

CORS3-01



Lower-Level Version

**A One-Round D&D[®] LIVING GREYHAWK[®]
Special Adventure**

Winter Fantasy 2003 verison

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An adventure for characters level 1-8.

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

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and cits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for a game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the

Dungeon Master's Guide when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and the DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario.

1. No vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheets, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms so that you are not influenced by their comments on your abilities. It is a good idea to have the players vote while you are determining treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the following chart to determine the number of levels you add to the sum above. 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.

CR	1	2	3	4
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	5	6	7

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

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a one-round special adventure, set in Sterich. All characters pay two Time Units to play this event. Adventurer's Standard Upkeep costs 12gp per time unit. Rich Upkeep costs 50gp per time unit. Luxury Upkeep costs 200gp per time unit.

Preparation

This is the lower-level adventures for *Assault on the Vault*, one half of the special event at WINTER FANTASY 2003. This document is split up in three different sections. Each section is an adventure in itself, and when WINTER FANTASY 2003 participants play in the lower-level version of *Assault on the Vault*, they will be playing in one of these adventure. It is a good idea to familiarize yourself with each section of the adventure, as you may be called on to run any of the three when you act as Dungeon Master for this event.

Don't worry, it is actually easier than it seems. Each adventure is a pretty simple, pretty standard site-based adventure. And at WINTER FANTASY, each adventure comes with its own full-color playmat detailing the site where the adventure takes place, so you don't have to spend time drawing and redrawing the play board on your Battlemat.

These adventures are chiefly designed to challenge LIVING GREYHAWK characters levels 1-6—that is, APL 2, 4 and 6. One of the adventures, *Ebon Tower*, is also expandable to APL 8, if by chance there are tables of that level of play signed up for the event. Each section is optimized for one APL, and supports one or more higher levels of play. This means the adventure is best designed to handle that APL, but, if necessary, it can handle play above that APL.

In all of these adventures Resbin Dren Emondav, the Marchioness of Sterich, has recruited the PCs for a great and dangerous “favor.” Recent drow activity in the March of Sterich has culminated in the capture of three important members of the Sterich court by the drow House Noquar, one of the eight ruling houses of the dark elf city of Erelhei-Cinlu (pronounced eh-reel-hay-sen-loo), within the infamous vault of the drow. Marchioness Emondav, historically quiet and reclusive, has moved with surprising boldness to counter this drow threat. For reasons unknown, but heatedly debated from the streets of Istivin, to the villages of the borderlands, it is said that the Marchioness has put her lands in hock to pay for a massive operation to free the captives of the drow. She has bought the services of the mysterious (and expensive) Wayfarers' Union, and any mercenary in the Underdark and the Oerth above she could get her hands on. She wants nothing less that the retrieval of the captives, and the downfall of House Noquar, and she now has the resources to make those desires a reality.

The PCs have been tapped to aid in the direct assault of House Noquar. While more powerful adventurers work on extracting the prisoners from deeper within the Noquar estate, and mercenaries from the surface and Erelhei-Cinlu's Ghetto of Foreigners

directly assault the estate's walls, the PCs participating in the lower-level adventure are performing dangerous interference mission. They are teleported directly into the estate by members of the Wayfarers' Union, and tasked with disrupting important structures in the drow complex.

The following are the three adventures detailed in this packet. Each has a brief description of the mission, its optimized APL, and the APLs it can support.

Thralls' Bastion: In this section of the adventure the PCs are tasked with storming the Thrall's Bastion, a reached slave pit, where House Noquar's nondrow hoards dwell. The bastion is optimized for APL 2, but playable by APL 3, 4, and 6 groups.

Nightmare Gate: Actually the name of many gates that surround the House Noquar estate, in this adventure the PCs are teleported into the gate, and must find a way to open the outer gate.

Ebon Tower: Home of Noquar's wizards, the PCs must brave its strange traps and arcane dangers in an attempt to deny the drow of their wizards.

Event Introduction

Read or paraphrase the following to the players before play begins. There is also a brief bit of introduction text in the appropriate adventures section,

For Sterich! The words echo down the long hall like thunder. Hundreds of brave warriors, priests, mages, and even the occasional scoundrel line the wall of the Marchioness's court. Excitement is thick in this room...and so is fear.

From almost every corner of the Flanaess adventurers have come to battle with the drow enemies of this battered land. And most have to know that they will die at the hands of the dark elves in their sunless realm, but few will admit it. There reasons for aiding the March reclaim their taken nobles are many—some do so to defend the honor of their homeland, some do so out of fear and hatred of the drow, but most, you guess, do so for the mercenary love of the gold Sterich is paying, and for the right to honestly say “I attacked the Vault of the Drow and lived to tell you of my deeds.”

As for you, your reasons for being here are your own. But you are destined to have a special place in this assault. You have been selected for a special mission. The Wayfarers' Union, mysterious (and no doubt expensive) masters of teleportation, are magiking you and your group of companions inside the walls of the dread House Noquar. There, you will interfere with its inner workings as other

heroes go in the house's very hearth to steal back Sterich's nobles.

The nobles of Sterich have hinted that if you are successful, you could be worthy of nobility. Hopefully their veiled promise of land and a title isn't cold comfort to someone they consider to be no better than a walking corpse.

At the end of the adventure, the characters participating in the assault are awarded a title (see the Lord Errant of Sterich special certificate). They are also granted the salvaging rights for any treasure they pick up during the adventure.

After the PCs are ready to begin their assault on the Vault of the Drow, go to the appropriate adventure selection, read or paraphrase the introduction text there, and the fun begins.

Odds and Ends

This section contains a couple of play rules for this special event and some suggestions on how you can make the event run smoother. They are presented in no particular order.

- ☛ The PCs have no way to leave House Noquar until the event is over. This adventure takes place over the course of a few hours. Still, if the PCs seem in over their heads, and they have found a place to hole up, let them do so. Also, if the PCs have lost half or more of their group, and you think it is painfully obvious that they will lose the rest in the coming fight, feel free to have the Wayfarers' Union bring them back at just the right moment. It might be a good idea to ask the players first, before teleporting them back to Sterich.
- ☛ Ask the characters what kind of light source they are using. Light is important in this adventure, so keep track of it.
- ☛ Remind the players that fighting defensively, casting on the defensive, using the Power Attack or Expertise feat, the total defense combat action, or any other options that the PC has to specially declare an action to get a bonus, must be done on their turn in the initiative, and before dice are rolled.
- ☛ Remind the players that unless it specifically states differently in the description of the magic item (or in the Official D&D Errata), activating the power of a wondrous item takes a standard action.
- ☛ If the PCs are in over their
- ☛ This is the most important rule and word of advice. You, the DM, are the final arbitrator of

actions in this game. At the same time, be sure to base your rulings on the written D&D game. If a player thinks you made a mistake, hear him or her out, and if necessary ask for an outside opinion from another DM or an RPGA event staff, but the final decision is yours.

Thralls' Bastion

Adventure Overview

Thralls' Bastion is optimized for characters 1st to 3rd level (APL 2), but playable at APLs 4 and 6. In this section of the adventure, the Wayfarers' Union teleport the PCs to the walls of House Noquar, near the entrance to the upper level of Thralls' Bastion. This place is a type of prison, and proving ground, for the nondrow soldiers of house Noquar. The so-called "lesser races" dwell in this drab, dank, and dirty box-like fortress without towers or windows in an insane squalor, at least until the mercenaries hired by Sterich attacked.

Always a place where the inmates ran the asylum, Thralls' Bastion went insane with the first sounds of battle pounding on its walls. Spurred on by leaders of the various factions (goblins, fiendish kobolds, as small contingent of norkers, bugbears, and orcs), the majority of the bastion's inhabitants rushed their captors and fled the place at the beginning of the battle. When the PCs show up to House Noquar's walls, just outside the upper "back door" entrance, the majority of the bastions inhabitants are gone, but the ones that are left are very dangerous. And some are desperately dangerous.

The PCs' mission is simple: cause as much havoc within the walls of the Thralls' Bastion as possible, keeping its inhabitants—and more importantly its commanders—away from the battle at the extractions points. The Wayfarers Union will pull back the PCs to Sterich once the battle is over, via the *wayfarer amulet* they give to each PC (see below).

There are many more encounters in this adventure than any group is bound to face. This is done for a good reason. Since the characters are "running interference" and don't have a definitive goal in this adventure, this give characters the opportunity to always have more to do if they choose. This way, getting farther into the bastion becomes its own goal, and different groups can exchange war stories and "how far we got" boasts after the game is over.

There are many places in the Thralls' Bastion that the PCs can "hole up." Basically let the characters stop at any reasonable place in the adventure if they wish. The cans always fortify themselves and wait for the Wayfarers' Union to transport them out. In this way the group can end the adventure before the slot has concluded. If they decide to do this, end the game, but make sure they don't want to play on. Remember, they only have one shot at this. It is not possible to go "back to town" and restock on *potions of cure light wounds*, or other things that would help them out.

The Adventure

Read or paraphrase the following to the PCs:

You are taken to one of the castle's chambers. Here Wayfarer Union wizards prepare for casting, as a Sterich noble come to greet you.

"The wizards will soon be ready, and you will be teleported into the walls of House Noquar, just outside of a structure called Thralls' Bastion. The place is a garrison for the nondrow troops of the drow house. It is your mission to cause as much havoc and carnage inside the walls of the bastion as possible. We would like them busy with you, instead of harassing the groups extracting the nobles deeper inside the complex."

The stern noble hands each of you an amulet. Made of gold, the triangular amulet is not adorned with any symbols or markings.

"Wear this at all times. When the nobles have been extracted, we will magic you back here. We cannot do so if you are not wearing one of these amulet." With that, he escorts you to the wizards, who begin casting their spells.

Wayfarer amulet

The amulet the Wayfarer's guild gives to the character is a *wayfarers amulet*. With the help of a special form of teleport spell (an arcane spell called *wayfarer's retrieval*) that the union keeps as a guarded secret, they can teleport anyone one wearing one of these amulets from the spot they are at, to anywhere within short range of the wizard casting the spell. The union uses this amulet to bring the characters back. It must be worn to be effective, and does take up the character's amulet slot.

Dungeon Features

The following features are true unless otherwise noted in a specific area description.

Doors: Doors in the Bastion are made of iron. Some are locked but in many case the locks are rather simple. Those locks are detailed in the area descriptions.

🔒 **Iron Door:** 2 in thick; hardness 10; hp 60; Break DC 28.

🧱 **Walls:** The walls of the bastion are hewn stone walls (6 ft. thick on average, hp 700, hardness 8, break DC 50), but physical damage and centuries of erosion have reduced the Climb DC to 20.

💡 **Light:** Since most to the creatures in the bastion have darkvision or better, and there are no windows, there is very little natural lighting in the bastion.

Unless stated in the area text, consider all areas of the bastion to be in complete darkness.

Smell: Hundreds of creatures dwelled in the bastion until somewhat recently, and few of them cared overly much for personal hygiene. Not only is there much rubble and filth within the bastion, the place smells absolutely horrible. This has the effect of reducing scent to 10 feet throughout the bastion.

1. The Walls (EL 0 or EL 1)

The PCs start on one of the inner walls to the House Noquar estate, scant yards from the upper entrance to the Thralls' Bastion. Sterich's assault and the drow reaction to it have driven the complex into a fury of melees of various sizes. Feel free and describe the carnage how you wish, but the players should get the impression that staying on the wall will mean certain death, as powerful spells sizzle around the complex, and the cavern sky of the vault come alive with Noquar's nightmare cavalry.

There is little to do here except for the PCs to approach the door, dispatch the lock, and enter the Keepers' Chambers. When the characters reach this door, read the following.

This iron door is brown with rust. On its face you see a nightmares head, the house symbol of the Noquar drow. Just to the right of the devise is a strange keyhole, though it's well used, with jagged gouges and scrapes distorting the hole. It looks like someone has broken into this lock before.

🔒 **Locked Iron Door:** 2 in thick; hardness 10; hp 60; Break DC 15 (the lock on this door is a worn and damaged very simple lock. The Pick Pocket DC is 12).

If the PCs dally for more than 5 rounds on the wall, drow sentries spy them, and use them for target practice (+0 ranged [1d6/x3 and drow sleep poison (see the Elf entry in the *Monster Manual*), composite short bow]—they fire three shots a round, each round).

2. Keepers' Chamber (EL 3)

The following read-aloud text describes what the PCs see as they enter the chamber from atop House Noquar's walls. Read or paraphrase the following:

The room is drenched with humidity, and smells fishy. Toward the center of the room are two rusted-iron vats filled with water. Wisps of condensation float up from the bubbling vats. At the far end of the room is a rusted iron door. There is another to the wall to your right.

Everything in this room is very slick due to the humidity created by the vats. The vats are the relaxation chambers for two of the bastion's keepers, a pair of kuo-toa. PCs attempting to charge or run in this room must attempt a Balance check (DC 10) in order to do so successfully. PCs failing this check fall prone at a random point in their progression, and have a 25% chance of dropping items they are holding. Shields and items held with locked gauntlets have no chance of being dropped.

Creatures: With House Noquar on alert, so are the kuo-toas. They are actively listening for creatures entering the chamber, leaping out to attack anyone approaching their tubs, or attempting to seek egress. The kuo-toa can leap out of their tubs to any five-foot space adjacent to those tubs as a move-equivalent action. If possible they will leap out during the surprise round. They will try to use hearing to pinpoint PCs approaching the tubs. If they succeed at a Listen check (DC 20 or the PC's Move Silently check +20), they have pinpointed a PC

➡ **Kuo-Toas (2):** hp 13, 11; see *Monster Manual*.

Tactics: At the optimized APL (2), this encounter is a straight up fight. The kuo-toas do their best to there best to bar the passage of the PCs by way of melee combat. They only throw their spears as a last resort. If necessary they will use the vats for cover from missile-intensive assaults into their chamber. For tactical changes at other APLs, see the scaling the encounter sidebar.

