casting.

Possessions: short sword (20 gp), hand crossbow (200 gp).

APPENDIX ONE: APL 10

ENCOUNTER THREE: NOTHING IS WHAT IT APPEARS TO BE

Cleric of Vhaeraun, male elf [Drow] Clr7/Wrpr2: CR 9; Medium Humanoid (Elf); HD 7d8+7(Cleric), 2d10+2(Warpriest); hp 66; Init +0; Spd 20; AC 26, touch 18, flatfooted 26; Base

Atk +7; Grp +8; Atk +9 melee (1d6+2 plus poison, +1 sword, short) or +8 melee (1d4+1, gauntlet, spiked);

Full Atk +9/+4 melee (1d6+2 plus poison, +1 sword, short) or +8/+3 melee (1d4+1, gauntlet, spiked);

SA poison, *dancing lights*, *darkness*, *faerie fire* spontaneous casting (inflict); rebuke undead 4x/day, inflame, rally; SQ immunity to sleep effects (Ex), +2 saves vs. enchantment spells and effects, +2 will saves vs. spells and spell-like effects, SR 20; 120 ft.;

AL CE; SV Fort +10, Ref +3, Will +12; Str 12, Dex 10, Con 12, Int 14, Wis 22, Cha 12.

Skills and Feats: Concentration +15, Diplomacy +12, Disguise +3, Heal +8, Listen +12, Search +4, Sense Motive +12, Spellcraft +14, Spot +8; Combat Casting, Daylight Adaptation, Divine Spell Power, Domain Spontaneity, Spell Focus: enchantment.

Languages: Common, Drow Sign Language, Elven, Goblin, and Undercommon.

Bonus Domain: At 1st level, the warpriest gains the Glory domain (if he turns undead) or the Domination domain (if he rebukes undead).

Inflame (Ex): As a full round action, the warpriest can inflame the passions of his allies. All who can hear the warpriest gain a morale bonus on saving throws against any charm or fear effects. The bonus begins at +2 for a 2nd level warpriest and increases by +2 at each even numbered level thereafter (+4 at 4th, +6 at 6, etc.). This effect lasts for five minutes after the speech ends, plus 1 minute per level of the warpriest.

Rally (Ex): A warpriest who is currently not suffering from a fear effect can use this ability as a standard action. Allies within 60 feet who are suffering from any fear effect and can hear the warpriest are allowed another saving throw against the fear effect, with a +1 morale bonus per warpriest level.

Cleric Spells Prepared (6/6/5/4/3; Base DC = 16 + spell level): 0 – [*cure minor wounds* x2, *detect magic*, *read magic*, *resistance*, *virtue*;] 1st – [*cure light wounds*, *entropic shield*, *longstrider**, *obscuring mist*, *protection from good*, *sanctuary*, *shield of faith*;] 2nd – [*balor nimbus*, *body blades*, *deific vengeance*, *divine interdiction*, *invisibility**, *veil of shadow*;] 3rd – [*clutch of Orcus*, *cure serious wounds*, *energy vortex*, *fly**, *Girallon's Blessing*;] 4th – [*negative energy aura*, *shield of faith*, *mass*, *spell immunity*, *unholy blight**.]

*Domain spell. Deity [Vhaeraun]; Domains: [Travel (use the free action ability 1/day); Trickery

(bluff, disguise and hide are class skills); Domination (you gain Spell Focus: enchantment feat)].

Possessions: spiked gauntlet (5 gp); +1 sword, short (2,310 gp); *Banded Mail of Luck* (18,900 gp); +1 *animated mithral heavy steel shield* (10,170 gp); silver holy symbol (25 gp); wooden holy symbol (1 gp); Spell component pouch (2) (10 gp); Disguise kit (50 gp); giant wasp poison (210 gp) (injury DC 18, initial 1d6 Dex, secondary 1d6, DC 20 Craft, trap CR modifier +3 (A&EG37)); *cure light wounds* (2) (100 gp); *perapert of wisdom* +4 (16,000 gp); *ring of protection* +4 (32,000 gp) *blindfold of true darkness* (9,000 gp).

Bugbear Fighter: male Bugbear Humanoid3/Ftr4: CR 6; Medium Humanoid; HD 3d8+6 (63 hp); Init +1; Spd 20 ft.; AC 20, touch 11, flatfooted 19; Base Atk +6; Grp +9;

Atk/Full Atk +11 melee (1d6+4, +1 short sword);

SQ darkvision 60 ft., scent;

AL CE; SV Fort +9, Ref +3, Will +2; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +4, Hide +0, Intimidate +8, Listen +7, Move Silently -1, Spot +2; Alertness, Phalanx Fighting, Power Attack, Weapon Focus: Short sword.

Possessions: +1 short sword (2,310 gp), banded mail (250 gp), *blindfold of true darkness* (9,000 gp).

Blindfold of True Darkness: Grants wearer blindsight 60', but loses regular sight (A&EG130).

ENCOUNTER FOUR: INTO THE DARKNESS

Drow Wizard: male elf [Drow] Wiz9; CR 10; Medium Humanoid (Elf); HD 9d4+9 (30 hp); Init +2; Spd 30 ft.; AC 18, touch 18, flatfooted 16; Base Atk +4; Grp +4;

Atk/Full Atk +5 melee (1d6+1 plus poison, +1 sword, short) or +7 ranged (1d4+1 plus poison, +1 hand crossbow);

SA poison, *dancing lights*, *darkness*, *faerie fire*; SQ immunity to sleep effects (Ex), +2 saves vs. enchantment spells and effects, +2 will saves vs. spells and spell-like effects, light blindness, SR 21, darkvision 120 ft.;

AL CE; SV Fort +4, Ref +5, Will +7; Str 10, Dex 14, Con 12, Int 24, Wis 12, Cha 10.

Skills and Feats: Concentration +13, Decipher Script +12, Knowledge (arcana) +15, Knowledge (Religion) +10, Knowledge (the planes) +15, Knowledge (underdark) +15, Listen +3, Search +9, Spellcraft +21, Spot +8; Point Blank Shot, Precise Shot, Scribe Scroll, Sudden Empower, Sudden Maximize, Sudden Widen.

Languages: Abyssal, Common, Drow Sign Language, Elven, Goblin, Undercommon.

Wizard Spells Prepared (4/6/6/5/3/2; Base DC = 17 + spell level): 0-[electric jolt, acid splash, launch bolt, caltrops]; 1st-[ray of flame, hail of stone, mage armor, expeditious retreat, swift, orb of fire, lesser, orb of electricity, lesser]; 2nd-[distracting ray, blast of force, baleful transposition, scorching ray]; 3rd-[sound lance, fireball, fireball, fly]; 4th-[defenestrating sphere, backlash, phantasmal killer]; 5th-[cone of cold, baleful polymorph].

Possessions: +1 sword, short: unholy (18,310 gp); +1 hand crossbow (2,400 gp); Coin: gp (30); Drow knockout poison (75 gp) (Injury DC 13; initial damage: unconsciousness, 1 minute; secondary damage: unconsciousness, 2d4 hours. (RoFR160)); ring of protection +3 (18,000 gp); amulet of natural armor +1 (2,000 gp); headband of intellect +4 (16,000 gp); safewing emblem (250 gp); cure light wounds potion (1) (50 gp).

Familiar: male beholderkin, eyeball; CR 1/2; Tiny Aberration; HD 11d8 (Aberration); hp 20; Init + 3; Spd 30, 5, fly, Good 40; AC 21;

Atk + 5 base melee, + 10 base ranged; +5 (1d3-2, Bite);

SA: Eye Rays (Su) ; SQ: Immunity: Charm (Ex), Immunity: Mind-Affecting Attacks (Ex), Flight (Ex), All-Around Vision (Ex), Darkvision (Ex): 60 ft.;

AL NE; SV Fort + 5, Ref + 6, Will + 9; STR 6, DEX 16, CON 9, INT 10, WIS 10, CHA 10.

Skills and Feats: Concentration + 15, Hide + 15, Listen + 3, Search + 9, Spot + 10; Alertness.

Eye Rays (Su): Unlike true beholders, which can use all their eye ray attacks the same round, eyeballs can only use one of their four rays at a time. In addition, an eyeball that fires a daze ray or a ray of frost cannot fire another daze ray or ray of frost for 2 rounds.

Each eye effect resembles a spell cast by a sorcerer (levels vary depending on the eye) but follows the rules for a ray (see Aiming a Spell in Chapter 10 of the Player's Handbook).

Cause Fear: As the spell, range 35 feet. The Will save is DC 10.

Daze: As the spell, range 35 feet. The Will save is DC 10.

Mage hand: As the spell cast by a 4th level sorcerer, except the eyeball can use the ray without having to use a move-equivalent action to move an unattended object weighing no more than 5 pounds up to 15 feet a round. The ray has a range of 35 feet.

Ray of frost: As the spell, range 35 feet.

Immunities (ex): Eyeballs are immune to charm and command effects.

Immunities (ex): Eyeballs are immune to charm and command effects.

All Around Vision (Ex): Eyeballs are exceptionally alert. Their many small eyes give them a +4 racial bonus on spot checks and a +8 racial bonus on search checks. Opponents gain no flanking bonuses when attacking an eyeball. Once an eyeball has attacked during an encounter, its all around vision negates any sneak attack.

Flight (Ex): An eyeballs' body is naturally buoyant. This buoyancy allows it to fly as the spell, as a free action, at a speed of 40 feet. The buoyancy also grants a feather fall effect with personal range.

ENCOUNTER SIX: ENEMY OF MY ENEMY

Hound of the Gloom: CR 9; Large Aberration ; HD 12d8+84 (138 hp); Init +2; Spd Climb 20 ft. (4 squares), 40 ft. (8 squares); AC 24, touch 11, flatfooted 22; Base Atk +9; Grp +19;

Atk +14 melee (2d6+6, Bite);

Full Atk +14 melee (2d6+6, bite) and +12 melee (1d6+3, 2 claw) and +12 melee (1d6+3, 2 tentacle rake);

Space/Reach 10ft. /5ft.; SA improved grab, poison, pounce; SQ darkvision 60 ft., scent;

AL NE; SV Fort +13, Ref +6, Will +11; Str 22, Dex 15, Con 24, Int 10, Wis 17, Cha 10.

Skills and Feats: Balance +6, Climb +18, Jump +18, Listen +12, Move Silently +6, Spot +12; Cleave, Combat Reflexes, Great Fortitude, Multiattack, Power Attack.