Treasure: At the optimized APL, the only treasure in the chamber is the kuo-toas' equipment, and a pile of coins one keeps in his vats, and a necklace the other has at the bottom of his. Vat A holds the coins, all of them copper (this particular kuo-toa likes the way they turn green and slimy in his tub). There are 100 cp times the APL. Also, hidden among the copper pieces (Search DC 12, or if the PCs take the time to gather all of the coins), there is an iron key. The key opens all the doors within the bastion. At the bottom of vat B the PCs can find a necklace decorated with the shells pearls of Underdark oysters. The pearls glow with a strange purple (but natural) aura. It is worth 20 gp per APL.

Development: Once the characters are finished with the kuo-toa, no doubt their attention will fall upon one of the two doors in the room. Both are locked with very simple locks (Open Locks DC 20, or by use of the key in vat A), and both have sliding peepholes allowing the kuo-toa to spy either into area 3 or area 4 depending on which door they look through. If PCs look into either room via the peephole

use the notation on your map and the proper area description to determine what they see.

Kuo-Toa Traits

Keen Sight (Ex): Kuo-toas have excellent vision thanks to their two independently focusing eyes. Their eyesight is so keen that they can spot a moving object or creature even if it is invisible, ethereal, or astral. Only by remaining perfectly still can such objects or creatures avoid their notice.

Slippery (Ex): All kuo-toas secrete an oily film that makes them difficult to grapple or snare. Webs, magic or otherwise, don't affect kuo-toas, and they usually can wriggle free from most other forms of confinement.

Adhesive (Ex): Kuo-toas use their own body oil and other materials to give their shields a finish almost like flypaper, holding fast any creatures or items touching them. Anyone who makes an unsuccessful melee attack against a kuo-toa must succeed at a Reflex save (DC 14), or the attacker's weapon sticks to the shield and is yanked out of the wielder's grip. Creatures using natural weapons are automatically grappled if they get stuck.

Immunities (Ex): Kuo-toas are immune to poison and paralysis. The various hold spells also have no effect on them, and their keen sight automatically detects figments for what they are.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds kuo-toas for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Amphibious (Ex): Although kuo-toas breathe by means of gills, they can survive indefinitely on land.

Skills: Kuo-toas receive a +15 racial bonus to Escape Artist checks and a +4 racial bonus to Spot and Search checks.

[[[end sidebar]]]

Scaling the Encounter

APL 4 (EL 5)

➤ **Kuo-Toa Whips (2):** male kuo-toa Clr2; hp 22, 20; see Appendix 1.

APL 6 (EL 7)

➤ **Kuo-Toa Whips (2):** male kuo-toa Clr4; hp 31, 29; see Appendix 1.

[[[end sidebar]]]

3. Goblins' Oily Defense (EL 2 or 1)

This encounter is closely tied to area 4. Familiarize yourself with both areas.

Unlike other areas of the bastion, the numerous small fires in the northern section of the room illuminate this place and area 4. Also illuminating these rooms are the *light* spells being cast by Rewoot in area 4.

Read or paraphrase the following:

Numerous small fires and a magical light source illuminate this room. On the other side of the room is a large pile of broken tables, smashed crates, rocks and other debris that partially block entrance into another chamber. Three goblins armed with crossbows—their bolts alight with flame—stand in front of the debris. They speak curtly to you in their own language. By their tone they could be asking something, or maybe giving you an order.

Observant characters (Spot DC 15—remember the -1 per 10 feet of distance away from the strip when making the check) may also notice the strip of oil and alchemist fire mix on the floor of the room (see your DM's map for the location).

If the characters speak Goblin, or can understand them through magical means (by way of a *comprehend language* spell), they find that the creatures are questioning them. "Who are you? Where are the keepers? Do you work from the drow?" are their primary questions. If the PCs don't answer the questions, or act in a hostile manner, questioning turns to taunts, and the goblins attempt to take a defensive position behind the makeshift barricade between this chamber and area 4.

Even if the PCs do answer the goblins, the creatures do not believe them unless they are magically compelled to do so, or the characters ace a Diplomacy check (DC 22). They have seen too much devious treachery by the drow to be trusting of strangers. They order the PCs to turn around and leave the goblin's "turf." If the PCs don't comply, they stand their ground waiting for the opportunity to catch them in the oil patch.

Trap: While simple in its application, the burning oil patch trap is a slight bit more complicated than other traps in how it is sprung. Unless the PCs somehow catch the goblins unawares, the goblins always have an action ready with their fiery bolts. When a character (or preferably characters) reach the patch the goblins shoot it (AC 5), and the flames ignite the volatile, oily mess immediately.

➤ **Burning Oil Patch:** CR 1; mechanical; manual trigger (see above); manual reset; Reflex save (DC 13) for half (1d6, fire); Search (DC 13); Disable Device (DC 13).

Creatures: The three goblins continue peppering the characters with bolts for as long as possible—seeking do so with cover of the debris pile if possible—until it becomes absolutely necessary to fight hand-to-hand.

➤ **Goblins (3):** hp 4, 3, 2; see *Monster Manual*.

Development: On the off chance that the characters parley with the goblins and gain their trust, the PCs are introduced to their leader, Rewoot. That introduction has its own challenges (see area 4).

Scaling the Encounter

APL 4 (EL 4 or 3)

➤ **Goblins (3):** male goblin War2; hp 8, 7, 6; see Appendix 1.

APL 6 (EL 6 or 5)

➤ **Goblins (2):** male goblin War4; hp 15, 14, 13; see Appendix 1.

4. Shrine to Maglubiyet (EL 3)

This encounter is closely tied to the one in area 3. Familiarize yourself with that encounter before running this one.

Unlike other areas of the bastion, the numerous small fires in this room and area 4 illuminate this place and area 4. Also illuminating this room is the *light* spells being cast by Rewoot.

Before the assault, this place was the focus of goblin thrall life. A slimy and cunning yellow-skinned goblin adept named Rewoot used his powers to protect and control the goblins of the bastion. Now, with his many of his former minions running amok in the many courtyards of House Noquar (under his direct order) he stays here waiting for the chaos to subside. While other goblins fight in the hopes that their drow masters will fall, Rewoot is smarter than that. At heart an opportunist, the goblin adept is always looking for a way to make the best of his situation. He is open to work with the PCs, but only so it benefits him.

When the characters get a clear view of the full room, read or paraphrase the following. Modify the text to include the three goblins from area 4 where needed.

This room was obviously the site of many foul rites. On the west wall a double-bladed axe is painted in dried blood, and the floor below it is stained brown. Candle nubs outline the altar area of this obvious place of sacrifice.

If the PCs reach this area by way of area 3, there are two basic ways this encounter can play out. If that

encounter culminated in combat with the goblins, those goblins attempt to defend their leader. Rewoot attempts to stay out of combat (but will use a few of his spells in support role to keep up appearances among the goblins) unless his minions clearly have the upper hand. If his minions are defeated, he feints cowering, and begs for the PCs to grant him mercy. A successful Sense Motive against his Bluff reveals his insincerity.

Creatures: Cunning and cleaver, Rewoot is like few goblins the PCs are likely to have meet. He thinks more like a drow than a goblin.

➤ **Rewoot:** male goblin Adp4; hp 18; see Appendix 1.

Development: Rewoot is a survivor, and tries to surrender if his goblins don't dispatch the invaders. He will grovel and bribe the characters with his treasure (see below) if it will save his life. He will even go as far as to renounce his foul patron Maglubiyet and will declare his new religious loyalty to the god of any cleric in the party. He is of course lying. While kissing up, he also questions the PCs, and tries to find out their goals. If he finds out they are here to neutralize threats, he immediately moves to put a plan in motion. Rewoot is confident that after the attack things will settle back to normal at House Noquar, but he wants to take the best advantage of the chaos to better his lot in the bastion. He tells the PCs that he can take them to the biggest threat of Thralls' Bastion—a demon named Flairz. He claims that Flairz is the "boss of the bastion," and that once the PCs get rid of her, there are few other threats to tackle. Rewoot is lying, as Flairz is his rival for power in the upper bastion, and if he can get rid of her, he will virtually rule the upper bastion when the humans leave. After he manipulates his new "friends" to rid him of the pesky half-demon/half-kobold, he leads them to area 9 which he claims has a secret door that leads to Flairz's treasury. He then attempts to drop them in to the otyugh pit if the PCs are careless enough to follow his direction (see area 9).

Treasure: Rewoot has a stash of treasure hidden in a secret compartment in the floor at the northwest corner of the room (Search DC 20). The stash contains the following: 50 sp, 10 gp, 2 pieces of jasper (50 gp each) 1 carved jade spider (100 gp) and a *potion of poison*.

Scaling the Encounter

APL 4 (EL 5)

➤ **Rewoot:** male goblin Adp6; hp 27; see Appendix 1.

APL 6 (EL 7)

➤ **Rewoot:** male goblin Adp8; hp 36; see Appendix 1.

5. Hellishly Curious Kobolds (EL 1)

When the characters enter this room, they stumble upon a group of fiendish kobolds hiding from more powerful monsters. They attack anyone entering this room, refusing to parley.

Strange small reptilian creatures with electric blue skin, unusually long horns, hiss something strange in a strange language as they prepare their crossbows for a volley.

The language is draconic (the only language these creatures speak). They are reciting their battle prayer “may the queen deliver us to the next fight or the next life.” Their queen is Flairz, a half-devil, half-kobold, whom these fellows worship like a god, and protect with their lives.

Creatures: While these kobolds will give their lives for Flairz, they are not stupid, firing crossbows from afar for as long as possible, until they are forced to defend her by way of melee.

➤ **Fiendish Kobolds (6):** hp 3, 2, 2, 2, 1, 1; see Appendix 1.

Development: Questioning these odd kobolds does the PCs little good. With a successful Diplomacy or Intimidate check (DC 10 for Intimidate, DC 30 for Diplomacy) the reptilian humanoids warn characters that orcs are now walking the upper halls and that they bring the lower master's fire dogs, but they spill little else. They too know about the garbage chute in area 9, and if possible they will try to lead the PCs to it, if they have a reasonable chance of setting off the trap's mechanism (see area 9 for details).

Scaling the Encounter

APL 4 (EL 3)

➤ **Fiendish Kobolds (12):** hp 3, 3, 2, 2, 2, 2, 2, 1, 1, 1, 1; see Appendix 1.

APL 6 (EL 5)

➤ **Fiendish Kobold Killers (7):** hp 6, 6, 5, 4, 4, 3, 3; see Appendix 1.

6. Rewoot's Rival (EL variable)

Note: Just before the characters enter this room, Thrall's Bastion is hit with a powerful spell effect. The spell jostles the structure, causing every creature in the upper level to succeed a Reflex save (DC 12+APL

played) or fall prone. The characters also hear the noise of falling debris coming from the direction of area 6. Feel free to run this hazard during combats in areas 5 or 8.

This area is the traditional turf for the fiendish kobolds dwelling within the bastion. While most of those kobolds fled the bastion during the thrall's great push out, others fled to area 5 when Soulcrusher's orcs came up the stairs (see area and 8). Only their queen, Flairz the half-devil kobold is still in this chamber.

Creature: Taking advantage of her ability to fly, Flairz has taken a hidden position with the rubble in the center of the room (all of which is about 5 feet high) to watch area the door to area 8 in this room, and the door in area 9 in the other. She knows the orcs and Soulcrusher's hell hound(s) are in areas 7 and 8, thanks to the fact that she stole a bastion key from an orc earlier in the day, and used it to scout area 9 when the orcs came upstairs. She has ordered her minions into area 5 to watch for the koa-toa, while she tries to hatch a plan for her and the fiendish kobold's escape.

Now she has an added complication. With the jostling of the bastion, three holes have opened up in the ceiling. Flairz could easily escape, but her lawful nature, and the terrible sounds coming from the outside of the bastion, has stopped her from doing so, at least up to now.

Flairz's future actions depend on the PCs'. Though she will no doubt hear any combat the PCs have with her minions in area 5, she does not come to aid them. She is rather cowardly, and is deathly afraid of being caught between two enemies, as she figures the orcs will eventually produce another key and enter the chamber in the near future. If the PCs enter the room without Rewoot, more than likely Flairz uses her *darkness* ability and leaves through one of the ceiling's holes. Only if she thinks the outsiders are extremely weak (she thinks there are only two or less PC) will she attack. If Rewoot is with the characters, she attacks immediately, wishing more than anything to destroy her hated rival.

➤ **Flairz:** female half-fiend/half-kobold War1: hp 9; see Appendix 1.

Treasure: The only real treasure Flairz has is an iron key that opens all of the doors in the bastion.

Scaling the Encounter

APL 4 (EL 4)

➤ **Flairz:** female half-fiend/half-kobold War1/Sor1/Mnk1; hp 19; see Appendix 1.

APL 6 (EL 6)

➤ **Flairz:** female half-fiend/half-kobold War1/Sor1/Mnk3; hp 28; see Appendix 1.

7. Orcs to “Investigate” (EL 2)

The orcs in this room are the orc minions of Soulcrusher, the keeper of the lower level of the bastion. After the initial rush of bastion inhabitants getting past Soulcrusher, he sent these fellows along with his pet hell hound (or hell hounds, see area 8) to investigate. When the characters enter this chamber, they will find the orcs arguing loudly in Orc (characters listening at the doors to this chamber gain a +5 to their Listen check due to this) over which one of them was supposed to bring the key—a key stolen from one of them by Flairz (see area 6) earlier in the day. Without the key they can go no further in their investigation of the upper level of the bastion.

They immediately attack non-residents they find in the upper chambers.

Creatures: These are typical orcs, with typical tactics. They attempt to take out whoever is in reach of their vicious greataxes. If possible, during combat they try to secure open doors. After they take out the PCs they still have a mission to fulfill.