Combat: Hounds ambush victims by leaping directly into melee. They use their natural climbing ability to reach a point above their target, then leap down in a deadly pounce from above. The creatures attack with bite, foreclaws, and the two larger tentacles surrounding their heads, which are much longer than the others. These two tentacles have a reach of 10 feet and end in five-fingered hands that look almost identical to human hands, except they have strong, sharp claws instead of nails.

Once engaged, a hound uses its bite and claw attacks against a single foe. A target that withstands several blows or one that deals the hound a significant amount of damage is the target of the hound's poisoned hands.

Improved Grab (Ex): To use this ability, the hound must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Poison (Ex): Injury, Fortitude DC 23, initial and secondary damage 1d8 Dex. The save DC is Constitution-based.

Pounce (Ex): If a hound of the gloom charges a foe, it can make a full attack, including two tentacle attacks.

Appearance: This powerful quadruped vaguely resembles a huge dog or bear. Its massive, hairless body ripples with extraordinary musculature. Its hide is sleek and milky-white in color, and bony plates cover its head and protect its eyes. Long tentacles ring the head like a lion's mane. Two of the tentacles, longer than the others, end in oddly humanlike hands.

Drow Half Dragon Fighter: male dragon (elf) Ftr7; CR 9; Medium Dragon (Elf); HD 7d12+28 (84 hp); Init +1; Spd 30 ft.; AC 22, touch 11, flatfooted 22; Base Atk +7; Grp +13;

Atk +15 melee (2d4+10, +1 chain, spiked; 18-20 x2);

Full Atk +15/+10 melee (2d4+10, +1 chain, spiked) or +13 melee (1d4+6, 2 claw) and +8 melee (1d6+3, bite) or breath weapon (6d8 acid);

SA breath weapon, poison, *dancing lights*, *darkness*, *faerie fire*; SQ immunity to sleep effects and paralysis and acid, light blindness, SR 20, darkvision 120 ft., low-light vision;

AL CE; SV Fort +9, Ref +3, Will +2; Str 23, Dex 12, Con 18, Int 14, Wis 10, Cha 16.

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

Skills and Feats: Climb +13, Handle Animal +9, Intimidate +4, Listen +2, Search +4, Spot +2; Combat Expertise, Exotic Weapon Proficiency: *chain*, spiked, Improved Sunder, Improved Toughness, Improved Trip, Power Attack, Weapon Focus: *chain*, spiked.

Breath Weapon (SA): 60 foot line of acid, Ref save DC 17 for half; 6d8 damage.

Possessions: +1 *spiked chain*; *human bane*, *wounding* (32,325 gp); +1 *splint mail* (1,350 gp). *cure light wounds* potion x2 (100 gp).

Drow Monk: male elf [Drow] Mnk9; CR 10; Medium Humanoid (Elf); HD 9d8+18 (72 hp); Init +1; Spd 60 ft.; AC 16, touch 16, flatfooted 15; Base Atk +6; Grp +19;

Atk +11 melee (1d10+5, Unarmed strike) or +11 melee (1d4+5, 2 tentacles);

Full Atk +11 melee (1d10+5, unarmed strike) and +6/+6 melee (1d4+2, 2 tentacles) or +11/+11/+6 melee (1d10+5, flurry of blows) and +6/+6 melee (1d4+2, 2 tentacles);

Space/Reach 5ft./10ft.; SA perfect flurry of blows, ki strike, poison, purity of body, *dancing lights*, *darkness*, *faerie fire*;

SQ AC bonus +1, evasion, immunity to sleep effects (Ex), +2 saves vs. enchantment spells and effects, +2 will saves vs. spells and spell-like effects, light blindness, slow fall (30 ft), still mind, wholeness of body, wisdom bonus to AC; SR 20, darkvision 120 ft.;

AL LE; SV Fort +8, Ref +7, Will +10; Str 20, Dex 12, Con 14, Int 10, Wis 18, Cha 8.

Skills and Feats: Hide +14, Jump +24, Listen +15, Move Silently +13, Search +2, Spot +13, Tumble +15; Aberration Blood - Flexible Limbs, Bestial Hide, Combat Reflexes, Deepspawn, Improved Disarm, Improved Grapple, Improved Unarmed Strike, Inhuman Reach. (see Appendix Eight for new feats)

Possessions: 500 gp; *belt of giant strength* +4 (16000 gp); *cloak of elvenkind* (2500 gp); *boots of elvenkind* (2500 gp); *ring: protection* +5 (50000 gp).

ENCOUNTER 9 A: THE ITSY BITSY SPIDER

Fiendish spellwarped advanced huge monstrous spider: Large aberration; CR 10; HD 11d8+44; hp 93; Init +4; Spd 30ft, climb 20ft; AC 19 (-2 size, +4 Dex, +7 natural) touch 12, flat-footed 15; Base Atk +8; Grp +22; Atk +13 melee (3d6+9 plus poison, bite); Full Atk +13 melee (3d6+9 plus poison, bite); SA Poison, smite good, web; SQ cold and fire resistance 5, DR 10/magic,

darkvision 60ft, ethereal jaunt, low-light vision, spell absorption; SR 19; Face/Reach 15ft/10ft; AL CE; SV Fort +10, Ref +6, Will +2; Str 23, Dex 19, Con 18, Int 7, Wis 10, Cha 2;

Skills and Feats: Climb +14, Hide +0*, Jump +6*, Spot +4*. Ability focus (poison), Improved Natural attack (bite), Snatch

Poison (Ex): Injury, Fortitude DC 20, initial and secondary damage 1d8 Str. The save DC is Constitution-based.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Web (Ex): Escape Artist check (DC18) or a Strength check (DC22).

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

Skills: Monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher. *Hunting spiders have a +10 racial bonus on Jump checks and a +8 racial bonus on Spot checks. Web-spinning spiders have a +8 racial bonus on Hide and Move Silently checks when using their webs.

See Appendix Five: New Rules - New Creatures for all Spellwarped Special Abilities and Attacks.

Fiendish Spellwarped advanced large monstrous spider: Large aberration (Extraplanar, Vermin); CR6; HD 7d8+18; hp52; Init +4; Spd 30ft, climb 20ft; AC 16 (-1 size, +4 Dex, +4 natural), touch 13, flat-footed 13; Base Atk +5; Grp +13; Atk +8 melee (1d8+6 plus poison, bite); Full Atk +8 melee (1d8+6 plus poison, bite); SA Poison, smite good, web; SQ cold and fire resistance 5, DR 5/magic, darkvision 60ft, tremorsense 60ft, vermin traits; SR 18; Face/Reach 10ft/5ft; AL CE; SV Fort +7; Ref +5; Will +1; Str 19, Dex 19, Con 16, Int 7, Wis 10, Cha 2

Skills and Feats: Climb +13, Hide +6*, Jump +4*, Spot +4*. Ability focus (poison), Snatch

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Web (Ex): Escape Artist check (DC15) or a Strength check (DC19).

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

Skills: Monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher. *Hunting spiders have a +10 racial bonus on Jump checks and a +8 racial bonus on Spot checks. Web-spinning spiders have a +8 racial bonus on Hide and Move Silently checks when using their webs.

See Appendix Five: New Rules - New Creatures for all Spellwarped Special Abilities and Attacks.

ENCOUNTER 9 B: WELCOME TO MY PARLOR

Aspect of Lolth: CR 11; large outsider (Evil, Extraplanar, Chaotic); HD 14d8+42 hp 105; Init +4; Spd Climb 20 ft. (4 squares), 40 ft. (8 squares); AC 21, touch 13, flatfooted 17; Base Atk +14; Grp +21;

Atk +20 melee (1d4+6 plus poison, +3 dagger, chaotic);

Full Atk +20 melee (1d4+6, +3 dagger, chaotic); and +15 melee (1d8+6 plus poison, bite);

Space/Reach 10ft./10ft.;

SA poison; SQ damage reduction 5/epic, darkvision 60 ft., SR 25, no dual nature;

AL CE; SV Fort +12, Ref +13, Will +17; Str 16, Dex 18, Con 17, Int 27, Wis 26, Cha 23.

Languages: Abyssal, Draconic, Elven, Undercommon

Skills and Feats: Climb +11, Jump +7; Blind-Fight, Improved Critical: Bite, Simple Weapon Proficiency, Weapon Finesse, Weapon Focus: Bite, Weapon Specialization: Bite.

Combat: An aspect of Lolth's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Poison (Ex): Injury, Fortitude DC 20, initial and secondary damage 1d10 Str. The DC is Constitution-based.

Demon, Yochlol: Medium-Size/Large Outsider (Chaotic, Extraplanar, Evil, Tanar'ri); CR 5; Hit Dice: 6d8+6; hp 33; Init +2; Spd 30 ft. (climb 20 ft. in Spider Form); AC Humanoid Form 17 (+2 Dex, +5 Drow chainmail) Touch 12, Flat Footed 15; Spider Form 16 (+2 Dex, -1 Size, +5 Natural) Touch 11, Flat Footed 14; Ooze Form 12 (+2 Dex) Touch 12, Flat Footed 10; Gaseous Form 11 (+2 Dex, -1 Size) Touch 11, Flat Footed 9;

Attack: Humanoid Form: +10 melee (1d6+4/19-20x2, short sword) or +8 ranged (1d4/x2, Hand Crossbow); Spider Form: Bite +9 melee (1d8+6 plus poison); Ooze Form: Tentacle +10 melee (1d4+4)

Full Attack: Humanoid Form: +10/+5 melee (1d6+4/19-20x2, short sword) or +8/+3 ranged (1d4/x2, Hand Crossbow); Spider Form: Bite +9 melee (1d8+6

plus poison); Ooze Form: 8 Tentacles +10 melee (1d4+4)

Space/Reach: Humanoid Form 5 ft. / 5 ft.; Spider Form 10 ft. / 5 ft.; Ooze Form 5 ft. / 5 ft.; Gaseous Form 5 ft. / 5 ft. SA Spell-like abilities, Psionics, Poison; SQ Damage Reduction 5 / cold Iron and Good, Electricity Immunity, fire resistance 20, Gaseous form, Gas, Immune to Critical Hits (Ooze form only), Immune to Sneak Attacks (Ooze form only), Poison Immunity, SR 15, Telepathy;

AL CE; SV Fort +6, Ref +7, Will +7; Str 19, Dex 14, Con 13, Int 14, Wis 15, Cha 16.

Language: Abyssal

Skills and Feats: Bluff +12, Climb (in Spider form only) +12, Concentration +7, Diplomacy +14, Intimidate +14, Knowledge (Religion) +11, Listen +11, Spot +11. Blind Fighting, Combat Casting.

Possessions: short sword (20 gp), hand crossbow (200 gp).