➤ **Orcs (3):** hp 5, 3, 3; see *Monster Manual*.

Scaling the Encounter

APL 4 (EL 4)

➤ **Orcs (7):** hp 8, 6, 5, 5, 4, 3, 3; see *Monster Manual*.

APL 6 (EL 6)

➤ **Orc Barbarians (4):** male orc Bbn2; hp 23, 20, 17, 15; see Appendix 1.

8. Stairs (EL variable)

Soulcrusher sent the orcs and his pet hell hound(s) up to investigate after the bastion settled. The orcs—a bit overwhelmed with their charge—chained the pet(s) here.

Spitting and snarling, the hell hound obviously would like to rip your throat out, but a rusty chain stops his charge.

Refer to the map to see how far the chain reaches. The chain is rusty and is about to break. It is up to you if and when it does. If the PCs have had an easy time of it up until now, have the chain break immediately. If the PCs are badly wounded, don't have the chain break at all. Alternatively, each round, on the

hell hound's turn, give the chain a 50% chance of breaking.

Creature: The hell hound(s) attack to the death.

➤ **Chained Hell Hound:** hp 22; see *Monster Manual*.

Scaling the Encounter

APL 4 (EL 4)

➤ **Chained Hell Hounds (2):** hp 25, 22; see *Monster Manual*.

APL 6 (EL 6)

➤ **Hell Hounds (3):** hp 30, 25, 22; see *Monster Manual*.

At this APL the hell hounds are not chained at all, they are just guarding the stairs down.

9. Garbage Chute (EL variable)

When the upper level becomes too filthy for even its inhabitants to stand, all the garbage and filth is pushed down the sloping floors into this room. In the center of the room there is a chute, hidden by caked dung and trash (Search DC 15). In the southwest corner of the room, there is a hidden lever disguised as a floorstone (Search DC 20) that drops the chute with loud and immediate force. Anyone standing on the chute must succeed at a Reflex save (DC 14 + APL) or fall 20 feet into the Otyugh Pit (area 10).

Every inhabitant of the bastion knows about the pit and the hidden trigger, and most try to trap the PCs here if given the opportunity.

10. Otyugh Pit (EL 4)

There are two ways the characters can reach this chamber. Either by way of the garbage chute in area 9, or one by opening one of the three large release doors on the lower level. Either way of entrance has dangers.

PCs falling from the area 9 take 2d6 points of subdual damage for the fall, since the floor is soft with refuse. PCs that open the release doors (or are within 10 feet of those doors when released) must succeed at a Reflex save (DC 12 + APL) or fall prone, be stunned for a round, and be pushed back 10 feet from the rush of muck.

After that, the Otyugh attacks.

Creature: An otyugh, who eats the complex's refuse, is happy to get some fresh flesh, and put up a fight to keep it.

➤ **Otyugh:** hp 33; see *Monster Manual*.

Scaling the Encounter

APL 4 (EL 6)

➤ **Otyughs (2):** hp 40, 33; see *Monster Manual*.

APL 6 (EL 8)

🔪Otyughs (3): hp 40, 35, 33; see *Monster Manual*.

11. Graffiti Room (EL 0)

Read or paraphrase the following.

From the stairs you see a strange blue glow emanating from the chamber below. As you get your first glimps of the chamber, you see that the glow comes from patches on the walls. Among the patches of strange glowing wall, you see many strange symbols and writing.

The walls of the room are patched with a harmless phosphorescent fungus. The writing is Orc graffiti (using Dwarven script) and mostly attests to the strength and power of the Orcs of Soulcrusher, but PCs that don't know Orc may think the writing is a magical glyph trap—feel free to play on those fears. If a PC that knows Orc spends some time to read through the graffiti, they can find a reference to Soulcrusher as “the biggest, meanest ogre who ever lived.” And a dreaded “floating killer brain” that the orcs are deathly afraid of and wish that Soulcrusher would get rid of. Also, if the PC spends the time to read the graffiti, there is a 50% chance that two orcs from area 12 will open the unlocked door to the west, and then alert their friends of the PCs presence.

12. Orcs' Den (EL 3)

Read or paraphrase the following (may be modified by the PCs actions in area 11):

The first thing evident in this room is its horrid stench—like a thousand wet dogs and their offal. The second is the horrible mess of cots and filth that litter the room. Many creatures must have once dwelled in here, but now there are only five orcs.

A huge iron door takes up most of the south wall. There is no apparent lock or opening mechanism to the door.

Room Hazards: Anyone entering the room must succeed at Fortitude save (DC 10) or become sickened by the stench, suffering a –2 circumstance penalty to all attacks, save, and skill checks for 1d4+2 rounds. Anyone attempting to charge or run in this room must attempt a Balance check (DC 10) in order to do so successfully. PCs failing this check fall prone at a random point in their progression, and have a 25% chance of dropping items they are holding. Shields and

items held with locked gauntlets have no chance of being dropped.

Soulcrusher, the malicious ogre master of the bastion keeps control by way of not only his awesome presence, but also by way of a group of young orcs who, while technically thralls of the bastion, also serve as his enforcers. While these orcs are usually crammed into area 14, Soulcrusher has exiled those who didn't escape the bastion here, to make sure no other thralls escape from the upper level. This chamber used to be a pen for a group of particularly nasty-smelling bugbears, most of which escaped during the rush of thralls out of the bastion. At this point PCs have already encountered some of the Orcs of Soulcrusher. The rest dwell here, bemoaning their plight, and guarding the exit in an attempt to get back into the favor of their master. While even the orcs find the smell in this room extremely unpleasant, they don't suffer any ill effects for the stench.

Creatures: The orcs fight to the death in a desperate attempt to redeem themselves in the eyes of their master.

🔪Orcs (5): hp 5, 4, 4, 3, 3; see *Monster Manual*.

Development: If the characters soundly defeat the orcs, getting information from them will be an easy task (Intimidate DC 11, a +1 bonus for each orc who died in the encounter). Intimidated survivors warn the characters about the “killing beak-thing” in the next room (the grell), and not to release any of the levers in that room (see area 13). The orc also warns that the characters should turn back now, because on the off chance that the “killing beak-thing” doesn't kill them, the great Soulcrusher will. If the characters insist, he can give an accurate description of the ogre, and his devastating spiked chain.

Treasure: One of the orcs hides two bits of rock crystal (50 gp each) hidden in his boot (Search DC 12).

13. Strange Guardian (EL 3)

This room is the lair of grell. Captured by the drow, the strange creature works with Soulcrusher to control the population of the bastion. Unfortunately, this creature, while intelligent and somewhat loyal to Soulcrusher, did almost nothing to stop the stream of inhabitants from fleeing the bastion. He used his tentacles to grab a few choice bits of tasty humanoid flesh, and let the other pass. Something Soulcrusher was not pleased to discover. Now the grell is under strict orders not to allow anyone to pass—not even the orcs. Soulcrusher drove his point home with a slash from his spiked chain, a wound the grell still has.

Peering in, this room appears empty. Smaller than most rooms you have found in this place, its east wall is dominated by another large handleless and keyholeless iron door on the east wall—this one smaller than the one you found in the last room. On south wall you see a normal iron door and three levers set in the wall forming a pattern—two parallel on the bottom, and one lever on top. The bottom levers stand about five feet off the floor, and the top some 10 feet from the floor.

The three levers forming the triangular pattern open the three release doors (one in this room one in area 12, and one in area 14). The top one opens the one in this room, the one on the left opens the one in area 12, and the one on the right opens the one in area 14. See the description for area 10 on the effects of opening these release doors.

Creature: The wounded grell attacks any creature that enters this room, not wanting to suffer more damage from Soulcrusher. When the PCs enter the room, the grell is floating above them, flush with the ceiling of the chamber, some 15 feet up, tentacles up so it can ambush those who enter. Roll a Hide check for the grell. The characters must beat its Hide roll with Spot checks in order to act during the surprise round.

➤ **Grell:** hp 32 (currently 22); see Appendix I.

Tactics: The grell attacks to paralyze. It wants to subdue its victims if possible, and call Soulcrusher by banging its body on the southern door three times (a standard action that does provoke attacks of opportunity). The grell is by no means dumb (Intelligence 10), and if it feels that it is outmatched it will knock to rouse Soulcrusher, pull the top lever (flooding the chamber with refuge and otyugh) or both.

Scaling the Encounter

APL 4 (EL 5)

➤ **Advanced Grell:** hp 54; see Appendix I.

APL 6 (EL 7)

➤ **Advanced Grell:** hp 94; see Appendix I.

14. Soulcrusher's Last Stand (EL 4)

Once the bastion's orc turf, the ogre Soulcrusher, keeper of the Thrall's bastion waits in this chamber. He is on guard for thralls attempting to escape, and also awaiting his punishment from his drow masters.

Rubble and the remains of furniture have been stacked here with great care—obviously as strategic

barricades to slow attackers. And the far end of the room, on the other side of the smallest of these three barricades, is an ogre. Well armed, and cleaner than most of his kind, he looks at you with intelligence. He seems to be measuring you, and waiting for your reaction to his obstacle course.

Creature: Sadistic, cunning, and extremely smart (by ogre standards) Soulcrusher is also a villain caught between a rock and a hard place. He has failed in his obligation to House Noquar, and now he knows he is going to die. But he means to die well, and that means making sure no one else gains exit from the Thralls' Bastion.

➤ **Soulcrusher:** male ogre Ftr2; hp 39; see Appendix I.

Tactics: Soulcrusher has made his stand behind three groups of overturned tables and stacked debris (see DM's Map). The two longer debris piles are about three feet high, and serve only to slow down movement toward him (it takes double the normal move to pass through spaces with the debris. The smaller stand direct in front of him, piles on five feet high. Granting three-quarter to one-half cover when he stands, and total cover when he falls prone (which he will do if the PCs attempt to take him out with only ranged attacks). He waits patiently at his fortified position for characters to approach him. When they do, he attempts to take each down in melee combat, roaring in Giant ogerish songs glorifying the bloody mess of final battle.

If faced with a spell assault, Soulcrusher changes his tactics, retreating into area 15, and then to area 16, where he pulls the lever releasing the otyugh (at full speed, it takes him three rounds to do so). Then he will activate the skeleton of his mate (see area 15) and return to the room to finish the job.

Scaling the Encounter

APL 4 (EL 6)

➤ **Soulcrusher:** male ogre Ftr4; hp 52; see Appendix I.

APL 6 (EL 8)

➤ **Soulcrusher:** male ogre Ftr6; hp 65; see Appendix I.

15. Keeper's Quarters (EL 1)

This chamber served as Soulcrusher's lair. He has gutted most of his possessions to build the barricades in area 14, but his most prized possessions are still here.

The ogre skeleton is all that remains of his mate, Grethuk, who died many years ago. In death she serves as the guard of Soulcrusher's treasure. The large gems in here eye sockets are low quality glass fakes (10 gp each, Appraise DC 15 if the PC examines from a distance, DC 10 if he or she is holding the "gems.").

Trap: If anyone touches the gems, or moves Grethuk's skeleton, it animates, attack all living things in the room (except for Soulcrusher, if he is here). It was a trap rigged by a drow necromancer in return for a large group of goblins the wizard used for experimentation.

➤ **Large (ogre) Skeleton:** hp 18; see *Monster Manual*.

Treasure: In a small alcove behind the skeleton of Grethuk, the PCs find Soulcrusher's treasure: 50 pp, 200 gp, 5 bloodstones (50 gp each) and a *potion of love*.

16. Entrance Chamber (EL 3)

Soulcrusher has also rummaged this room for barricade material, so little is here except for broken pieces of cages, and other scraps of material. The ogre uses to use this place as as a kennel for his hell hound(s), which he found useful for keeping folks in and out—before the attack that is. The only two outstanding features of this chamber is the double door leading out into the courtyards of House Noquar, and a sister set to the levers in area 13. Those levers open the release doors to the center room in the same way that the ones in area 13 do.

If the players make it this far, congratulate them for a job well done. They must have had either incredible luck, or they must be an extremely skilled group of players. On the extreme chance that they have not only made it this far, and you still have time in the slot, and they are game for another challenge, have a group of drow enter through the double doors.

➤ **Drow Warriors (3):** 5, 4, 3; see Appendix I.

Scaling the Encounter

APL 4 (EL 5)

➤ **Drow Warriors (6):** 5, 4, 4, 4, 3, 3; see Appendix I.

APL 6 (EL 7)

➤ **Drow Warriors (8):** 8, 6, 6, 5, 4, 4, 4, 3; see Appendix I.

Drow Traits

In addition to the proficiencies, spell resistance, saving throw bonuses and skill modifications already included in drow stat blocks, they also have the following traits: Immune to magic sleep spells and effects.

- A +2 racial bonus on Will saves against Enchantment spells or effects.
- A drow who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he or she were actively looking for the door.
- A +2 racial bonus on Will saves against spells or spell-like abilities.
- Spell-Like Abilities: 1/day—*dancing lights*, *darkness*, *faerie fire*. Caster level equals character level.
- Darkvision 120 ft.
- *Light Blindness (Ex):* Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds a drow for 1 round. In addition, he or she takes a –1 circumstance penalty on all attack rolls, saves, and checks while operating in bright light.

Experience

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value to each character.