APPENDIX ONE: APL 12

ENCOUNTER THREE: NOTHING IS WHAT IT APPEARS TO BE

Cleric of Vhaeraun: male elf [Drow] Clr7/Wrp4: CR 12; Medium Humanoid (Elf); HD 7d8+7 (87 hp); Init +0; Spd 20 ft.; AC 26, touch 18, flatfooted 26; Base Atk +9; Grp +10;

Atk +11 melee (1d6+2 plus poison, +1 short sword) or 10 melee (1d4+1, spiked gauntlet);

Full Atk +11/+6 (1d6+2 plus poison, +1 short sword) or +10/+5 melee (1d4+1, gauntlet, spiked);

SA poison, *dancing lights*, *darkness*, *faerie fire*, spontaneous casting (inflict); rebuke undead 6x/day, bonus domain, bonus caster level, inflame, rally, mass cure light wounds; SQ immunity to sleep effects (Ex), +2 saves vs. enchantment spells and effects, +2 will saves vs. spells and spell-like effects, SR 24, darkvision 120 ft.;

AL CE; SV Fort +9, Ref +3, Will +12; Str 12, Dex 10, Con 12, Int 14, Wis 22, Cha 16.

Skills and Feats: Bluff +7, Concentration +13, Diplomacy +16, Disguise +5, Heal +8, Listen +8, Search +4, Sense Motive +12, Spellcraft +14, Spot +8; Combat Casting, Daylight Adaptation, Divine Spell Power, Domain Spontaneity.

Languages: Common, Drow Sign Language, Elven, Goblin, and Undercommon.

Bonus Domain: At 1st level, the warpriest gains the Glory domain (if he turns undead) or the Domination domain (if he rebukes undead).

Inflame (Ex): As a full round action, the warpriest can inflame the passions of his allies. All who can hear the warpriest gain a morale bonus on saving throws against any charm or fear effects. The bonus begins at +2 for a 2nd level warpriest and increases by +2 at each even numbered level thereafter (+4 at 4th, +6 at 6, etc.). This effect lasts for five minutes after the speech ends, plus 1 minute per level of the warpriest.

Rally (Ex): A warpriest who is currently not suffering from a fear effect can use this ability as a standard action. Allies within 60 feet who are suffering from any fear effect and can hear the warpriest are allowed another saving throw against the fear effect, with a +1 morale bonus per warpriest level.

Mass Cure light Wounds (SP): Starting at 3rd level, a warpriest can use *mass cure light wounds*, once per day as a spell-like ability. Treat the warpriest's caster level for this effect as equal to his highest divine caster level.

Cleric Spells Prepared(6/6/6/4/3/2): o-[*resistance*, *virtue*, *read magic*, *cure minor wounds*, *detect magic*]; 1st-[*entropic shield*, *obscuring mist*, *protection from good*, *longstrider**, *sanctuary*, *shield of faith*, *cure light wounds*]; 2nd-[*body blades*, *veil of shadow*, *balor nimbus*, *infernal*

wound, *divine interdiction*, *deific vengeance*, *invisibility**]; 3rd-[*ring of blades*, *fly**, *energy vortex*, *cure serious wounds*, *Clutch of Orcus*]; 4th-[*sound lance*, *unholy blight**, *shield of faith*, *mass*, *negative energy aura*]; 5th-[*teleport**, *flame strike*, *doomtide*].

*Domain spell. Deity [Vhaeraun]; Domains: [Travel (use the free action ability 1/day); Trickery (bluff, disguise and hide are class skills); Evil (cast evil spells at +1 caster level)].

Possessions: spiked gauntlet (5 gp); +1 sword, short (2,310 gp); banded mail of luck (18,900 gp); +1 animated mithral heavy steel shield (10,170 gp); silver holy symbol (25 gp); wooden holy symbol (1 gp); spell component pouch (2) (10 gp); disguise kit (50 gp); death blade poison (1800 gp) (injury DC 20, initial 1d6 Con, secondary 2d6 Con, DC 25 Craft, trap CR modifier +5 (A&EG37)); *cure light wounds* potion (2) (100 gp); *periapt of wisdom* +4 (16,000 gp); *ring of protection* +4 (32,000 gp); *cloak of charisma* +4 (16,000 gp), *blindfold of true darkness* (9,000 gp).

Drider, Sorcerer #1: male drider (sorcerer) Aberration6/Sor3: CR 10; Large Aberration ; HD 6d8+18; hp 64;; Init +2; Spd 30 ft., climb 15 ft. ; AC 17, touch 11, flatfooted 15; Base Atk +5; Grp +11;

Atk/Full Atk +7 melee (1d4+3, bite) or +4 ranged (2d6+4, bow of force) or +5 melee (1d6+3, +1 dagger) ,+5 melee (1d6+2, +1 dagger);

Space/Reach 10ft./5ft.; SA *dancing lights*, *darkness*, *detect good*, *detect magic*, *detect law*, *faerie fire*, *levitate*, *clairaudience/clairvoyance*, *dispel magic*, *suggestion*, *poison* ; SQ darkvision 60 ft., SR 17;

AL CE; SV Fort +6, Ref +5, Will +11; Str 15, Dex 14, Con 16, Int 14, Wis 16, Cha 18.

Skills and Feats: Bluff +8, Climb +14, Concentration +14, Hide +10, Listen +12, Move Silently +12, Spellcraft +13, Spot +9; Combat Casting, Simple Weapon Proficiency, Two-Weapon Fighting, Weapon Focus: Bite.

Sorcerer Spells Known (6/7/7/6/4; Base DC = 14 + spell level): o-[*acid splash*, *caltrops*, *electric jolt*, *mage hand*, *ray of frost*, *resistance*, *sonic snap*, *touch of fatigue*]; 1st-[*blades of fire*, *cold orb*, *lesser*, *enlarge person*, *mage armor*, *night shield*]; 2nd-[*baleful transposition*, *bull's strength*, *daggerspell*, *dance*, *scorching ray*]; 3rd-[*chain missile*, *dispel magic*, *fireball*]; 4th-[*enervation*, *explosive cascade*].

Possessions: *unholy dagger* +1 x2 (18,304 gp); *bow of force* (65,400 gp); *giant wasp poison* (210 gp) (injury DC 18, initial 1d6 Dex, secondary 1d6, DC 20 Craft, trap CR modifier +3 (A&EG37)), *blindfold of true darkness* (9,000 gp).

Drider, Sorcerer #2: male drider (sorcerer) Aberration6/Sor3: CR 10; Large Aberration ; HD

6d8+18; hp 64;; Init +2; Spd 30 ft., climb 15 ft. ; AC 17, touch 11, flatfooted 15; Base Atk +5; Grp +11;

Atk/Full Atk +7 melee (1d4+3, bite) or +4 ranged (2d6+4, bow of force) or +5/+5 melee (1d6+3, +1 dagger, unholy);

Space/Reach 10ft./5ft.; SA *dancing lights, darkness, detect good, detect magic, detect law, faerie fire, levitate, clairaudience/clairvoyance, dispel magic, suggestion, poison* ; SQ darkvision 60 ft., SR 17;

AL CE; SV Fort +6, Ref +5, Will +11; Str 15, Dex 14, Con 16, Int 14, Wis 16, Cha 18.

Skills and Feats: Bluff +8, Climb +14, Concentration +14, Hide +10, Listen +12, Move Silently +12, Spellcraft +13, Spot +9; Combat Casting, Simple Weapon Proficiency, Two-Weapon Fighting, Weapon Focus: Bite.

Sorcerer Spells Known (6/7/7/6/4; Base DC = 14 + spell level): 0-[*acid splash, caltrops, electric jolt, mage hand, ray of frost, resistance, sonic snap, touch of fatigue*]; 1st-[*blades of fire, cold orb, lesser, enlarge person, mage armor, night shield*]; 2nd-[*baleful transposition, bull's strength, daggerspell dance, scorching ray*]; 3rd-[*chain missile, dispel magic, fireball*]; 4th-[*enervation, Evard's black tentacles*].

Possessions: unholy dagger +1 x2 (18,304 gp); bow of force (65,400 gp); giant wasp poison (210 gp) (injury DC 18, initial 1d6 Dex, secondary 1d6, DC 20 Craft, trap CR modifier +3 (A&EG37)) , blindfold of true darkness (9,000 gp).

ENCOUNTER FOUR: INTO THE DARKNESS

Drow Wizard: male elf [Drow] Wiz9/ActSkn2; CR 12; Medium Humanoid (Elf); HD 9d4+9 (41 hp); Init +2; Spd 30 ft.; AC 21, touch 19, flatfooted 18; Base Atk +5; Grp +5;

Atk/Full Atk +6 melee (1d6+1 plus poison, +1 sword, short) or +8 ranged (1d4+1, plus poison, +1 hand crossbow);

SA poison, *dancing lights, darkness, faerie fire*; SQ immunity to sleep effects (Ex), +2 saves vs. enchantment spells and effects, +2 will saves vs. spells and spell-like effects, light blindness, SR 22, darkvision 120 ft. fire resistance 10; poison 1/day; wear fiend;

AL CE; SV Fort +7, Ref +5, Will +10; Str 10, Dex 16, Con 12, Int 24, Wis 12, Cha 10.

Skills and Feats: Concentration +15, Decipher Script +12, Knowledge (arcana) +17, Knowledge (Religion) +10, Knowledge (the planes) +17, Knowledge (underdark) +15, Listen +3, Search +9, Spellcraft +23, Spot +10; Point Blank Shot, Precise Shot, Scribe Scroll, Sudden Empower, Sudden Maximize, Sudden Widen.

Languages: Abyssal, Common, Drow Sign Language, Elven, Goblin, Undercommon.

Poison (Sp): An acolyte of the skin can use poison once per day as an 8th-level caster. The save DC is 14 + the acolytes primary spellcasting ability modifier (Intelligence for wizards, Charisma for sorcerers and warlocks, Wisdom for clerics, and so

forth). At 5th level, an acolyte can use this ability two times per day.

Wear Fiend (Su): An acolyte of the skin summons the essence of a fiend and wears it like a second skin. The bonded fiendish skin is for all intents and purposes the characters own. It increases the acolyte of the skin's natural armor bonus by 1 and grants a +2 inherent bonus to Dexterity. The acolyte also gains darkvision out to 60 feet.

The DM determines the actual nature of the skin, be it demonic, devilish, or from some other fiendish creature.

Wizard Spells Prepared (4/6/6/5/4/3; Base DC = 17 + spell level): 0-[*electric jolt, acid splash, launch bolt, caltrops*]; 1st-[*ray of flame, hail of stone, mage armor, expeditious retreat, swift, orb of fire, lesser, orb of electricity, lesser*]; 2nd-[*distracting ray, blast of force, baleful transposition, scorching ray*]; 3rd-[*sound lance, fireball, fireball, fly*]; 4th-[*defenestrating sphere, backlash, phantasmal killer*]; 5th-[*prismatic ray, cone of cold, baleful polymorph*].

Possessions: +1 sword, short: unholy (18,310 gp); +1 hand crossbow (2,400 gp); Coin: gp (30); Drow knockout poison (75 gp) (Injury DC 13; initial damage: unconsciousness, 1 minute; secondary damage: unconsciousness, 2d4 hours. (RoFR160)); ring of protection +3 (18,000 gp); ring of forceshield (8,500 gp); amulet of natural armor +1 (2,000 gp); headband of Intellect +4 (16,000 gp); safeword emblem (250 gp); cure light wounds potion (1) (50 gp).

Familiar: male beholderkin, eyeball; CR 1/2; Tiny Aberration; HD 11d8 (Aberration); hp 20; Init + 3; Spd 30, 5, fly, Good 40; AC 21;

Atk + 5 base melee, + 10 base ranged; +5 (1d3-2, Bite);

SA: Eye Rays (Su) ; SQ: Immunity: Charm (Ex), Immunity: Mind-Affecting Attacks (Ex), Flight (Ex), All-Around Vision (Ex), Darkvision (Ex): 60 ft.;

AL NE; SV Fort + 5, Ref + 6, Will + 9; STR 6, DEX 16, CON 9, INT 10, WIS 10, CHA 10.

Skills and Feats: Concentration + 15, Hide + 15, Listen + 3, Search + 9, Spot + 10; Alertness.

Eye Rays (Su): Unlike true beholders, which can use all their eye ray attacks the same round, eyeballs can only use one of their four rays at a time. In addition, an eyeball that fires a daze ray or a ray of frost cannot fire another daze ray or ray of frost for 2 rounds.

Each eye effect resembles a spell cast by a sorcerer (levels vary depending on the eye) but follows the rules for a ray (see Aiming a Spell in Chapter 10 of the Player's Handbook).

Cause Fear: As the spell, range 35 feet. The Will save is DC 10.

Daze: As the spell, range 35 feet. The Will save is DC 10.

Mage hand: As the spell cast by a 4th level sorcerer, except the eyeball can use the ray without having to use a move-equivalent action to move an unattended object weighing no more than 5 pounds up to 15 feet a round. The ray has a range of 35 feet.

Ray of frost: As the spell, range 35 feet.

Immunities (ex): Eyeballs are immune to charm and command effects.

Immunities (ex): Eyeballs are immune to charm and command effects.

All Around Vision (Ex): Eyeballs are exceptionally alert. Their many small eyes give them a +4 racial bonus on spot checks and a +8 racial bonus on search checks. Opponents gain no flanking bonuses when attacking an eyeball. Once an eyeball has attacked during an encounter, its all around vision negates any sneak attack.

Flight (Ex): An eyeballs' body is naturally buoyant. This buoyancy allows it to fly as the spell, as a free action, at a speed of 40 feet. The buoyancy also grants a *feather fall* effect with personal range.

ENCOUNTER SIX: ENEMY OF MY ENEMY

Hound of the Gloom: CR 10; Huge Aberration; HD 16d8+144; hp 216; Init +1; Spd Climb 20 ft. (4 squares), 40 ft. (8 squares); AC 25, touch 9, flatfooted 24; Base Atk +12; Grp +30;

Atk +20 melee (2d8+10, Bite);

Full Atk +20 melee (2d8+10, bite) and +18 melee (1d8+5, 2 claw) and +18 melee (1d8+5, 2 tentacle rake);

Space/Reach 10ft./5ft.; SA improved grab, poison, pounce; SQ darkvision 60 ft., scent; AL NE; SV Fort +16, Ref +6, Will +13; Str 30, Dex 13, Con 28, Int 10, Wis 17, Cha 10.

Skills and Feats: Balance +5, Climb +22, Jump +22, Listen +14, Move Silently +7, Spot +14; Cleave, Combat Reflexes, Great Fortitude, Multiattack, Power Attack.

Improved Grab (Ex): To use this ability, the hound must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Poison (Ex): Injury, Fortitude DC 23, initial and secondary damage 1d8 Dex. The save DC is Constitution-based.

Pounce (Ex): If a hound of the gloom charges a foe, it can make a full attack, including two tentacle attacks.

Drow Half Dragon Fighter: male dragon (elf) Ftr9; CR 11; Medium Dragon (Elf); HD 9d12+36; hp 117; Init +1; Spd 30 ft.; AC 22, touch 11, flatfooted 14; Base Atk +9; Grp +16;

Atk +19 melee (2d4+11, +1 chain, spiked, 18-20, x2);

Full Atk +19/+14/+9/+4 melee (2d4+11, +1 chain, spiked, 18-20 x2) or +16 melee (1d4+7, 2 claw) and +11 melee (1d6+3, bite);

SA breath weapon, poison, *dancing lights*, *darkness*, *faerie fire*; SQ immunity to sleep effects and paralysis and acid, light blindness, SR 20, darkvision 120 ft., low-light vision;

AL CE; SV Fort +10, Ref +4, Will +5; Str 24, Dex 12, Con 18, Int 14, Wis 10, Cha 16.

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

Skills and Feats: Climb +16, Handle Animal +15, Intimidate +4, Jump +14, Listen +2, Search +4, Spot +2; Combat Expertise, Exotic Weapon Proficiency: *chain*, spiked, Greater Weapon Focus: *chain*, spiked, Improved Sunder, Improved Toughness, Improved Trip, Iron Will, Power Attack, Weapon Focus: *chain*, spiked.

Breath Weapon (SA): 60 foot line of acid, Ref save DC 18 for half; 6d8 damage.

Possessions: +1 spiked chain; human bane, wounding (32,325 gp); +1 splint mail (1,350 gp). *cure light wounds* potion x2 (100 gp).

Drow Monk: male elf [Drow] Mnk9; CR 10; Medium Humanoid (Elf); HD 9d8+18 (72 hp); Init +1; Spd 60 ft.; AC 16, touch 16, flatfooted 15; Base Atk +6; Grp +19;

Atk +11 melee (1d10+5, Unarmed strike) or +11 melee (1d4+5, 2 tentacles);

Full Atk +11 melee (1d10+5, unarmed strike) and +6/+6 melee (1d4+2, 2 tentacles) or +11/+11/+6 melee (1d10+5, flurry of blows) and +6/+6 melee (1d4+2, 2 tentacles);

SA perfect flurry of blows, ki strike, poison, purity of body, *dancing lights*, *darkness*, *faerie fire*; SQ AC bonus +1, evasion, immunity to sleep effects (Ex), +2 saves vs. enchantment spells and effects, +2 will saves vs. spells and spell-like effects, light blindness, slow fall (30 ft), still mind, wholeness of body, wisdom bonus to AC; SR 20, darkvision 120 ft.;

AL LE; SV Fort +8, Ref +7, Will +10; Str 20, Dex 12, Con 14, Int 10, Wis 18, Cha 8.

Skills and Feats: Hide +14, Jump +24, Listen +15, Move Silently +13, Search +2, Spot +13, Tumble +15; Aberration Blood - Flexible Limbs, Bestial Hide, Combat Reflexes, Deepspawn, Improved Disarm, Improved Grapple, Improved Unarmed Strike, Inhuman Reach. (See Appendix 5 for new feats)

Possessions: 500 gp; belt of giant strength +4 (16000 gp); cloak of elvenkind (2500 gp); boots of elvenkind (2500 gp); ring: protection +5 (50000 gp); *cure light wounds* potion x2 (100 gp).

ENCOUNTER 9 A: THE ITSY BITSY SPIDER

Fiendish spellwarped advanced huge monstrous spider: Large aberration; CR 10; HD 11d8+44; hp 93; Init +4; Spd 30ft, climb 20ft; AC 19 (-2 size, +4 Dex, +7 natural) touch 12, flat-footed 15; Base Atk +8; Grp +22; Atk +13 melee (3d6+9 plus poison, bite); Full Atk +13 melee (3d6+9 plus poison, bite); SA Poison, smite good, web; SQ cold and fire resistance 5, DR 10/magic, darkvision 60ft, ethereal jaunt, low-light vision, spell absorption; SR 19; Face/Reach 15ft/10ft; AL CE; SV Fort +10, Ref +6, Will +2; Str 23, Dex 19, Con 18, Int 7, Wis 10, Cha 2;

Skills and Feats: Climb +14, Hide +0*, Jump +6*, Spot +4*. Ability focus (poison), Improved Natural attack (bite), Snatch

Poison (Ex): Injury, Fortitude DC 20, initial and secondary damage 1d8 Str. The save DC is Constitution-based.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

Web (Ex): Escape Artist check (DC18) or a Strength check (DC22).

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

Skills: Monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher. *Hunting spiders have a +10 racial bonus on Jump checks and a +8 racial bonus on Spot checks. Web-spinning spiders have a +8 racial bonus on Hide and Move Silently checks when using their webs.

See for all Spellwarped Special Abilities and Attacks.

ENCOUNTER 9 B: WELCOME TO MY PARLOR

Aspect of Lolth: CR 11; large outsider (Evil, Extraplanar, Chaotic); HD 14d8+42 hp 105; Init +4; Spd Climb 20 ft. (4 squares), 40 ft. (8 squares); AC 21, touch 13, flatfooted 17; Base Atk +14; Grp +21;

Atk +20 melee (1d4+6 plus poison, +3 dagger, chaotic);

Full Atk +20 melee (1d4+6, +3 dagger, chaotic); and +15 melee (1d8+6 plus poison, bite);

Space/Reach 10ft. / 10ft;

SA poison; SQ damage reduction 5/epic, darkvision 60 ft., SR 25, no dual nature;

AL CE; SV Fort +12, Ref +13, Will +17; Str 16, Dex 18, Con 17, Int 27, Wis 26, Cha 23.

Languages: Abyssal, Draconic, Elven, Undercommon

Skills and Feats: Climb +11, Jump +7; Blind-Fight, Improved Critical: Bite, Simple Weapon Proficiency, Weapon Finesse, Weapon Focus: Bite, Weapon Specialization: Bite.

Combat: An aspect of Lolth's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Poison (Ex): Injury, Fortitude DC 20, initial and secondary damage 1d10 Str. The DC is Constitution-based.