2. Keepers' Chamber

Defeat Koa Toa

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP

3. Goblin's Oily Defense

Defeat goblins

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

4. Shrine to Maglubiyet

Defeat Rewoot

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP

5. Hellishly Curious Kobolds

Defeat Fiendish Kobolds

APL 2	30 XP
APL 4	90 XP
APL 5	150 XP

6. Rewoot's Rival

Defeat Flairz

APL 2	60 XP
APL 4	120 XP

APL 6	180 XP
7. Orc to "Investigate"	
Defeat Orcs	
APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
8. Stairs	
Defeat Hell Hound	
APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
10. Otyugh Pit	
Defeat Otyugh	
APL 2	120 XP
APL 6	180 XP
APL 6	240 XP
12. Orcs' Den	
Defeat Orcs	
APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
13. Strange Guardian	
Defeat Grell	
APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
14. Soulcrusher's Last Stand	
Defeat Soulcrusher	
APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
15. Keeper's Quarters	
Defeat Skeleton	
APL 2	30 XP
APL 4	30 XP
APL 6	30 XP
16. Entrance Chamber	
Defeat Drow	
APL 2	90 XP
APL 4	150 XP
APL 6	210 XP

Total Possible XP

It is possible but extremely unlikely) that PCs could total more than the following maximums. If they do, only give them these values.

APL 2	540 XP
APL 4	810 XP
APL 6	1,080 XP

Treasure

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 treasurer.

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 minute 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 (that is., 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 piece 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 treasures from each encounter add it up and that is 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 record.

2. Keepers' Chambers

Search the vats and loot the kuo-toas

APL 2	coin—9 gp
APL 4	coin—18 gp; magic— <i>large shell shield</i> (97 gp)

APL 6 coin—25 gp; magic—+1
large shell shield (97 gp)

3. Goblins' Oily Defense

Loot the goblins

APL 6 magic: 10 +1 *bolts* (40 gp)

4. Shrine to Maglubiyet

Loot Rewoot

APL 4 magic—*potion of cure light wounds* (4 gp)

APL 6 magic—*potion of cure light wounds* (4 gp)

Find the hidden stash

All APLs coin—42 gp; magic—*potion of poison* (417 gp)

5. Hellishly Curious Kobolds

Loot Kobolds

APL 6 magic—7 *potions of cure light wounds* (4 gp each, 28 gp total)

6. Rewoot's Rival

Loot Flairz

APL 2 magic—*potion of cure light wounds* (4 gp)

APL 4 and 6 magic—*potion of cure light wounds* (4 gp), arcane scroll of *expeditious retreat* (2 gp), arcane scroll of *color spray* (2 gp).

14. Soulcrusher's Last Stand

Loot Soulcrusher

APL 2 magic—+1 *Large chain shirt* (109 gp), *potion of cure moderate wounds* (25 gp).

APL 4 and 6 magic—+1 *Large chain shirt* (109 gp), +1 *Huge spiked chain* (194 gp), *potion of cure moderate wounds* (25 gp).

15. Keeper's Quarters

Find Soulcrusher's stash

All APLs coin—190 gp; magic—*potion of love* (13 gp).

Total Treasure Possible

It is possible but extremely unlikely) that PCs could total more than the following maximums. If they do, only give them these values.

APL 2 600 gp

APL 4 900 gp

APL 6 1,174 gp

Appendix 1

1. Keeper's Chamber

APL 4

➤ **Kuo-Toa Whips:** male kuo-toa Clr2; CR 4; Medium-size monstrous humanoid (aquatic); HD 4d8+4; hp 22, 20; Init +0; Spd 20 ft., swim 50 ft.; AC 19, touch 10, flat-footed 19; Atk +4 melee (1d8+1/x3, spear) and -1 melee (1d4, bite), or +3 ranged (1d8+1/x3, spear); SA Lightning bolt, spells, rebuke undead, spontaneous inflict spells; SQ Keen sight, slippery, adhesive, immunities, electricity resistance 30, light blindness, amphibious; SV Fort +6, Ref +3, Will +8; Str 13, Dex 10, Con 13, Int 13, Wis 14, Cha 8.

Skills and Feats: Escape Artist +19, Knowledge (religion) +6, Listen +11, Move Silently +3, Search +10, Spot +11; Alertness, Great Fortitude.

Lightning Bolt (Su): Two or more kuo-toa clerics (known as "whips") operating together can generate a stroke of lightning every 1d4 rounds. The whips must join hands to launch the bolt but need merely remain within 30 feet of one another while it builds. The lightning bolt deals 1d6 points of damage per whip, but a successful Reflex save halves this amount (save DC 13 + number of whips)

Equipment: +1 large shell shield, spear, spell component pouch, silver holy symbol of blibdoolpoolp,

Spells Prepared (4/3+1; base DC = 12 + spell level): o—guidance, mending, virtue (2); 1st—cure light wounds, doom, obscuring mist*, shield of faith.

*domain spells, deity: blibdoolpoolp; domains: Destruction (This kuo-toa gains the smite power, a supernatural ability to make a single melee attack with a +4 attack bonus and a +2 damage bonus (if it hits). You must declare the smite before making the attack. It is usable once per day); Water (This kuo-toa may turn or destroy fire creatures as a good cleric turns undead, and rebuke or command water creatures as an evil cleric rebukes undead. It can use this ability 2 times a day).

APL 6

➤ **Kuo-Toa Whips:** male kuo-toa Clr4; CR 6; Medium-size monstrous humanoid (aquatic); HD 6d8+6; hp 31, 29; Init +0; Spd 20 ft., swim 50 ft.; AC 19, touch 10, flat-footed 19; Atk +8 melee (1d10+2, masterwork pincer staff) and +2 melee (1d4+1, bite); SA Lightning bolt, spells, rebuke undead, spontaneous inflict spells; SQ Keen sight, slippery, adhesive, immunities, electricity resistance 30, light blindness, amphibious; Face/Reach 5 ft. by 5 ft./5 ft. (10 ft. with pincer staff);

SV Fort +7, Ref +4, Will +9; Str 14, Dex 10, Con 13, Int 13, Wis 14, Cha 8.

Skills and Feats: Escape Artist +20, Knowledge (religion) +7, Listen +13, Move Silently +3, Search +10, Spot +11; Alertness, Exotic Weapon Proficiency (pincer staff), Great Fortitude.

Lightning Bolt (Su): Two or more kuo-toa clerics (known as "whips") operating together can generate a stroke of lightning every 1d4 rounds. The whips must join hands to launch the bolt but need merely remain within 30 feet of one another while it builds. The lightning bolt deals 1d6 points of damage per whip, but a successful Reflex save halves this amount (save DC 13 + number of whips)

Pincer Staff: Many kuo-toa fighters and all whips above 6th level carry this Large exotic weapon. A pincer staff deals 1d10 points of bludgeoning damage, threatens a critical hit on a 20, and deals double damage on a critical hit. It has a 10-foot reach and cannot be used against an adjacent opponent. A wielder that hits an opponent of at least Small but no larger than Large size attempts to start a grapple as a free action without provoking an attack of opportunity. If the wielder gets a hold, the staff grabs the opponent and deals 1d10 points of damage each round the hold is maintained.

Equipment: +1 large shell shield, masterwork pincer staff, spell component pouch, silver holy symbol of blibdoolpoolp,

Spells Prepared (5/4+1/3+1; base DC = 12 + spell level): o—guidance (2), mending, virtue (2); 1st—cure light wounds, doom (2), obscuring mist*, shield of faith; 2nd—death knell, hold person, shatter*.

*domain spells, deity: blibdoolpoolp; domains: Destruction (This kuo-toa gains the smite power, a supernatural ability to make a single melee attack with a +4 attack bonus and a +4 damage bonus (if it hits). You must declare the smite before making the attack. It is usable once per day); Water (This kuo-toa may turn or destroy fire creatures as a good cleric turns undead, and rebuke or command water creatures as an evil cleric rebukes undead. It can use this ability 2 times a day).

3. Goblins' Oily Defense (EL 2 or 1)

APL 4 (EL 4 or 3)

➤ **Goblins (3):** male goblin War2; CR 1; Small humanoid (goblinoid); HD 2d8; hp 8, 7, 6; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atk +4 ranged (1d8/19-20, masterwork light crossbow), and +2 melee

(1d8-1, morningstar); SQ Darkvision 60 ft.; SV Fort +3, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +6, Listen +4, Move Silently +4, Spot +3; Alertness.

Equipment: Studded leather armor, light crossbow, 10 bolts, morningstar, flask of alchemist's fire.

APL 6 (EL 6 or 5)

➤ **Goblins (2):** male goblin War4; CR 3; Small humanoid (goblinoid); HD 2d8; hp 15, 14, 13; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atk +8 ranged (1d8/19-20, light crossbow), and +4 melee (1d8-1, morningstar); SQ Darkvision 60 ft.; SV Fort +4, Ref +2, Will +1; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +6, Listen +5, Move Silently +4, Spot +4; Alertness, Point Blank Shot.

Possessions: Studded leather armor, masterwork light crossbow, 10 +1 bolts, morningstar, flask of alchemist's fire.

4. Shrine to Maglubiyet (EL 3)

APL 2

➤ **Rewoot:** male goblin Adp4; CR 3; Small humanoid (goblinoid); HD 4d6+4; hp 18; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atk +1 melee (1d4-1/19-20, dagger), or +3 ranged (1d8/19-20, light crossbow); SA Spells; SQ Darkvision 60 ft.; AL NE; SV Fort +2, Ref +2, Will +4; Str 8, Dex 12, Con 12, Int 14, Wis 11, Cha 12.

Skills and Feats: Bluff +2, Concentration +8, Heal +7, Knowledge (religion) +5, Speak Language (Common), Spellcraft +9; Armor Proficiency (light), Combat Casting.

Possessions: studded leather armor, dagger, light crossbow, 10 bolts, spell component pouch, 10 tindertwigs.

Languages: Goblin, Elvish (drow dialect), Undercommon, Common.

Spells Prepared (3/3; base DC = 11 + spell level): 0—cure minor wounds, light (2); 1st—burning hands, cause fear, protection from chaos.

APL 4

➤ **Rewoot:** male goblin Adp6; CR 5; Small humanoid (goblinoid); HD 6d6+6; hp 27; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atk +3 melee (1d4-1/19-20, masterwork), or +4 ranged (1d8/19-20, light crossbow); SA Spells; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +3, Will +8; Str 8, Dex 12, Con 12, Int 14, Wis 12, Cha 12.

Skills and Feats: Bluff +3, Concentration +10, Heal +9, Knowledge (religion) +5, Speak Language (Common), Spellcraft +11; Armor Proficiency (light), Combat Casting, Iron Will.

Possessions: studded leather armor, masterwork dagger, light crossbow, 10 bolts, spell component pouch, 10 tindertwigs, *potion of cure light wounds*.

Languages: Goblin, Elvish (drow dialect), Undercommon, Common.

Spells Prepared (3/3/1; base DC = 11 + spell level): 0—cure minor wounds, light (2); 1st—burning hands, cause fear, protection from chaos; 2nd—invisibility.

APL 6

➤ **Rewoot:** male goblin Adp8; CR 7; Small humanoid (goblinoid); HD 8d6+8; hp 36; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atk +4 melee (1d4-1/19-20, masterwork), or +5 ranged (1d8/19-20, light crossbow); SA Spells; SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +4, Will +9; Str 8, Dex 12, Con 12, Int 14, Wis 12, Cha 12.

Skills and Feats: Bluff +4, Concentration +12, Heal +11, Knowledge (religion) +5, Speak Language (Common), Spellcraft +13; Armor Proficiency (light), Combat Casting, Iron Will.

Possessions: Studded leather armor, masterwork dagger, light crossbow, 10 bolts, spell component pouch, 10 tindertwigs, *potion of cure light wounds*.

Languages: Goblin, Elvish (drow dialect), Undercommon, Common.

Spells Prepared (3/4/2; base DC = 11 + spell level): 0—cure minor wounds, light (2); 1st—*bless*, *burning hands*, *cause fear*, *protection from chaos*; 2nd—*cat's grace*, *invisibility*.

5. Hellishly Curious Kobolds (EL 1)

APL 2 and 4

➤ **Fiendish Kobolds:** CR 1/6; Small humanoid (reptilian); HD 1/2 d8; Init +1; Speed 30 ft.; AC 15 (touch 12, flat-footed 14); Atk -1 melee (1d6-2/x3, halfspear), or +4 ranged (1d8/19-20, light crossbow); SA: Smite good; SQ Darkvision 60 ft., light sensitivity, Cold and Fire Resistance 5, SR 1; AL LE; SV Fort +0, Ref +1, Will +2; Str 6, Dex 15, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (trapmaking) +2, Hide +9, Listen +0, Move Silently +5, Search +2, Spot +0; Weapon Focus (light crossbow).

Light Sensitivity (Ex): Kobolds suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Smite Good (Su): Once per day these kobolds can make a normal attack to deal additional point of

damage against a good foe. The use of this supernatural ability must be declared before the attack roll is made, and if the attack fails, the daily use of this special ability is still spent.

Possessions: leather armor, halfspear, light crossbow, 10 bolts.

APL 6

➤ **Fiendish Kobold Killers:** male and female fiendish kobold Rog1; CR 1; Small humanoid (reptilian); HD 1d6+1; Init +1; Speed 30 ft.; AC 15 (touch 12, flat-footed 14); Atk +1 melee (1d6/x3, halfspear), or +4 ranged (1d8/19-20 and poison, light crossbow); SA Sneak attack 1d6, smite good, poison; SQ Darkvision 60 ft., light sensitivity, Cold and Fire Resistance 5, SR 2; AL LE; SV Fort +0, Ref +1, Will +2; Str 10, Dex 15, Con 12, Int 10, Wis, 10, Cha 10.

Skills and Feats: Bluff +3, Craft (trapmaking) +2, Hide +9, Listen +0, Move Silently +5, Search +2, Sense Motive +3, Spot +0; Weapon Focus (light crossbow).

Light Sensitivity (Ex): Kobolds suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Smite Good (Su): Once per day these kobolds can make a normal attack to deal additional point of damage against a good foe. The use of this supernatural ability must be declared before the attack roll is made, and if the attack fails, the daily use of this special ability is still spent.