Demon, Yochlol: Medium-Size/Large Outsider (Chaotic, Extraplanar, Evil, Tanar'ri); CR 5; Hit Dice: 6d8+6; hp 33; Init +2; Spd 30 ft., (climb 20 ft. in Spider Form); AC Humanoid Form 17 (+2 Dex, +5 Drow chainmail) Touch 12, Flat Footed 15; Spider Form 16

(+2 Dex, -1 Size, +5 Natural) Touch 11, Flat Footed 14; Ooze Form 12 (+2 Dex) Touch 12, Flat Footed 10; Gaseous Form 11 (+2 Dex, -1 Size) Touch 11, Flat Footed 9;

Attack: Humanoid Form: +10 melee (1d6+4/19-20x2, short sword) or +8 ranged (1d4/x2, Hand Crossbow); Spider Form: Bite +9 melee (1d8+6 plus poison); Ooze Form: Tentacle +10 melee (1d4+4)

Full Attack: Humanoid Form: +10/+5 melee (1d6+4/19-20x2, short sword) or +8/+3 ranged (1d4/x2, Hand Crossbow); Spider Form: Bite +9 melee (1d8+6 plus poison); Ooze Form: 8 Tentacles +10 melee (1d4+4)

Space/Reach: Humanoid Form 5 ft. / 5 ft.; Spider Form 10 ft. / 5 ft.; Ooze Form 5 ft. / 5 ft.; Gaseous Form 5 ft. / 5 ft. SA Spell-like abilities, Psionics, Poison; SQ Damage Reduction 5 / cold Iron and Good, Electricity Immunity, fire resistance 20, Gaseous form, Gas, Immune to Critical Hits (Ooze form only), Immune to Sneak Attacks (Ooze form only), Poison Immunity, SR 15, Telepathy;

AL CE; SV Fort +6, Ref +7, Will +7; Str 19, Dex 14, Con 13, Int 14, Wis 15, Cha 16.

Language: Abyssal

Skills and Feats: Bluff +12, Climb (in Spider form only) +12, Concentration +7, Diplomacy +14, Intimidate +14, Knowledge (Religion) +11, Listen +11, Spot +11. Blind Fighting, Combat Casting.

Possessions: short sword (20 gp), hand crossbow (200 gp).

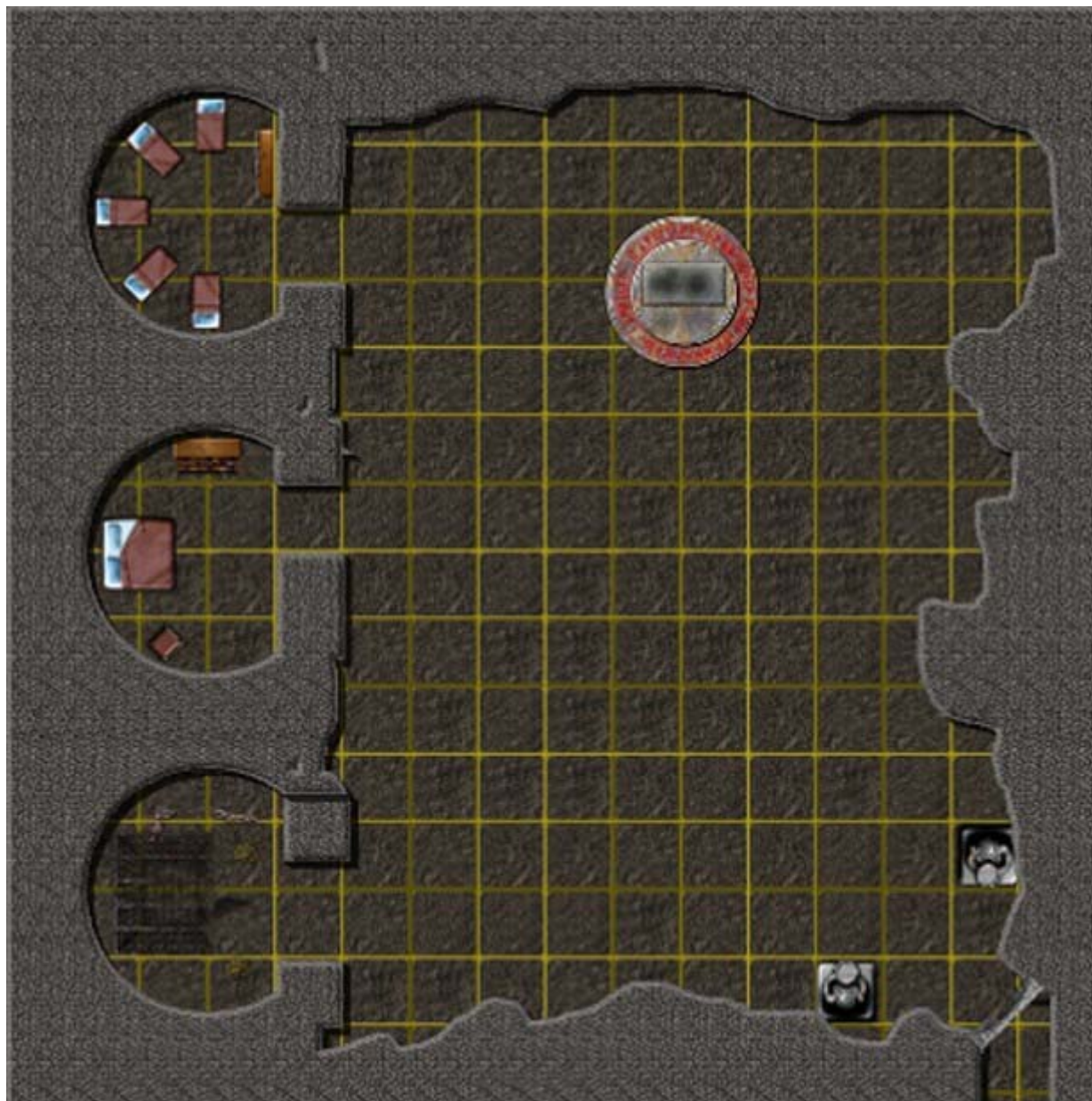
APPENDIX TWO: ROGUE GUILD SYMBOLS

Guild	City(Guild Hall)	Symbol
Birds of Prey	Radigast City (The Aerie)	Eagle
Halwyn Fingers	Trigol (The Hall)	Three Fingers raised on a hand
Nighthawks	Jedbridge (sanctuary)	Hawk
Sea Serpents	Bampton (The Den)	Sea Serpent
Viper's Den	Brotton (The Pit)	Viper
Silent Hand	Brotton (The Gauntlet)	Lips with a finger raised to them
Tiger Sharks	High Mardreth (Hidden Cove)	Shark
The Black Claw	Trigol (Shadow Hall)	A black claw

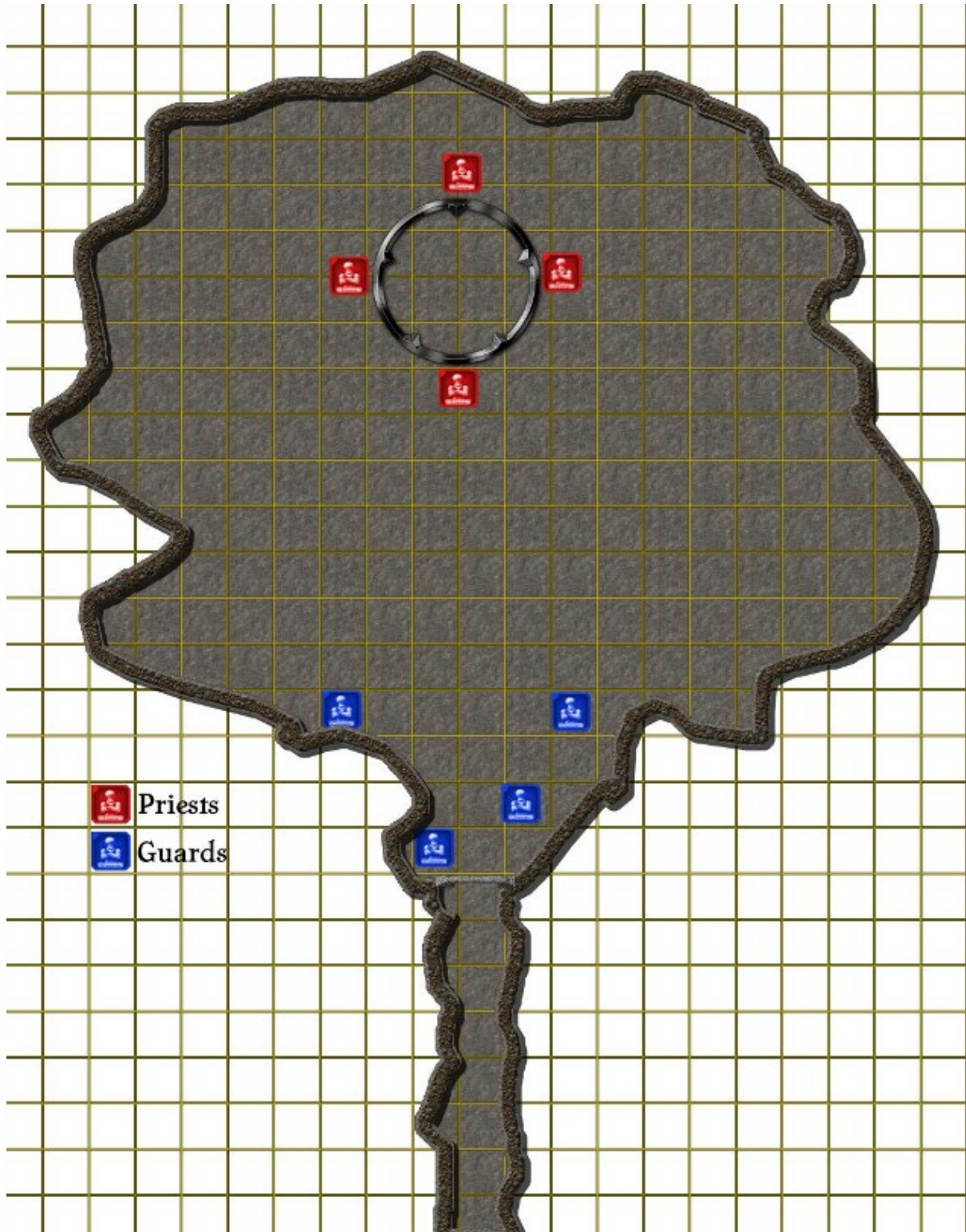


Shield 1 House Underley

APPENDIX THREE: THE TEMPLE



APPENDIX FOUR: THE SUMMONING CAVE



APPENDIX FIVE: NEW RULES – NEW CREATURES

ASPECT OF LOLTH

(From Miniatures Handbook)