Poison (Ex): Three of 10 crossbow bolts coated with blue whininis (Injury DC 14; Initial 1 Con; Secondary unconsciousness 1d3 hours).

Possessions: leather armor, halfspear, light crossbow, 10 bolts, *potion of cure light wounds*.

6. Rewoot's Rival (EL 3)

APL 2

➤ **Flairz:** female half-fiend/half-kobold War1; CR 3; Small outsider (evil); HD 1d8+2; hp 9; Init +4; Speed 30 ft., fly 30 ft. (average); AC 21 (touch 15, flat-footed 17); Atk +5 melee (1d6+2/19-20, masterwork short sword), or +4 melee (1d3+2, 2 claws) and -1 melee (1d4+1, bite), or +6 ranged (1d8/19-20, light crossbow); SA Spell like abilities; SQ Darkvision 60 ft., light sensitivity, poison immunity, acid, cold, electricity and fire resistance 20; AL CE; SV Fort +4, Ref +4, Will +0; Str 14, Dex 19, Con 14, Int 16, Wis, 10, Cha 12.

Skills and Feats: Intimidate +4, Listen +4, Move Silently +8, Spot +3; Flyby Attack.

Light Sensitivity (Ex): Kobolds suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Spell-Like Abilities: *Darkness* 3/day. Cast as a 1st-level sorcerer.

Possessions: Chain shirt, masterwork short sword, light crossbow, 10 bolts, *potion of cure light wounds*.

APL 4

➤ **Flairz:** female half-fiend/half-kobold War1/Sor1/Mnk1; CR 5; Small outsider (evil); HD 2d8+1d4+6; hp 19; Init +4; Speed 30 ft., fly 30 ft. (average); AC 17 (touch 15, flat-footed 13); Atk +4 melee (1d4+2, 2 claws) and +2 melee (1d4+1, bite), or +6 ranged (1d8/19-20, light crossbow); SA Spell like abilities, stunning attack; SQ Darkvision 60 ft., light sensitivity, poison immunity, acid, cold, electricity and fire resistance 20, evasion; AL LE; SV Fort +6, Ref +6, Will +4; Str 14, Dex 19, Con 14, Int 16, Wis, 10, Cha 12.

Skills and Feats: Concentration +7, Intimidate +4, Listen +6, Move Silently +9, Spot +3, Tumble +6; Flyby Attack, Multiattack.

Light Sensitivity (Ex): Kobolds suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Spell-Like Abilities: *Darkness* 3/day, *desecrate*. Cast as a 3rd-level sorcerer.

Spells Known (5/4; DC = 11 + spell level); 0—*daze*, *ghost sound*, *read magic* (2); 1st—*magic missile*, *shield*.

Possessions: Masterwork short sword, light crossbow, 10 bolts, spell component pouch, *potion of cure light wounds*, arcane scroll of *expeditious retreat*, arcane scroll of *color spray*.

APL 6

➤ **Flairz:** female half-fiend/half-kobold War1/Sor1/Mnk3; CR 7; Small outsider (evil); HD 4d8+1d4+10; hp 28; Init +4; Speed 35 ft., fly 35 ft. (average); AC 17 (touch 15, flat-footed 13); Atk +6 melee (1d4+2, 2 claws) and +4 melee (1d4+1, bite), or +8 ranged (1d8/19-20, light crossbow); SA Spell like abilities, stunning attack; SQ Darkvision 60 ft., light sensitivity, poison immunity, acid, cold, electricity and fire resistance 20, evasion, still mind; AL LE; SV Fort +7, Ref +7, Will +5; Str 14, Dex 19, Con 14, Int 16, Wis, 11, Cha 12.

Skills and Feats: Concentration +8, Intimidate +4, Listen +6, Move Silently +10, Spot +3, Tumble +10; Deflect Arrows, Flyby Attack, Multiattack.

Light Sensitivity (Ex): Kobolds suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Spell-Like Abilities: *Darkness* 3/day, *desecrate*. Cast as a 5th-level sorcerer.

Spells Known (5/4; DC = 11 + spell level); o—*daze*, *ghost sound*, *read magic* (2); 1st—*magic missile*, *shield*.

Possessions: Masterwork short sword, light crossbow, 10 bolts, spell component pouch, *potion of cure light wounds*, arcane scroll of *expeditious retreat*, arcane scroll of *color spray*.

7. Orcs to “Investigate” (EL 2)

APL 6

➤ **Orc Barbarians (4):** male orc Bbn2; CR 2; Medium-size humanoid (orc); HD 2d12; Init +0; Spd 30 ft.; AC 15 (touch 11, flat-footed 15); Atk +6 melee (1d12+3/x3, masterwork greataxe), or +3 ranged (1d6+2, javelin); SA Rage 1/day; SQ Darkvision 60 ft., light sensitivity, fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +3, Ref +0, Will +0; Str 15, Dex 12, Con 11, Int 9, Wis 8, Cha 8.

Skills and Feats: Climb +7, Intimidate +4, Jump +7, Listen +4; Weapon Focus (greataxe)

Light Sensitivity (Ex): Orcs suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Rage (Ex): HD 2d12+4; AC 13 (touch 9, flat-footed 13); Atk +8 (1d4+6/x3, masterwork greataxe), or +3 ranged (1d6+4, javelin); Climb +9, Jump +9.

Possessions: Scale mail, masterwork greataxe, 3 javelins, *potion of endurance*.

13. Strange Guardian (EL 3)

APL 2

➤ **Grell:** CR 3; Medium-size aberration; HD 5d8+10; hp 32; Init +2; Speed 5 ft., fly 30 ft. (perfect); AC 16 (touch 12, flat-footed 14); Atk +4 melee (1d4 plus paralyzation, 10 tentacles) and –1 melee (2d4, bite); SA Improved grab, paralysis; SQ Blindsight 60 ft., flight, immunities, tentacle regeneration; Face/Reach 5 ft. by 5 ft./5 ft (10 ft. with tentacles); AL NE; SV Fort +3, Ref +3, Will +4; Str 12, Dex 15, Con 14, Int 10, Wis 11, Cha 9.

Skills and Feats: Hide +12, Listen +4, Move Silently +12, Spot +8; Flyby Attack.

Improved Grab (Ex): If a grell hits an opponent that is at least one size category smaller than itself with a tentacle attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +20 including a +16 racial bonus on grapple checks). If it gets a hold, it has the option to conduct the grapple normally, or simply use a single tentacle to hold the opponent (-20 penalty on grapple check, but the grell is not considered grappled). In either case, each

successful grapple check it makes during successive rounds automatically deals tentacle damage.

Paralysis (Ex): A grell's tentacles are lined with small spiny barbs, much like a squid's. Any creature hit by a grell's tentacle must succeed at a Fortitude save (DC 14) or be paralyzed for 4 rounds.

Flight (Ex): A grell's body unusually buoyant. The creature continuously produces an effect like that of the fly spell, which it can use to move at a speed of 30 feet (perfect maneuverability). This buoyancy also grants the grell a permanent feather fall effect with personal range.

Immunities (Ex): A grell is immune to electricity and paralysis effects.

Tentacle Regeneration (Ex): Foes can attack a grell's tentacles, but only when those appendages are actually holding an opponent. A tentacle has an AC of 19 (touch 12) and can withstand 10 points of damage. The loss of a tentacle does not harm the creature (that is, the damage does not apply against its hit point total), and it regrows the limb with a day.

APL 4

➤ **Advanced Grell:** CR 5; Medium-size aberration; HD 9d8+18; hp 54; Init +2; Speed 5 ft., fly 30 ft. (perfect); AC 16 (touch 12, flat-footed 14); Atk +7 melee (1d4 plus paralyzation, 10 tentacles) and +5 melee (2d4, bite); SA Improved grab, paralysis; SQ Blindsight 60 ft., flight, immunities, tentacle regeneration; Face/Reach 5 ft. by 5 ft./5 ft (10 ft. with tentacles); AL NE; SV Fort +5, Ref +5, Will +6; Str 12, Dex 15, Con 14, Int 10, Wis 11, Cha 9.

Skills and Feats: Hide +14, Listen +6, Move Silently +14, Spot +10; Flyby Attack, Multiattack.

Improved Grab (Ex): If a grell hits an opponent that is at least one size category smaller than itself with a tentacle attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +23 including a +16 racial bonus on grapple checks). If it gets a hold, it has the option to conduct the grapple normally, or simply use a single tentacle to hold the opponent (-20 penalty on grapple check, but the grell is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals tentacle damage.

Paralysis (Ex): A grell's tentacles are lined with small spiny barbs, much like a squid's. Any creature hit by a grell's tentacle must succeed at a Fortitude save (DC 17) or be paralyzed for 4 rounds.

Flight (Ex): A grell's body unusually buoyant. The creature continuously produces an effect like that of the fly spell, which it can use to move at a speed of 30 feet (perfect maneuverability). This buoyancy also

grants the grell a permanent feather fall effect with personal range.

Immunities (Ex): A grell is immune to electricity and paralysis effects.

Tentacle Regeneration (Ex): Foes can attack a grell's tentacles, but only when those appendages are actually holding an opponent. A tentacle has an AC of 19 (touch 12) and can withstand 10 points of damage. The loss of a tentacle does not harm the creature (that is, the damage does not apply against its hit point total), and it regrows the limb with a day.

APL 6

➤ **Advanced Grell:** CR 7; Large aberration; HD 13d8+52; hp 94; Init +2; Speed 5 ft., fly 30 ft. (perfect); AC 16 (touch 10, flat-footed 15); Atk +14 melee (1d4+5 plus paralyzation, 10 tentacles) and +12 melee (2d4+2, bite); SA Improved grab, paralysis; SQ Blindsight 60 ft., flight, immunities, tentacle regeneration; Face/Reach 5 ft. by 5 ft./5 ft. (10 ft. with tentacles); AL NE; SV Fort +5, Ref +5, Will +6; Str 20, Dex 13, Con 18, Int 10, Wis 11, Cha 9.

Skills and Feats: Hide +13, Listen +8, Move Silently +14, Spot +12; Flyby Attack, Multiattack.

Improved Grab (Ex): If a grell hits an opponent that is at least one size category smaller than itself with a tentacle attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +31 including a +16 racial bonus on grapple checks). If it gets a hold, it has the option to conduct the grapple normally, or simply use a single tentacle to hold the opponent (-20 penalty on grapple check, but the grell is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals tentacle damage.

Paralysis (Ex): A grell's tentacles are lined with small spiny barbs, much like a squid's. Any creature hit by a grell's tentacle must succeed at a Fortitude save (DC 20) or be paralyzed for 4 rounds.

Flight (Ex): A grell's body unusually buoyant. The creature continuously produces an effect like that of the fly spell, which it can use to move at a speed of 30 feet (perfect maneuverability). This buoyancy also grants the grell a permanent feather fall effect with personal range.

Immunities (Ex): A grell is immune to electricity and paralysis effects.

Tentacle Regeneration (Ex): Foes can attack a grell's tentacles, but only when those appendages are actually holding an opponent. A tentacle has an AC of 19 (touch 12) and can withstand 10 points of damage. The loss of a tentacle does not harm the creature (that

is, the damage does not apply against its hit point total), and it regrows the limb with a day.

14. Soulcrusher's Stand

APL 2

➤ **Soulcrusher:** male ogre Ftr2: CR 4; Large giant; HD 4d8+2d10+12; hp 39; Init -1; Spd 30 ft.; AC 18 (touch 8, flat-footed 18); Atk +11 melee (2d6+7, masterwork Huge spike chain); Face/Reach 5 ft. by 5 ft./10 ft. (15 ft. with the Huge spiked chain); SV Fort +9, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 10, Wis 10, Cha 7.

Skills and Feats: Climb +6, Listen +3, Spot +2; Cleave, Exotic Weapon Proficiency (spiked chain), Power Attack, Weapon Focus (spiked chain).

Possessions: +1 Large chain shirt, masterwork Huge spiked chain, potion of cure moderate wounds.

APL 4

➤ **Soulcrusher:** male ogre Ftr4: CR 6; Large giant; HD 4d8+4d10+16; hp 52; Init -1; Spd 30 ft.; AC 18 (touch 8, flat-footed 18); Atk +13/+7 melee (2d6+8, +1 Huge spike chain); Face/Reach 5 ft. by 5 ft./10 ft. (15 ft. with the Huge spiked chain); SV Fort +10, Ref +1, Will +2; Str 21, Dex 8, Con 15, Int 10, Wis 10, Cha 7.

Skills and Feats: Climb +8, Listen +3, Spot +3; Cleave, Exotic Weapon Proficiency (spiked chain), Great Cleave, Power Attack, Weapon Focus (spiked chain).

Possessions: +1 Large chain shirt, +1 Huge spiked chain, potion of cure moderate wounds.

APL 2

➤ **Soulcrusher:** male ogre Ftr6: CR 8; Large giant; HD 4d8+6d10+20; hp 65; Init -1; Spd 30 ft.; AC 18 (touch 8, flat-footed 18); Atk +15/+9 melee (2d6+8/19-20, +1 Huge spike chain); Face/Reach 5 ft. by 5 ft./10 ft. (15 ft. with the Huge spiked chain); SV Fort +110, Ref +2, Will +3; Str 21, Dex 8, Con 15, Int 10, Wis 10, Cha 7.

Skills and Feats: Climb +10, Listen +4, Spot +3; Cleave, Exotic Weapon Proficiency (spiked chain), Great Cleave, Improved Critical (spiked chain), Power Attack, Sunder, Weapon Focus (spiked chain).

Possessions: +1 Large chain shirt, +1 Huge spiked chain, potion of cure moderate wounds.

16. Entrance Chamber (EL 3)

➤ **Drow Warrior:** Male and female drow War1: CR 1; Medium-size humanoid (elf); HD 1d8; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +3 melee (1d6+1/18-20, masterwork rapier), or +2 ranged (1d8/19-20, light crossbow); SQ drow traits, SR 12; AL CE; SV Fort +2, Ref +1, Will +0; Str 13, Dex 13, Con 10, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +2, Hide +2, Listen +2, Move Silently +1, Search +2, Spot +2; Dodge.

Possessions: Masterwork chain shirt, masterwork buckler, masterwork rapier, light crossbow, 20 bolts, 1d6-3 doses of drow sleep poison.

Nightmare Gate

Adventure Overview

Nightmare Gate is optimized for characters 3rd to 5th level (APL 4), but playable at APL 6. In this section of the adventure the Wayfarers' Union teleports the PCs atop one of the two main gates of House Noquar. Their goal is to try to open the outer gate, allowing the forces laying siege to the walls to enter and attack.

The Wayfarers Union will pull back the PCs to Sterich once the battle is over, via the *wayfarer amulet* they give to each PC (see below).

There are many more encounters in this adventure than any group is bound to face. This is done for a good reason, as the PCs can pursue the gate's means of opening via many paths.

There are many places in the Nightmare Gate where the PCs can "hole up." Basically let the characters stop at any reasonable place in the adventure if they wish. The PCs always fortify themselves and wait for the Wayfarers' Union to transport them out. In this way the group can end the adventure before the slot has concluded. If they decide to do this, end the game, but make sure they don't want to play on. Remember, they only have one shot at this. It is not possible to go "back to town" and restock on *potions of cure light wounds*, or other things that would help them out.

The Adventure

Read or paraphrase the following to the PCs:

You are taken to one of the castle's chambers. Here Wayfarer Union wizards prepare for casting, as a Sterich noble come to greet you.

"The wizards will soon be ready, and you will be teleported to one of the gates of the House Noquar estates. Your mission is to find a way to open their formidable outer gate from the inside, and thus gaining easier access to the estate for the mercenaries laying siege to House Noquar.

The stern noble hands each of you an amulet. Made of gold, the triangular amulet is not adorned with any symbols or markings.

"Wear this at all times. When the nobles have been extracted, we will magic you back here. We cannot do so if you are not wearing one of these amulet." With that, he escorts you to the wizards, who begin casting their spells.

Wayfarer amulet

The amulet the Wayfarer's guild gives to the character is a *wayfarers amulet*. With the help of a special form of teleport spell (an arcane spell called *wayfarer's retrieval*) that the union keeps as a guarded secret, they can teleport anyone one wearing one of these amulets from the spot they are at, to anywhere within short range of the wizard casting the spell. The union uses this amulet to bring the characters back. It must be worn to be effective, and does take up the character's amulet slot.

Dungeon Features

The following features are true unless otherwise noted in a specific area description.

Doors: Doors in the Nightmare Gate are made of strong wood. They are unlocked, unless otherwise noted in the area description.

● **Strong Wood Door:** 2 in thick; hardness 5; hp 20; Break DC 25.

● **Walls:** The walls of the gate are hewn stone walls (up to 20 ft. thick on average, hp 1000, hardness 8, break DC 70).

Light: Since most to the creatures this place have darkvision or better, and there are few, there is very little natural lighting in the bastion. Unless stated in the area text, consider all areas of the lower gate to be complete darkness. The arcane and natural fires raging from the battle against House Noquar illuminate the upper gate.

Drow Traits

In addition to the proficiencies, spell resistance, saving throw bonuses and skill modifications already included in drow stat blocks, they also have the following traits: Immune to magic sleep spells and effects.

- A +2 racial bonus on Will saves against Enchantment spells or effects.
- A drow who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he or she were actively looking for the door.
- A +2 racial bonus on Will saves against spells or spell-like abilities.
- Spell-Like Abilities: 1/day—*dancing lights*, *darkness*, *faerie fire*. Caster level equals character level.
- Darkvision 120 ft.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds a drow for 1 round. In addition, he or she takes a –1 circumstance

penalty on all attack rolls, saves, and checks while operating in bright light.

1. Sinister Tower Top (EL 4 or 6)

The Wayfarers Union teleports the PCs here. The battle is going on around the characters, as the mercenaries from the Ghetto of Foreigners pummel the gate, and the drow of House Noquar attempt to repel the assault. Read or paraphrase the following:

You find yourself immediately among the bleeding bloody confusion of battle. The vault is alight with spells and fiery fire, and the grunts and screams of war assault you from all side. As your senses adjust to the new environment, you find that you atop a tower at its turret. Drow warriors fire down from the turret, and mercenaries storming the gates. They don't seem to notice you yet.

With a quick glance over to the sister turret of this gate, you detect that someone has, in fact noticed your entrance. A drow points at you and calls out something, lost to you in the din of battle. Then you notice something that would chill the blood of even the most stalwart of heroes—a flying horse without wings, dark as night, but shrouded in flames, landing next to the drow that pointed toward you. That drow looks as if he is waiting for the horse to settle so that he can ride the awful beast.

The characters have two rounds after the surprise round of combat before the battle wizard arrives mounted on the nightmare. Before that happens, it is in the best interest of the PCs to take care of the defenders atop this tower. See area 3 for the battle wizard and the nightmare's statistics.

Creatures: Like all areas of the upper level of Nightmare Gate, these drow start the combat firing their crossbows at the defenders below. The PCs automatically gain the only actions during the surprise round, as the group of drow has just fired a volley down at the gate's attackers, and have not yet noticed the PCs. Their crossbows are now empty, and they will have to reload before they can fire again.

➤ **Drow Warrior (3):** hp 7, 5, 4; see Appendix I.

➤ **Drow Battle Wizard:** hp 10; see Appendix I.

Tactics: Surprised, and flustered, the drow are more likely to drop their crossbows and draw their rapiers to melee attack. One will cast *darkness* on the area around the ladder leading down to the middle tower, in an attempt to close off the PCs means of escape from them and the coming nightmare support.

Development: After the second full round of battle, the drow battle wizard lands on the tower with his nightmare steed. If the characters escape him, he will wait on the tower until he sees the characters again on the upper gate or the walls (areas 4, 5, 6 and 7).

After the battle atop this tower, the characters will find little more resistance than the stray crossbow bolt (one -6 ranged attack every round due to the distance, and the cover the characters have on the turret, but the bolts will be coated with drow sleep poison).

The tower stands a full 20 feet over the top of the upper gate level. They can use the ladder to get to the middle tower. No more than two characters can take a full-round action to reach area 2 each round, by sliding. Sliding down the ladder is impossible while *darkness* covers it, and it does provoke an attack of opportunity. Climbing down the ladder takes longer (see the Climb rules, the DC is 5).

Scaling the Encounter

APL 6 (EL 6 or 8)

➤ **Drow Warrior (3):** hp 12, 10, 9; see Appendix I.

➤ **Drow Battle Wizard:** hp 20; see Appendix I.

2. Middle Tower (EL 4)

Like the upper tower encounters, the drow here are busy firing at the gate's attackers. Unlike the encounter in area 1, determine who can act in the surprise round normally.

Creatures: The drow warriors attack the PCs as soon as they are able, realizing that the new foe is attempting to open the gates from within.

➤ **Drow Warriors (4):** 6, 6, 5, 4; see Appendix I.

Development: After the characters dispatch the drow, they can exit this tower by continuing down the ladder, or by way of the door leading to the upper gate.

Scaling the Encounter

APL 6 (EL 6)

➤ **Drow Warrior (4):** hp 11, 11, 10, 9; see Appendix I.

3. Dexter Tower (EL variable)

The forces on this tower are almost identical to the forces in the Sinister Tower. If the characters storm this tower later in the adventure, both the drow battle wizards and the nightmare will most likely be gone, hopefully already defeated by the PCs. If the PCs flee the nightmare and its rider, and not show up again in

one of the open areas (areas 1, 3, 4, 5, 6 and 7), you may want to have the nightmare and the battle wizards stationed here again.

Creatures: The drow warriors here respond in the exact same way as the group on the Sinister Tower, the chief difference is that they have a normal chance of getting to act in the surprise round.

➤ **Drow Warrior (3):** 7, 5, 4; see Appendix I.

➤ **Drow Battle Wizard:** hp 10; see Appendix I.

➤ **Nightmare:** hp 45; see *Monster Manual*.

Scaling the Encounter

APL 6 (EL variable)

➤ **Drow Warrior (3):** 12, 10, 9; see Appendix I.

➤ **Drow Battle Wizard:** hp 20; see Appendix I.

➤ **Nightmare:** hp 60; see *Monster Manual*.

4. The Walls (EL 3)

Like the upper tower encounters, the drow here are busy firing at the gate's attackers. Unlike the encounter in area 1, determine who can act in the surprise round normally.

Creatures: The drow warriors attack the PCs as soon as they are able, realizing that the new foe is attempting to open the gates from within.

➤ **Drow Warrior (3):** 7, 5, 4; see Appendix I.

Scaling the Encounter

APL 6 (EL 5)

➤ **Drow Warrior (3):** 12, 10, 9; see Appendix I.

5. Upper Gate—Sinister Side (EL 5)

When the PCs reach this open area of the upper gate, they are quickly greeted by reinforcements coming up the stairs from the lower gate. Read or paraphrase the following:

From the northern stairs emerges a massive spider, followed by three drow warriors. This foul group looks ready for combat.

Creatures: These dark elf warriors are supported by a large monstrous spider from the Spider Lair (area 10 below).

➤ **Drow Warrior (3):** hp 7, 5, 4; see Appendix I.

➤ **Large Monstrous Spider:** hp 22; see *Monster Manual*.

Tactics: Here the drow warriors support their charging arachnid, opting not to use their spell-like

abilities until the spider is defeated, but supporting it with ranged attacks.

Scaling the Encounter

APL 6 (EL 7)

➤ **Drow Warrior (3):** 12, 10, 9; see Appendix I.

➤ **Large Monstrous Spiders (2):** hp 27, 22; see *Monster Manual*.

6. Upper Gate—Middle (EL 6)

The middle section of the upper gate has two main features. The first is a pair of ogres, commanded by their drow warlord. The giants are acting as anti-siege equipment, throwing boulders down at the gate's attackers. The second feature is the long murder holes that look down into the lower level of the gate (see Area 12: Troll in a Box).

A pair of ogres throws boulders down from battlements. Beside them is a huge pile of yet unflung missiles, and a tough looking drow, draped with a wicked-looking spiked chain, yelling orders.

Creatures: Once the drow warlord detects the characters, he moves forward to defend his ogres with his spiked chain. If it is obvious that the characters are great threat to the gate's defenses (by dispatching a group of drow with little effort, attacking him or the ogres from afar, or if they spot and attack the troll in area 12), he calls to the ogres for aid.

➤ **Ogres (2):** hp 26, 23; see *Monster Manual*.

➤ **Drow Warlord:** hp 20; see Appendix I.

Tactics: The drow warlord is arrogant, and does not believe that a small group of humans inside the gate can do much damage inside the walls. Actions by the PCs can persuade him otherwise (see above), in which case it is his primary goal to wipe them out. A good strategist, he maneuver his ogres to flank foes, and all three of them attempt to gain the most advantage from their reach weapons. He can also (as a move-equivalent action that provokes an attack of opportunity) use his battlehorn to call reinforcements from either area 6 or area 7 (or both, if the PCs have not defeated either group), but he only does so this under the direst circumstances.

Development: The murder holes (or more properly, murder slots) impede movement through their spaces. Basically, characters cannot run nor charge through a space with a murder hole. PCs with proper light source or darkvision are able to see the troll shambling in front of the main gate from the murder holes (see area 12), and can attack him with

ranged attacks. He does not merely sit still for attacks, though, and quickly (within two rounds of the initial attack) hides within a corner, giving him total cover. Still, PCs attacking with some area of effect spells (such as, say, *fireball*) are able to glean his location well enough to get him within the blast.

Scaling the Encounter

APL 6 (EL 8)

➤ **Ogres (3):** hp 26, 23, 20; see *Monster Manual*.

➤ **Drow Warlord:** hp 30; see Appendix I.

7. Upper Gate—Dexter Side (EL 4)

When the PCs reach this open area of the upper gate, they are quickly greeted by reinforcements coming up the stairs from the lower gate. Read or paraphrase the following:

From stairs to the north, a group of five drow arrives. They bring their crossbows to bear menacingly.

Creatures: The drow reinforcements come up the stairs with their crossbows ready and loaded. They harass the PCs from a distance (and with drow sleep poison) for as long as possible.

➤ **Drow Warrior (5):** 5, 4, 4, 4, 3; see Appendix I.

Tactics: If given the opportunity, these drow start a firing line. Two spend the first round firing and then reloading, while three cast *faerie fire* not so affected. On the second round the two that fired crossbows during the first round, will either cast *faerie fire* on other PCs or cast *darkness*, whichever is more advantageous. For as long as possible they will stay out of melee combat, but don't flinch from it when it comes.

Scaling the Encounter

APL 6 (EL 6)

➤ **Drow Warrior (5):** 10, 9, 9, 9, 8; see Appendix I.

8. Lower Tower (EL 4)

The read-aloud text for this encounter changes depending on whether or not the PCs enter the chamber from the ladder or the door.

Entering Via Ladder: When the PCs enter the lower tower, a group of reinforcements enter through the door to the tower. Read or paraphrase the following:

You arrive at the bottom of this tower, just as a group of drow reinforcements throw open the door. Their shock turns to grim determination, as one hisses something at you before reaching for his rapier.

Entering Via Door: When the PCs enter the lower tower, they run into a group of drow, readying to join their comrades upstairs.

Opening the door, you see a startled looking group of drow warriors near the ladder leading up the tower. Their shock turns to grim determination, as one hisses something at you before reaching for his rapier.

He hisses a curse to the newfound invaders. Come up with something particularly insulting to the group—an insult to a cherished deity, or particular PCs looks works best.