Size: Type	Large outsider (evil, extraplanar, chaotic)
Hit Dice:	14d8+42 (105 hp)
Initiative:	+4
Speed:	Climb 20 ft. (4 squares), 40 ft. (8 squares)
AC:	+21 (-1 Size, +4 Dex, +8 Natural), touch 13, flatfooted 17
Base Attack/Grapple:	+14/+21
Attack:	Bite +18 melee (1d8+6)
Full Attack:	Bite +18 melee
Space/Reach:	10ft. / 10ft
Special Attacks:	Poison (Ex)
Special Qualities:	Damage Reduction (Su): 5/Epic, Darkvision (Ex): 60 ft., SR (Ex): 25, No Dual Nature (Ex)
Saves:	Fort +12, Ref +13, Will +17
Abilities:	Str 16, Dex 18, Con 17, Int 27, Wis 26, Cha 23
Skills:	Climb +11, Jump +7
Feats:	Blind-Fight, Improved Critical: Bite, Simple Weapon Proficiency, Weapon Finesse, Weapon Focus: Bite, Weapon Specialization: Bite
Languages:	Abyssal, Draconic, Elven, Undercommon
Climate/Terrain:	Infinite Layers of the Abyss
Organization:	Solitary
Challenge Rating:	11
Treasure:	Coins: None, Goods: None, Items: None
Alignment:	Always Chaotic Evil
Advancement:	0-14 HD (Large)

This unnatural creature has the body of a great, gray spider, but the head of a female elf [Drow] protrudes from where the spider's head would be. It has long hair and multifaceted eyes. The creature is 7 feet tall and at least that long.

This aspect of Lolth expresses Lolth's dual nature. Its form is one of Lolth's three normal forms (the other two being a beautiful female drider and an alluring female elf [Drow]).

Powerful Drow have been known to call aspects of Lolth to serve as witnesses to agreements and pacts between scheming noble houses. The presence of an aspect makes such agreements less likely to be broken, or so the theory goes.

An aspect of Lolth speaks Abyssal, Draconic, Elven, and Undercommon.

COMBAT

An aspect of Lolth's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Poison (Ex): Injury, Fortitude DC 20, initial and secondary damage 1d10 Str. The DC is Constitution-based.

APPENDIX FIVE: NEW RULES – NEW CREATURES

DEMON, YOCHLOL

(From Monsters of Faerun)

Size: Type	Medium-Size/Large Outsider (Chaotic, Extraplanar, Evil, Tanar'ri)
Hit Dice:	6d8+6 (33 hp)
Initiative:	+2 (Dex)
Speed:	30 ft., (climb 20 ft. in Spider Form)
AC:	Humanoid Form 17 (+2 Dex, +5 Drow <i>chainmail</i>) Touch 12, Flat Footed 15; Spider Form 16 (+2 Dex, -1 Size, +5 Natural) Touch 11, Flat Footed 14; Ooze Form 12 (+2 Dex) Touch 12, Flat Footed 10; Gaseous Form 11 (+2 Dex, -1 Size) Touch 11, Flat Footed 9
Base Attack/Grapple:	+6/+10 (+6/+13 ooze)
Attack:	Humanoid Form: +10 melee (1d6+4/19-20x2, short sword) or +8 ranged (1d4/x2, Hand Crossbow); Spider Form: Bite +9 melee (1d8+6 plus poison); Ooze Form: Tentacle +10 melee (1d4+4)
Full Attack:	Humanoid Form: +10/+5 melee (1d6+4/19-20x2, short sword) or +8/+3 ranged (1d4/x2, Hand Crossbow); Spider Form: Bite +9 melee (1d8+6 plus poison); Ooze Form: 8 Tentacles +10 melee (1d4+4)
Space/Reach:	Humanoid Form 5 ft. / 5 ft.; Spider Form 10 ft. / 5 ft.; Ooze Form 5 ft. / 5 ft.; Gaseous Form 5 ft. / 5 ft
Special Attacks:	Spell-like abilities, Psionics, Poison
Special Qualities:	Damage Reduction 5 / cold Iron and Good, Electricity Immunity, fire resistance 20, Gaseous form, Gas, Immune to Critical Hits (Ooze form only), Immune to Sneak Attacks (Ooze form only), Poison Immunity, SR 15, Telepathy
Saves:	Fort +6, Ref +7, Will +7
Abilities:	Str 19, Dex 14, Con 13, Int 14, Wis 15, Cha 16
Skills:	Bluff +12, Climb (in Spider form only) +12, Concentration +7, Diplomacy +14, Intimidate +14, Knowledge (Religion) +11, Listen +11, Spot +11
Feats:	Blind Fighting, Combat Casting
Languages:	Abyssal
Climate/Terrain:	Any land and underground
Organization:	Solitary or brood (2-5)
Challenge Rating:	5
Treasure:	None
Alignment:	Always Chaotic Evil
Advancement:	7-12 HD (Medium-Size)

Yochlol, also called *Handmaidens of Lolth*, serve the Spider Queen in the Abyss and throughout the planes. They exist only to serve their dark mistress in whatever tasks she sets before them.

In their natural form, Yochlol are 6 foot heaps of reeking ooze, with eight powerful tentacles and a single glaring red eye. However, they can shift between this form and three others: a beautiful woman of human or elven race (usually a Drow), a Large monstrous black spider, or a gaseous cloud roughly 10 feet tall and 5 feet in diameter.

Changing shape is a free action that a Yochlol can perform as often as once per round. If a Yochlol wears armor in its' human or elven form, the armor falls away when the Yochlol assumes any other form.

COMBAT

Yochlol on the Material Plane are most commonly encountered in their humanoid or spider forms. If the destruction of a mortal is their command from Lolth, nothing short of utter destruction can stand in their way.

Spell-Like Abilities (Sp): Yochlol can use the following spell-like powers at will, casting them as 8th-level sorcerers (save DCs are 16): *Charm Person*, *Darkness*, *Desecrate*, *Spider Climb*, *Stone Shape*, *Teleport without Error* and *Web*.

Psionics (Sp): In addition to their spell-like abilities, Yochlol have psionic powers that they can use at will as 8th-level sorcerers: *Domination*, *Detect Thoughts*, and *Mind Blank*.

Spider Poison (Ex): Those hit by the bite attack of a Yochlol in spider form must succeed at a Fortitude

save (DC 14) or be injected with poison. The initial damage is 1d6 points of temporary Constitution damage, and the secondary damage is 2d6 points of temporary Constitution damage.

Gaseous Form (Ex): Yochlol can transform themselves into a large column of gas, 10 feet tall and 5 feet in diameter. This form is exactly like that produced by a *Gaseous Form* spell. Creatures that come into contact with the Yochlol in gaseous form are affected as if by a *Stinking Cloud* spell. When in gaseous form, Yochlol may communicate with their native plane (as if using the *Contact Other Plane* spell).

Telepathy (Su): Yochlol can communicate telepathically with any creature within 100 feet that has a language.

APPENDIX FIVE: NEW RULES – NEW CREATURES

HALF-FIEND DRAEGLOTH

(From Monsters of Faerun)

Size: Type	Large Outsider (Chaotic, Evil)
Hit Dice:	6d8+12 (39 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	16 (+2 Dex, —1 size, +5 natural)
Base Attack/Grapple:	+6/+16
Attack:	2 claws +11 melee (1d6+6)
Full Attack:	2 claws +11 melee (1d6+6) and bite +6 melee (1d8+3)
Space/Reach:	10 ft/10 ft.
Special Attacks:	Spell-Like abilities
Special Qualities:	Immunities, resistance, Drow abilities
Saves:	Fort +7, Ref +7, Will +5
Abilities:	Str 22, Dex 15, Con 14, Int 13, Wis 11, Cha 11
Skills:	Hide +7, Jump +11, Knowledge (Drow religion) +5, Listen +9, Move Silently +11, Search +10, Spot +9
Feats:	Blind-Fight, Power Attack
Languages:	Abyssal and Undercommon
Climate/Terrain:	Underground
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	By character class

Formed in the unholy union between a newly ordained Drow high priestess and a powerful demon, a draegloth is a half-fiend terror that stalks the Underoerth.

While half-fiends of all varieties are not as rare as one might hope, draegloths are perhaps the only variety that is regularly, intentionally, even ritually, created by a mortal race. They look like 8-foot tall Drow elves, with inky black skin and a knotted mane of yellowish-white hair. Their hides are thick and covered with a fine coat of white hair, and their bodies are powerfully muscled. Two of their four arms end in powerful claws; the other two, much smaller, end in normal hands that some of these creatures can use for spellcasting. Their faces have a bestial cast, slightly elongated to resemble a dog's muzzle, and their mouths are full of vicious sharp teeth. Draegloths have darkvision with a range of 60 feet.

Combat: Draegloths delight in carnage and wade into battle without fear. Though reasonably intelligent, they are no geniuses, and are impatient in matters of strategy. They disdain weapons, for they love the feeling of tearing opponents apart with their claws and teeth.

Spell-Like Abilities: Draegloths can use the following spell-like abilities once per day, as a 6th-level sorcerer: *dancing lights*, *desecrate*, *faerie fire*, and *unholy blight*. They can also cast *darkness* four times per day.

Immunities (Ex): Draegloths are immune to poison and sleep-inducing spells and effects.

Resistances (Ex): Draegloths have acid, cold, electricity, and fire resistance 20 and gain a +2 racial bonus on their saving throws against enchantment spells or effects.

APPENDIX FIVE: NEW RULES – NEW CREATURES

HOUND OF THE GLOOM

(From Lords of Madness)

Size: Type	Large Aberration
Hit Dice:	12d8+84 (138 hp)
Initiative:	+2
Speed:	Climb 20 ft. (4 squares), 40 ft. (8 squares)
AC:	+24 (-1 Size, +2 Dex, +13 Natural), touch 11, flatfooted 22
Base Attack/Grapple:	+9/+19
Attack:	+14 Melee (Bite 2d6+6)
Full Attack:	+14 Melee (Bite 2d6+6/crit 20/x2) and +12 Melee (2 Claw 1d6+3/crit 20/x2) and +12 Melee (2 Tentacle Rake 1d6+3/crit 20/x2);
Space/Reach:	10ft. / 5ft.
Special Attacks:	Improved Grab (Ex), Poison (Ex), Pounce (Ex)
Special Qualities:	Darkvision (Ex): 60 ft., Scent (Ex)
Saves:	Fort +13, Ref +6, Will +11
Abilities:	Str 22, Dex 15, Con 24, Int 10, Wis 17, Cha 10
Skills:	Balance +6, Climb +18, Jump +18, Listen +12, Move Silently +6, Spot +12
Feats:	Cleave, Combat Reflexes, Great Fortitude, Multiattack, Power Attack
Languages:	
Climate/Terrain:	Any Underground
Organization:	
Challenge Rating:	9
Treasure:	
Alignment:	Usually Neutral Evil
Advancement:	13-14 HD (Large); 15-36 HD (Huge)

This powerful quadruped vaguely resembles a huge dog or bear. Its massive, hairless body ripples with extraordinary musculature. Its hide is sleek and milky-white in color, and bony plates cover its head and protect its eyes. Long tentacles ring the head like a lion's mane. Two of the tentacles, longer than the others, end in oddly humanlike hands.