Creatures:

➤ **Drow Warriors (4):** hp 5, 4, 4, 3; see Appendix I.

Scaling the Encounter

APL 6 (EL 6)

➤ **Drow Warrior (4):** 10, 9, 9, 8; see Appendix I.

9. Halls (EL 3)

These hallways lead to the front door of the gate (located in area 12). The door leading to area 12 is both locked and trapped.

Trap: The drow have put in a particularly nasty trap on the door that not only weekends foes, but alert drow in the area of a meddler's doings. Anyone touching door to area 12 sets off the sonic *burning hands* trap.

➤ **Sonic Burning Hands Trap:** CR 3; magic devise; touch; automatic reset (immediately—the trap goes off each time the door is touched); spell effect (sonic *burning hands*, 4th-level wizard, Reflex save [DC 11] half damage, 4d4 sonic); Search (DC 26); Disable Device (DC 26); Dispel check (DC 18).

The trap also has the effect of brining drow enemies in the appropriate section of the gate to investigate the noise of the sonic trap.

The door to area 12 is also looked with a good lock (DC 30 to open).

10. The Spider Lair (EL 6)

This gate supports not only a garrison, but also a stable of spiders as support troops. These vermin are

somewhat trained to follow the hand commands of the drow troops (basically pointing in the direction they want the spider to move, and the command to attack anything that is not a drow). Needless to say, they attack the PCs when they enter the room.

Creatures:

➤ **Large Monstrous Spider (3):** hp 25, 22, 20; see *Monster Manual*.

Scaling the Encounter

APL 6 (EL 8)

➤ **Large Monstrous Spider (5):** hp 25, 23, 22, 20, 29; see *Monster Manual*.

11. Barracks (EL 4)

This room is a barracks. There are currently a group of four drow warriors here, about to join their companions in the siege above.

➤ **Drow Warriors (4):** hp 5, 4, 4, 3; see Appendix I.

Scaling the Encounter

APL 6 (EL 6)

➤ **Drow Warriors (4):** hp 10, 9, 9, 8; see Appendix I.

12. Troll in a Box (EL 6)

If the forces outside are able to penetrate the gate, the drow have a terrible surprise for them—an angry, hungry troll. The have locked the miserable creature in this area between gates, known they will have to move their troops back if the defenses are breached.

Between the constant banging on the main gate by the mercenaries outside, and the anticipation for blood, the troll is in a frenzy.

Trap: The troll stays away from the doors leading to the halls (area 9) because this side of the door is also trapped with sonic *burning hand* trap. Note that if the PCs were able to dispel or disable that trap, it is nullified on this side as well.

➤ **Sonic Burning Hands Trap:** CR 3; magic devise; touch; automatic reset (immediately—the trap goes off each time the door is touched); spell effect (sonic *burning hands*, 4th-level wizard, Reflex save [DC 11] half damage, 4d4 sonic); Search (DC 26); Disable Device (DC 26); Dispel check (DC 18).

Creature: The troll does not hesitate to attack any nondrow entering this area.

➤ **Troll:** hp 63; see *Monster Manual*.

Tactic: It's a troll. Who needs any more tactics than that?

Development: Once the troll is out of the way, characters will want to find a way to open the outer gate. This is a practically impossible task from this chamber, as the mechanism to open the door is found in area 17.

➤ **Iron Outer Gate:** 8 in thick; hardness 10; hp 240; Break (DC 58).

There is a second gate, almost identical to the first on the other side of the chamber. This one has what looks like a giant diamond-shaped keyhole in the center of the door. Picking this lock is a virtually impossible task (DC 45), but the PCs can find the key in Priestess's Quarters (area 14).

Scaling the Encounter

APL 6 (EL 8)

➤ **Trolls (2):** hp 63, 55; see Appendix I.

13. Priestess's Pet Demon (EL 4)

The cleric of Lloth who oversees this gate has left her “pet” demon here to stand guard. Not quite domesticated, this abyssal eviscerator is known to attack even drow if not overseen by her master, which is the very reason Nobruzza leaves it on its own as often as she can.

Standing in the middle of the room a dark purple mass of muscle, spines, and teeth waits here. Its eyes dart manically to each of you, as its long serpent-like tongue sways back and forth across its dagger like fangs, like some sort of sick abyssal pendulum. It growls, “Uriikul-muttek Shahakat.”

The phrase is a demonic joke in the Abyssal language. While it does not translate perfectly into Common (or English) it means something like “I don't remember ordering take-out.”

Creature: Like trolls, abyssal eviscerators take the straightforward approach to killing, thrusting themselves into combat, allowing their claws to do their talking.

➤ **Abyssal Eviscerator:** hp 42; see Appendix I.

Scaling the Encounter

APL 6 (EL 6)

➤ **Advanced Abyssal Eviscerator:** hp 90; see Appendix I.

14. Priestess's Quarters (EL 6)

This chamber is the quarters of the gate's resident cleric of Lloth. When the PCs enter, her two goblin

attendants have just finishing putting on the last pieces of her intricate suit of full plate armor. Read or paraphrase the following:

A stunning drow woman, wearing a suit of shining ebon full plate armor, turns nonchalantly toward you. In perfect Common, and without emotion she says, "Leave now. I will join the battle and destroy you and your puny forces in my own good time." Her two goblin attendants flinch at her words, and shake their heads. You get the feeling they think you have made a horrible mistake by opening this door.

The cleric becomes incensed when the PCs don't immediately leave the chamber. See commands her goblin servants to attack, which they do with blind devotion—better to die quickly in battle, than slowly by their mistress's hands.

Creatures: The cleric attempts to use her goblin attendants as roadblocks, giving her time to cast at least one spell, before engaging in melee with her foes.

➤ **Drow Cleric:** female drow Clr5; hp 22; see Appendix I.

➤ **Goblins (2):** hp 3, 2; see *Monster Manual*.

Treasure: This entire chamber is lush and richly furnished, and if the PCs had the time, and way to bring it back, they could make a fortune selling the exotic tapestries, furniture, and frills. Other than her rich furnishing, the cleric hides (Search, DC 20) a small stash of coins and gems in a secret compartment under her bed. Inside there are 500 gp, and five pieces of jet (100 gp each), along with a *potion of cat's grace*. Also, out in the open, the characters will find the large (about the size of a halfspear, and over 10 times heavier) key that opens the inner gate.

Scaling the Encounter

APL 6 (EL 8)

➤ **Drow Cleric:** female drow Clr7; hp 31; see Appendix I.

➤ **Goblins (2):** hp 3, 2; see *Monster Manual*.

15. Inner Courtyard (EL 0 or 8)

Once the characters find the key to the inner gate (or either jump or repel down the 30 feet from the upper courtyard), they can enter the inner courtyard. If you think the PCs can handle it, and you want to end the adventure with a truly epic battle, have the undead from 16, and the group of commanders from area 17 converge here.

16. Undead reinforcements (EL 4)

Courtousy of the clerics of Lloth, the drow commander keeps force of undead in this room, and will use them for troops if the inner gate is breached. They attack any nondrow that enter this room until they are given new orders.

➤ **Medium-size zombies (6):** hp 20, 18, 16, 16, 15, 14; see *Monster Manual*.

Scaling the Encounter

APL 6 (EL 6)

➤ **Weight (3):** hp 26, 24, 20; see *Monster Manual*.

17. The Commander's Station (EL 7)

The drow commander, his wizard advisor, and a small contingent of guards are here plotting the defense of the Noquar estate. They of course interrupt their planning when the PCs show up.

Creatures: If possible the commander and the warriors spend a round attacking the PCs with ranged attacks (poisoned bolts). If not, they rush into melee, allowing the Ebon Tower wizard to cast spells on the PCs from afar.

➤ **Drow Commander:** hp 25; see Appendix I.

➤ **Ebon Tower Wizard:** hp 9; see Appendix I.

➤ **Drow Warrior (3):** hp 7, 7, 6; see Appendix I.

Development: The character will also find the crank that opens the outer gate in this room. Once they open the outer gate, the mercenaries flood in the complex and the PCs have achieved the main objective. Award them maximum XP, even if they did not gain enough XP in battle to warrant it.

Scaling the Encounter

APL 6 (EL 6)

➤ **Drow Commander:** hp 35; see Appendix I.

➤ **Ebon Tower Wizard:** hp 14; see Appendix I.

➤ **Drow Warrior (3):** hp 12, 12, 11; see Appendix I.

Experience

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value to each character.

1. Sinister Tower

Defeat drow warriors and battle wizard only

APL 4	120 XP
APL 6	180 XP

Or defeat drow warriors, battle wizard, and battle wizard atop nightmare

APL 4	180 XP
APL 6	240 XP

2. Middle Tower

Defeat drow warriors

APL 4	120 XP
APL 6	180 XP

3. Dexter Tower

Defeat drow warriors and battle wizard only

APL 4	120 XP
APL 6	180 XP

Or defeat drow warriors, battle wizard, and battle wizard atop nightmare

APL 4	180 XP
APL 6	240 XP

4. The Walls

Defeat drow warriors

APL 4	90 XP
APL 6	150 XP

5. Upper Gate—Sinister Side

Defeat drow warriors and monstrous spider

APL 4	150 XP
APL 6	210 XP

6. Upper Gate—Middle

Defeat drow warlord and ogres

APL 4	180 XP
APL 6	240 XP

7. Upper Gate—Dexter Side

Defeat drow warriors

APL 4	120 XP
APL 6	180 XP

8. Lower Tower

Defeat drow warriors

APL 4	120 XP
APL 6	180 XP

9. Halls

Encounter trap

APL 4 and 6 90 XP

10. The Spider Lair

Defeat monstrous spiders

APL 4	240 XP
APL 6	300 XP

11. Barracks

Defeat drow warriors

APL 4	120 XP
APL 6	180 XP

12. Troll in a Box

Defeat Troll

APL 4	150 XP
APL 6	210 XP

13. Priestess's Pet Demon

Defeat Abyssal Evicerator

APL 4	120 XP
APL 6	180 XP

14. Priestess's Quarters

Defeat Cleric of Lloth

APL 4	180 XP
APL 6	240 XP

16. Undead Reinforcements

Defeat Undead

APL 4	120 XP
APL 6	180 XP

17. Command Station

Defeat drow command group

APL 4	120 XP
APL 6	180 XP

Total Possible XP

It is possible but extremely unlikely) that PCs could total more than the following maximums. If they do, only give them these values.

Note: If the PCs are able to open the outer gate, give them full XP regardless of what XP they earned defeating foes.

APL 4	810 XP
APL 6	1,080 XP

Treasure

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 treasurer.

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 minute 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 (that is., 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 piece 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 treasures from each encounter add it up and that is 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 record.

Incidental Treasure

If the PCs take the time to loot bodies they find the following bits of incidental treasure per drow.

APL 4	Drow Warrior: coin—3 gp
	Drow Battle wizard: coin—25 gp
	Drow Warlord: coin—75 gp
APL 6	Drow Warrior: coin 8 gp
	Drow Battle Wizard: coin—55 gp
	Drow Warlord: coin—150 gp

14. Priestess's Quarters

Find the Priestess's Stash

APL 4 and 6 coin—167 gp; magic: *potion of cat's grace* (30 gp)

17. Command Station

Loot Rewoot

APL 4 coin—92 gp; magic—*bracers of armor (+1)* (83 gp), arcane scroll of *expeditious retreat* (4 gp), arcane scroll of *endurance* (13 gp), arcane scroll of *fireball* (31 gp).

APL 6 coin—92 gp; magic—*+1 spiked chain* (196 gp), *potion of cure moderate wounds*

(25 gp); *bracers of armor (+1)* (83 gp), arcane scroll of *expeditious retreat* (4 gp), arcane scroll of *endurance* (13 gp), arcane scroll of *fireball* (31 gp), *wand of lightning bolts* (20 charges) (375 gp).

Total Treasure Possible

It is possible but extremely unlikely that PCs could total more than the following maximums. If they do, only give them these values.

Note: If the characters were able to defeat the command station and open the outer gate, award them full gp.

APL 4	900 gp
APL 6	1,200 gp

Appendix I

Dark Elf Troops—APL 4

☛**Drow Warrior:** Male and female drow War1: CR 1; Medium-size humanoid (elf); HD 1d8; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +3 melee (1d6+1/18-20, masterwork rapier), or +2 ranged (1d8/19-20, light crossbow); SQ drow traits, SR 12; AL CE; SV Fort +2, Ref +1, Will +0; Str 13, Dex 13, Con 10, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +2, Hide +2, Listen +2, Move Silently +1, Search +2, Spot +2; Dodge.

Possessions: Masterwork chain shirt, masterwork buckler, masterwork rapier, light crossbow, 20 bolts, 1d6-3 does of drow sleep poison.

☛**Drow Battle Wizard:** Male and female drow Ftr1/Wiz1: CR 3; Medium-size humanoid (elf); HD 1d10+1d4; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +3 melee (1d6+1/18-20, masterwork rapier), or +2 ranged (1d8/19-20, light crossbow); SQ drow traits, SR 13; AL CE; SV Fort +2, Ref +1, Will +2; Str 13, Dex 13, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Concentration +3, Climb +5, Jump +5, Ride +4; Combat Casting, Mounted Combat.

Spells Prepared (DC = 11 + spell level; 10% arcane spell failure): 0—*daze* (3); 1st—*magic missile* (2).

Possessions: Mithral shirt, masterwork rapier, light crossbow, 20 bolts, 1d6-3 does of drow sleep poison.

☛**Drow Warlord:** Male and female drow Ftr3: CR 4; Medium-size humanoid (elf); HD 3d10; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +6 melee (2d4+2, masterwork spiked chain), or +4 ranged (1d8/19-20, light crossbow); SQ drow traits, SR 14; AL CE; SV Fort +3, Ref +2, Will +1; Str 13, Dex 13, Con 10, Int 11, Wis 10, Cha 10.