Hounds of the gloom remain a mystery. No records of appearances by such creatures go back further than ten years. Since then, sightings have become more numerous each year. Fortunately, the beasts are still rare in most regions.

Sages speculate that the creatures might be distant relatives of displacer beasts that lived deep underground, and only within the last decade moved close enough to the surface to encounter civilized races or even the subterranean-dwelling dwarves. Whether a desire for fresh hunting grounds or simply an opportunity to indulge their base curiosity resulted in the hounds moving toward the surface of the world, they seem here to stay.

Hounds are aggressive and fierce, but they are not dumb animals. When hunting, a hound makes use of terrain to gain any possible advantage. They are normally solitary, but mated pairs have been encountered. These work together to kill or drive off any threats to their young. Despite the danger presented by such fearsome parents, some of the more

evil subterranean races have taken up the practice of capturing young hounds to raise and train. Specifically, the neogi, the Drow, the grell, and the mind flyers all see a use in the powerful beasts. If a pup is taken young enough, it accepts its new world easily, especially if it is well fed and allowed to fight. Some underground races have also trained hounds as gladiatorial beasts to fight and die in arenas.

An average hound of the gloom weighs about 1,000 pounds. Hounds understand Undercommon but do not speak any humanoid language (although they can converse with each other in their own language).

COMBAT

Hounds ambush victims by leaping directly into melee. They use their natural climbing ability to reach a point above their target, then leap down in a deadly pounce from above. The creatures attack with bite, foreclaws, and the two larger tentacles surrounding their heads, which are much longer than the others. These two tentacles have a reach of 10 feet and end in five-fingered hands that look almost identical to human hands, except they have strong, sharp claws instead of nails.

Once engaged, a hound uses its bite and claw attacks against a single foe. A target that withstands several blows or one that deals the hound a significant

amount of damage is the target of the hound's poisoned hands.

Improved Grab (Ex): To use this ability, the hound must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Poison (Ex): Injury, Fortitude DC 23, initial and secondary damage 1d8 Dex. The save DC is Constitution-based.

Pounce (Ex): If a hound of the gloom charges a foe, it can make a full attack, including two tentacle attacks.

APPENDIX FIVE: NEW RULES – NEW CREATURES

SPELLWARPED CREATURE

(From Monster Manual III)

"Spellwarped" is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, plant, or vermin (referred to hereafter as the base creature).

A spellwarped creature uses all the base creature's statistics and abilities except as noted here.

Size and Type: The creature's type changes to aberration. Do not recalculate the creature's HD, BAB, saves, or skill points if its type changes. The creature gains the augmented subtype if necessary. Size is unchanged.

Armor Class: Natural armor bonus improves by 2 (stacks with any natural armor bonus the base creature has).

Special Qualities: A spellwarped creature has all the special qualities of the base creature, plus the following special qualities.

SR (Ex): A spellwarped creature gains SR 11+its HD. If the creature already has SR, use the greater of the two values.

Spell Absorption(Su): Whenever a spell fails to penetrate a spellwarped creature's SR, the creature gains one of the following benefits, chosen at the time that the spell resolves.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute

Life: The spellwarped creature gains temporary hit points equal to 5 x level of the failed spell

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 x level of the failed spell

resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Con +4, Int +4.

Challenge Rating: HD 3 or less as base creature; HD 4 to 10, as base creature +1; HD 11 or more as base creature +2.

Alignment: Usually evil (any). Spellwarped creatures are typically selfish and cruel.

NEW RULES – NEW CLASS

ACOLYTE OF THE SKIN

(From Complete Arcane)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day/ Spells Known
1st	+0	+2	+0	+2	Wear fiend/poison 1/day	--
2nd	+1	+3	+0	+3	Flame resistant	+1 existing spell class
3rd	+2	+3	+1	+3	Fiendish glare	--
4th	+3	+4	+1	+4	--	+1 existing spell class
5th	+3	+4	+1	+4	Skin adaptation/poison 2/day	--
6th	+4	+5	+2	+5	Cold resistant	+1 existing spell class
7th	+5	+5	+2	+5	Glare of the pit	--
8th	+6	+6	+2	+6	--	+1 existing spell class
9th	+6	+6	+3	+6	Summon fiend	--
10th	+7	+7	+3	+7	Fiendish symbiosis	+1 existing spell class

The temptation of power drives some people to extreme lengths, regardless of the consequences. Replacing your own skin with that of a living demon is a goal that most couldn't even conceive of, let alone consider. But this ghastly fate is exactly what some spellcasters seek in their desperate quest.

The Ritual of Bonding is a blasphemy that was long ago eradicated from most arcane libraries, but a few barely legible copies—or at least references thereto—survive along with promises of great power. Spellcasters who happen upon such documents can choose to destroy or ignore the find, but the temptation has already occurred. Those who give in can eventually stumble upon the complete ritual, usually through extended contact with one or more summoned fiends that are all too eager to share their terrible knowledge.

The Ritual of Bonding is painful and not to be undertaken lightly. The ritual requires 10 rounds from initiation to completion, and, once begun, nothing can halt its progress. The fiendish essence consumes the caster's own skin, an agonizing process that deals 1d4 points of damage in each round of the ritual—wise candidates keep some cure potions on hand. At the end of the rite, the acolyte's skin sports an oily, almost unnoticeable sheen. However, as he gains additional levels in the prestige class, his skin darkens, sprouts spikes, and gradually gives him a fiendish visage. The fiendish essence also begins to whisper foul secrets to its wearer, urging him to evil. (The wearer can accept or ignore this advice according to his temperament.)

Acolytes of the skin are ill suited for any position other than one that provides temporal power. Although NPC acolytes might sometimes serve more powerful evil characters as sinister captains, they would rather be calling the shots. They prefer to remain safely ensconced in well-defended fortresses of evil, though sometimes an acolyte might lead an expedition to

retrieve a rumored tome of evil arcane magic or other artifact of malign power.

Adaptation: Almost any setting can accommodate the notion of those who go to any length to grab power for themselves, even so far as to bind demons to their own flesh. If your world does not include demons, per se, you could link this class to some other malign force or race of supernatural evil creatures instead of demons. For instance, an acolyte of the skin could be a scholar who unearths an ancient treatise on the topic of humanoid interspecies blending.

Hit Die: d8.

Requirements: To qualify in become an acolyte of the skin, a character must fulfill all the following criteria.

Alignment: Any nongood.

Skills: Knowledge (the planes) 6 ranks.

Spells or Spell-Like Abilities: Caster level 5th.

Special: Must have made peaceful contact with a summoned evil outsider.

Special: Must undergo the Ritual of Bonding (see above).

CLASS SKILLS

The acolyte of the skin's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the acolyte of the skin prestige class.

Weapon and Armor Proficiency: Acolytes of the skin gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each even-numbered level, an acolyte of the skin gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class in which he belonged before adding the prestige class level. He

does not; however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, a bonus feat and so on). If he had more than one spellcasting class before becoming an acolyte of the skin, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Wear Fiend (Su): An acolyte of the skin summons the essence of a fiend and wears it like a second skin. The bonded fiendish skin is for all intents and purposes the characters own. It increases the acolyte of the skin's natural armor bonus by 1 and grants a +2 inherent bonus to Dexterity. The acolyte also gains darkvision out to 60 feet.

The DM determines the actual nature of the skin, be it demonic, devilish, or from some other fiendish creature.

Poison (Sp): An acolyte of the skin can use poison once per day as an 8th-level caster. The save DC is 14 + the acolytes primary spellcasting ability modifier (Intelligence for wizards, Charisma for sorcerers and warlocks, Wisdom for clerics, and so forth). At 5th level, an acolyte can use this ability two times per day.

Flame Resistant (Ex): At 2nd level and higher, the fiendish skin binds more tightly, granting an acolyte resistance to fire 10.

Fiendish Glare (Su): From 3rd level on, an acolyte of the skin has the supernatural ability to unnerve opponents with a ferocious glare once per day. This is not a gaze attack, and the target need not meet the acolytes eyes or even see the acolyte (although the acolyte must have line of effect to the target). Glaring is a standard action that affects any creature the acolyte can see within 100 feet. The target becomes shaken for 10 minutes, and must also attempt a Will save (DC 10 + acolyte's class level + Cha modifier) or be stunned. The duration of the stun effect depends on the target's hit points:

50 or less	10 rounds
51 to 100	3 rounds
101 to 150	2 rounds
151 or more	1 round

Fiendish glare is a mind-affecting fear effect.

Skin Adaptation (Su): By 5th level, an acolytes skin and its wearer have grown more comfortable together, as if they had never been separate. The increase to natural armor granted by the fiendish skin improves to +2, the acolyte gains a +2 inherent bonus to Constitution, and the acolyte's darkvision is effective out to 120 feet.

Cold Resistant (Ex): Beginning at 6th level, an acolyte has resistance to cold 10.

Glare of the Pit (Su): At 7th level and higher, an acolyte has the supernatural ability to produce two rays from his eyes. Once per day as a standard action, he can project two rays (one from each eye) with a range of 100 feet. Each ray requires a ranged touch attack to hit and deals 8d6 points of fire damage. The rays can be

aimed at two different targets within range, but the target of each ray must be designated simultaneously.

Summon Fiend (Sp): M 9th level, an acolyte learns to draw on another power of his fiendish skin. If the skin is demonic, once per day he can summon a babau; if devilish, once per day he can summon a chain devil. The summoned creature does the acolytes bidding, but it automatically returns whence it came after 1 hour. A summoned creature cannot use any innate summoning abilities it might have. An acolyte's caster level for this ability is equal to his spellcasters level.

Fiendish Symbiosis (Ex): At 10th level, the fiendish skin and acolyte become one, and only final death can separate them. The acolytes type changes to outsider. Additionally, an acolyte of this level gains damage reduction 10/good. Unlike other outsiders, an acolyte can be raised or resurrected.

APPENDIX FIVE: NEW RULES – NEW FEATS

ABERRATION BLOOD [ABERRANT]

(from Lords of Madness)

One of your ancestors was an aberration and has passed the taint of its aberrant physiology down through the generations to you. This taint manifests physically in your appearance in some noticeable way.

Prerequisite: Humanoid

Benefit: You gain a physical feature that grants you a racial bonus on one type of check; once you select the check to which this bonus applies (as well as the corresponding feature) you cannot change it later. The bonus must be chosen from the following list:

Aberrant Feature	Benefit
Bulging eyes	+2 bonus on Spot Checks
Flexible limbs	+2 bonus on Grapple checks
Segmented eyes	+3 bonus on Search checks
Slimy skin	+4 bonus on Escape Artist checks
Sticky fingers	+3 bonus on Climb checks
Tail	+4 bonus on Balance Checks
Webbed hands	+4 bonus on Swim checks

Special: you can select this feat more than once. Each time you select this feat, choose a different aberrant feature and gain the bonus associated with it. (Lords of Madness pp xx)

BEASTIAL HIDE [ABERRANT]

(from Lords of Madness)

Your skin is thicker, scallier, or furrier than normal.

Prerequisites: Aberration Blood

Benefit: Your natural armor bonus to AC improves by 1 for every two aberrant feats you possess.

CHAIN SPELL

(from Complete Arcane)

You cast spells that arc to another target in addition to the primary one.

Prerequisites: Any Meta-magic feat.

Benefit: Any spell that specifies a single target and has a range greater than touch can be chained so as to affect that primary target normally, then arc to a number of secondary targets equal to your caster level (maximum 20). Each arc affects one secondary target chosen by you, all of which must be within 30 feet of the primary target, and none of which can be affected more than once. You can choose to affect fewer secondary targets than the maximum.

If the chained spell deals damage, the secondary targets each take half as much as the primary target (rounded down) and can attempt Reflex saving throws for half damage (whether the original spell allows the original target a save or not). For spells that do not deal

damage, the save DC against the arching effects are reduced by 4. For example, if a 10th level wizard normally casts cause fear at DC14, a chained cause fear could target a goblin chieftain at DC 14 and up to 10 of his nearby guards at DC 10. A chained spell uses up a spell slot three levels higher than the spell's actually level.

DEEPSPAWN [ABERRANT]

The abnormalities of your aberration-tainted heritage grow more pronounced. Your body undergoes a shocking degeneration into something that is strikingly inhuman.

Prerequisites: Aberration Blood, one other aberrant feat.

Benefit: Two short but powerful tentacles sprout from your waist. You gain two tentacle natural attacks that each deal 1d4 points of damage (for a medium creature) plus your Strength modifier. The tentacle attacks are treated as primary weapons.

You can attack with weapons and also make tentacle attacks, but your tentacle attacks are treated as secondary weapons: The attacks are made with a -5 penalty on the attack roll, and you add only 1/2 your Strength bonus to the damage roll.

You gain +2 racial bonus on grapple checks. (Lords of Madness pp xx.)

DIVINE SPELL POWER

(from Complete Divine)

You can channel positive or negative energy to enhance your divine Spellcasting ability.

Prerequisites: Ability to turn or rebuke undead, able to cast 1st level divine spells.

Benefit: You can spend a turn or rebuke attempt as a free action and roll a turning check (with a special +3 bonus plus any other modifiers you would normally apply to your turning check). Treat the results of the turning check as a modifier to your caster level on the next divine spell you cast in that round.

For example, if a cleric used this feat and rolled a 16 on his turning check, he would add a +2 bonus to his caster level for the next divine spell he casts in the round. Had he rolled an 8, he would instead apply a —1 penalty to his caster level for the next divine spell he cast in the round.

If you do not cast a divine spell before your next turn, you lose the effect of the check result. This feat has no effect on your arcane spellcasting ability.

DOMAIN SPONTANEITY

(from Complete Divine)

You are so familiar with one of your domains that you can convert other prepared spells into spells from that domain.

Prerequisite: Ability to turn or rebuke undead.

Benefit: Each time you take this feat, choose a domain that you have access to. You may now convert prepared divine spells into any spell from that domain. You expend a spell of equal or higher level, as well as expending one of your daily turn undead attempts. This works just as good clerics spontaneously cast prepared spells as cure spells.

Special: You can take this feat multiple times. Each time you take the feat, it applies to a new domain.

INHUMAN REACH [ABERRANT]

Your arms elongate, allowing you to touch the floor with your hands. In addition, you can bend them in strange and unnatural ways.... The arms may vary in appearance, perhaps seeming scaly and snakelike, or slimy like tentacles; conversely, they may resemble normal but longer arms with a second elbow joint. Unless you wear a large cloak to conceal these deformities, you are disturbing to behold.

Prerequisites: Aberrant blood.

Benefit: You gain an additional 5 feet of reach. For most Small and Medium creatures, this benefit increases natural reach to 10 feet. If you already have a reach of more than 5 feet for some reason, this feat extends your reach by another 5 feet. As described on page of 112 of the Player's Handbook, a reach weapon doubles your normal reach; for example, if you have this feat and you wield a longspear, you can attack targets 15 or 20 feet away. Your elongated arms also grant you a +2 bonus on Climb checks.

Special: Due to the disfigured nature of your new limbs, you take a -1 penalty on all melee attack rolls.

IMPROVED TOUGHNESS (SPECIAL)

(from Complete Warrior)

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you get a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD, (such as by losing a level) you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter's bonus feats.

PHALANX FIGHTING

(From Complete Warrior)

You are trained in fighting in close formation with your allies.

Prerequisites: Proficiency with a heavy shield, base attack bonus +1.

Benefit: If you are using a heavy shield and a light weapon, you gain a +1 bonus to your Armor Class. In addition, if you are within 5 feet of an ally who is also using a heavy shield and light weapon and who also has

this feat, you may form a shield wall. A shield wall provides an extra +2 bonus to AC and a +1 bonus on Reflex saves to all eligible characters participating in the shield wall. For example, a single character with this feat gains a +1 bonus to his AC. If two or more characters who all know this feat are adjacent, they each gain an extra +2 bonus to AC (for a total of +3) and a +1 bonus on Reflex saves.

SHIELDMATE

(From Miniatures Handbook)

You protect those near you with your shield.

Prerequisites: Base attack bonus +1.

Benefits: When you are using a shield with which you are proficient, friendly creatures adjacent to you get a +1 shield bonus to their Armor Class. If you are using a tower shield, those creatures get a +2 shield bonus.

The creatures lose the bonus if they are no longer adjacent to you, if you're grappling, or if you're stunned, paralyzed, or otherwise unable to take actions.

This shield bonus doesn't stack with other shield bonuses the allied creatures may have.

Special: A fighter may select Shieldmate as one of his fighter bonus feats.

SUDDEN EMPOWER

(From Complete Arcane)

You can cast a spell to greater effect

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.

SUDDEN MAXIMIZE

(From Complete Arcane)

You can cast a spell to maximum effect without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Maximize 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 Maximize Spell normally if you have it.

SUDDEN WIDEN

(From Complete Arcane)

You can increase a spell's area without special preparation.

Benefit: Once per day, you can apply the effect of the Widen 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 Widen Spell normally if you have it.

APPENDIX FIVE: NEW RULES – NEW ITEMS

SAFEWING EMBLEM

This small, feathered token can be worn or carried. If the owner falls at least 5 feet, the emblem becomes a set of feathery wings that allow her to use a *feather fall* effect to descend safely from any height up to 180 feet. The emblem requires no activation. When the owner lands, the token disappears, its magic expended.

Faint Transmutation; CL 3; Craft Wondrous Item, *feather fall*; Price: 250 gp. (RotW173)

BLINDFOLD OF TRUE DARKNESS

This black silky blindfold grants the blind sight ability with a range of 60 feet (See Special Qualities in the *Monster Manual*). Because the wearer's eyes are protected, he is also immune to gaze attacks, spells, or effects that rely on sight. Wearing the blindfold takes up the same space as goggles. The wearer cannot use vision in any way while wearing the blindfold.

Caster Level: 3rd, Prerequisite: Craft Wondrous Item, see *invisibility*; Market Price: 9,000 gp; Weight: - (A&EG130).

BOW OF FORCE

This +2 *mighty* (+3) *composite longbow* imbues each arrow shot from it with magical force. Arrows shot from the *bow of force* become force attacks that have no miss chance against incorporeal targets and bypass damage reduction, but they do not damage creatures immune to force effects.

Caster Level: 9th; Prerequisite: Craft Magic Arms and Armor, *magic missile*; Market Price: 32,700 gp; Cost to Create: 16,700 + 1,280 XP. (A&EG102)

BANDED MAIL OF LUCK

Ten 100-gp gems adorn this +3 *banded mail*. Once per week, the armor allows its wearer to require that an attack roll made against him be re-rolled. He must take whatever consequences come from the second roll, since not all luck is good. The wearer's players must decide whether to have the attack roll re-rolled before damage is rolled.

Strong enchantment; CL 12th; Craft Magic Arms and Armor, *bleed*; Price: 18,900; Cost: 10,150 + 700 XP. (DMG220).

PLAYER HANDOUT ONE: THE NOTE

You are needed to aid your country. Come to the Obsidian Conclave in four hours. Bring friends. Tell the guards that you have an appointment with the Swan.

✂-----

PLAYER HANDOUT TWO: SUCCESSFUL SPOT CHECK

As you look closer at the woman in the cloak, you can make out that her features seem much darker than those of anyone that you have seen before. In fact, her skin appears to be as dark as ebony and her eyes seem to glow red in the shadows of her hood. She moves slightly and you notice that her hair is pure white and it dawns on you that this person is a Drow!

PLAYER HANDOUT THREE: VISUAL AIDS

To the DM: please cut out these pictures for your players to have an idea of what they are looking at.

Symbol of Vhaeraun



Handmaiden of Lolth (Yochlol)



Desmodu



War Bat



Crest of House Teken'afin



Half Fiend Draegloth



PLAYER HANDOUT FIVE: THE NOTE FROM SHI'RAENA

Dear Lord Underley,

By now, your adventurers have returned to you with the news of their failure. I expected they would not succeed, but you seemed to place such faith in them.

In any event, I have the assassins you seek in my possession and am willing to bargain for them.

Your County gave Ventnor castle to the Duergar, what will you give to us?

Sincerely,

Shi'raena Teken'afin