Skills and Feats: Jump +7, Ride +7; Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Mounted Combat, Weapon Focus (spiked chain)

Possessions: Masterwork chain shirt, masterwork spiked chain, light crossbow, 20 bolts, 1d6-3 does of drow sleep poison.

☛**Drow Commander:** Male and female Drow Ftr3/Wiz1: CR 5; Medium-size humanoid (elf); HD 3d10+1d4; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +6 melee (2d4+2, masterwork spiked chain), or +4 ranged (1d8/19-20, light crossbow); SQ drow traits, SR 14; AL CE; SV Fort +3, Ref +2, Will +1; Str 13, Dex 13, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Concentration +3, Climb +7, Jump +7, Ride +7; Combat Reflexes, Exotic Weapon

Proficiency (spiked chain), Mounted Combat, Weapon Focus (spiked chain)

Spells Prepared (DC = 11 + spell level; 10% arcane spell failure): 0—*daze* (3); 1st—*magic missile, shield*.

Possessions: Mithral shirt, masterwork spiked chain, light crossbow, 20 bolts, 1d6-3 does of drow sleep poison.

☛**Ebon Tower Wizard:** male and female drow Wiz4: CR 5; Medium-size humanoid (elf); HD 4d4+4; Init +1; Spd 30 ft.; AC 12 (touch 11, flat-footed 11); Atk +2 melee (1d4/19-20, dagger), or +3 ranged (1d4/19-20, dagger); SA Spells, SQ Spells, drow traits, SR 15; SV Fort +2, Ref +2, Will +4; Str 10, Dex 13, Con 12, Int 14, Wis 11, 10.

Skills and Feats: Concentration +9, Knowledge (arcana) +10, Scry +10, Spellcraft +10; Combat Casting, Dodge, Scribe Scroll.

Spells Prepared (4/4/3; base DC = 12 + spell level); 0—*daze* (3), *mage hand*; 1st—*magic missile* (3), *shield*; 2nd—*cat's grace, flaming sphere, web*.

Possessions: Bracers of armor (+1), dagger, arcane scroll of *expeditious retreat*, arcane scroll of *endurance*, arcane scroll of *fireball*.

Dark Elf Troops—APL 6

☛**Drow Warrior:** Male and female drow War2: CR 2; Medium-size humanoid (elf); HD 2d8; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atk +4 melee (1d6+1/18-20, masterwork rapier), or +3 ranged (1d8/19-20, light crossbow); SQ drow traits, SR 12; AL CE; SV Fort +3, Ref +1, Will +0; Str 13, Dex 13, Con 10, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +3, Hide +2, Listen +2, Move Silently +1, Search +2, Spot +3; Dodge.

Possessions: +1 chain shirt, masterwork buckler, masterwork rapier, light crossbow, 20 bolts, 1d6-3 does of drow sleep poison.

☛**Drow Battle Wizard:** Male and female Drow Ftr3/Wiz1: CR 5; Medium-size humanoid (elf); HD 3d10+1d4; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +6 melee (2d4+2, masterwork spiked chain), or +4 ranged (1d8/19-20, light crossbow); SQ drow traits, SR 14; AL CE; SV Fort +3, Ref +2, Will +1; Str 13, Dex 13, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Concentration +3, Climb +7, Jump +7, Ride +7; Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Mounted Combat, Weapon Focus (spiked chain)

Spells Prepared (DC = 11 + spell level; 10% arcane spell failure): 0—*daze* (3); 1st—*magic missile, shield*.

Possessions: Mithral shirt, masterwork spiked chain, light crossbow, 20 bolts, 1d6-3 does of drow sleep poison.

☛**Drow Warlord:** Male and female drow Ftr5; CR 6; Medium-size humanoid (elf); HD 5d10; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +8 melee (2d4+2, masterwork spiked chain), or +6 ranged (1d8/19-20, light crossbow); SQ drow traits, SR 16; AL CE; SV Fort +4, Ref +3, Will +2; Str 13, Dex 13, Con 10, Int 11, Wis 10, Cha 10.

Skills and Feats: Jump +9, Ride +9; Combat Reflexes, Dodge, Exotic Weapon Proficiency (spiked chain), Mounted Combat, Weapon Focus (spiked chain)

Possessions: +1 chain shirt, masterwork spiked chain, light crossbow, 20 bolts, 1d6-3 does of drow sleep poison.

☛**Drow Commander:** Male and female Drow Ftr5/Wiz1; CR 7; Medium-size humanoid (elf); HD 5d10+1d4; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +8 melee (2d4+3, masterwork spiked chain), or +6 ranged (1d8/19-20, light crossbow); SQ drow traits, SR 17; AL CE; SV Fort +4, Ref +3, Will +2; Str 13, Dex 13, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Concentration +3, Climb +9, Jump +9, Ride +9; Cleave, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Mounted Combat, Power Attack, Weapon Focus (spiked chain)

Spells Prepared (DC = 11 + spell level; 10% arcane spell failure): 0—*daze* (3); 1st—*magic missile*, *shield*.

Possessions: Mithral shirt, +1 spiked chain, light crossbow, 20 bolts, 1d6-3 does of drow sleep poison, *potion of cure moderate wounds*.

☛**Ebon Tower Wizard:** male and female drow Wiz6; CR 7; Medium-size humanoid (elf); HD 6d4+6; Init +1; Spd 30 ft.; AC 12 (touch 11, flat-footed 11); Atk +3 melee (1d4/19-20, dagger), or +4 ranged (1d4/19-20, dagger); SA Spells, SQ Spells, drow traits, SR 17; SV Fort +3, Ref +3, Will +5; Str 10, Dex 13, Con 12, Int 14, Wis 11, 10.

Skills and Feats: Concentration +11, Knowledge (arcana) +12, Scry +12, Spellcraft +12; Combat Casting, Dodge, Scribe Scroll, Toughness.

Spells Prepared (4/4/4/2; base DC = 12 + spell level); 0—*daze* (3), *mage hand*; 1st—*magic missile* (3), *shield*; 2nd—*cat's grace*, *flaming sphere*, *web*; 3rd—*haste*, *lightning bolt*.

Possessions: *Bracers of armor* (+1), *amulet of natural armor* (+1), dagger, arcane scroll of *expeditious retreat*, arcane scroll of *endurance*, arcane scroll of *fireball*, wand of *lightning bolt* (20 charges).

13. Priestess's Pet Demon

APL 4

➤ **Abyssal Eviscerator:** CR 4; Medium-size outsider (chaotic, evil); HD 4d8+20; Init +0; Spd 30 ft.; AC 20 (touch 10, flatfooted 20); Atk +10 melee (1d6+5, 2 claws); SQ Poison immunity, scent, acid, cold, electricity and fire resistance 20; AL CE; SV Fort +9, Ref +4, Will +5; Str 20, Dex 10, Con 20, Int 8, Wis 12, Cha 11.

Skills and Feats: Climb +12, Jump +12, Listen +8, Spot +8; Blind-Fight, Weapon Focus (claw).

APL 6

➤ **Advanced Abyssal Eviscerator:** CR 6; Medium-size outsider (chaotic, evil); HD 10d8+50; Init +0; Spd 30 ft.; AC 20 (touch 10, flatfooted 20); Atk +16 melee (1d6+5, 2 claws); SQ Poison immunity, scent, acid, cold, electricity and fire resistance 20; AL CE; SV Fort +12, Ref +7, Will +8; Str 20, Dex 10, Con 20, Int 8, Wis 12, Cha 11.

Skills and Feats: Climb +18, Jump +18, Listen +14, Spot +14; Blind-Fight, Power Attack, Weapon Focus (claw).

14. Priestess's Quarters

APL 4

➤ **Priestess of Lloth:** female drow Clr5; CR 6; Medium-size humanoid (elf); HD 5d8; Init +1; Spd 20 ft.; AC 21 (touch 11, flat-footed 20); Atk +6 melee (1d8+2, +1 heavy mace); SA Spells, rebuke undead; SQ spontaneous cast inflict spells, drow traits, SR 16; AL CE; SV Fort +4, Ref +2, Will +5; Str 13, Dex 12, Con 10, Int 11, Wis 15, Cha 14.

Skills and Feats: Concentration +9, Spellcraft +9; Dodge, Weapon Focus (heavy mace).

Possessions: Full Plate, large steel shield, +1 heavy mace, *potion of cure moderate wounds*.

Spells Prepared (5/4+1/3+1/1+1; base DC = 12 + spell level): 0—guidance (3), virtue (2); 1st—cause fear, inflict light wounds*, magic weapon, random action, shield of faith; 2nd—bull's strength, hold person, invisibility*, sound burst; 3rd—bestow curse, contagion*

**Domain Spells, Deity:* Lloth; *Domains:* Destruction (this cleric can smite with a single melee attack once per day. She gains a +4 attack bonus, and +5 damage if she hits. You must declare the smite before making the attack), Trickery (Bluff, Disguise, and Hide are class skills).

APL 6

➤ **Drow Priestess:** female drow Clr7; CR 8; Medium-size humanoid (elf); HD 7d8; Init +1; Spd 20 ft.; AC 22 (touch 11, flat-footed 21); Atk +8 melee (1d8+2, +1 heavy mace); SA Spells, rebuke undead; SQ spontaneous cast inflict spells, drow traits, SR 18; AL CE; SV Fort +5, Ref +3, Will +6; Str 13, Dex 12, Con 10, Int 11, Wis 15, Cha 14.

Skills and Feats: Concentration +11, Spellcraft +11; Dodge, Mobility, Weapon Focus (heavy mace).

Possessions: Full Plate, +1 large steel shield, +1 heavy mace, *potion of cure moderate wounds*.

Spells Prepared (6/5+1/4+1/2+1; base DC = 12 + spell level): 0—guidance (3), virtue (3); 1st—cause fear (2), inflict light wounds*, magic weapon, random action, shield of faith; 2nd—bull's strength, hold person (2), invisibility*, sound burst; 3rd—bestow curse, cure serious wounds, contagion*

**Domain Spells, Deity:* Lloth; *Domains:* Destruction (This cleric can smite with a single melee attack once per day. She gains a +4 attack bonus, and +7 damage if she hits. You must declare the smite before making the attack), Trickery (Bluff, Disguise, and Hide are class skills).

Ebon Tower

Adventure Overview

Ebon Tower is optimized for characters 5th to 7th level (APL 6, but playable at APL 8). In this section of the adventure the Wayfarers' Union teleports the PCs on the turret of the Ebon tower, goal is to harass the wizards of the tower, to limit their joining the battle.

The Wayfarers Union will pull back the PCs to Sterich once the battle is over, via the *wayfarer amulet* they give to each PC (see below).

There are many more encounters in this adventure than any group is bound to face. This is done for a good reason, as the PCs can pursue many paths in this section of the adventure.

There are many places in the Ebon where the PCs can "hole up." Basically let the characters stop at any reasonable place in the adventure if they wish. The PCs always fortify themselves and wait for the Wayfarers' Union to transport them out. In this way the group can end the adventure before the slot has concluded. If they decide to do this, end the game, but make sure they don't want to play on. Remember, they only have one shot at this. It is not possible to go "back to town" and restock on *potions of cure light wounds*, or other things that would help them out.

The Adventure

Read or paraphrase the following to the PCs:

You are taken to one of the castle's chambers. Here Wayfarer Union wizards prepare for casting, as a Sterich noble come to greet you.

"The wizards will soon be ready, and you will be teleported into the turret of the Ebon Tower. The place is the wizards' guild for House Noquar, and is sure to be filled with hostile advisories. Kill as many wizards as you can, and do your best to cripple the tower.

The stern noble hands each of you an amulet. Made of gold, the triangular amulet is not adorned with any symbols or markings.

"Wear this at all times. When the nobles have been extracted, we will magic you back here. We cannot do so if you are not wearing one of these amulet." With that, he escorts you to the wizards, who begin casting their spells.

Wayfarer amulet

The amulet the Wayfarer's guild gives to the character is a *wayfarers amulet*. With the help of a special form

of teleport spell (an arcane spell called *wayfarer's retrieval*) that the union keeps as a guarded secret, they can teleport anyone one wearing one of these amulets from the spot they are at, to anywhere within short range of the wizard casting the spell. The union uses this amulet to bring the characters back. It must be worn to be effective, and does take up the character's amulet slot.

Dungeon Features

The following features are true unless otherwise noted in a specific area description.

Doors: The doors of the ebon tower, are not really doors at all, but are rather *ebon outlets*. These magical gateways take on two forms, the *ebon outlet* curtains of magical darkness that stands vertically in rooms, and the *ebon outlet* holes (also obscured by a curtain of *darkness*) that allow egress from one level to another, but jumping or levitating through them. Unless a creature wears a *ebon wayglyph* (see below), every time he or she passes through an *ebon outlet*, he or she must succeed at a Fortitude save (DC 13) or take a single point of Constitution damage.

Clerics that can channel positive energy can use one of their turn attempts to nullify a door for 30 minutes, this both disrupts the magical darkness, and suppresses the *ebon outlet's* ability to do Constitution damage.

Ebon outlets that lead to a lower (or upper level) are always 20 ft. above the floor to the lower level. Creatures jumping down take 1d6 points of subdual damage, and 1d6 points of damage for falling from this height, unless they have a way to suppress some or all of this damage (by way of a successful Jump check, using rope, or magic)

❖ **Iron Door:** 2 in thick; hardness 10; hp 60; Break DC 28.

❖ **Walls:** The walls of the tower are hewn stone walls (3 ft. thick on average, hp 540, hardness 8, break DC 22).

Light: Since most of the creatures in the tower have darkvision or better, and there are no windows, there is very little natural lighting in the bastion. Unless stated in the area text, consider all areas of the bastion to be in complete darkness.

Ebon wayglyph: Many of the denizens of the tower wear *ebon wayglyphs*—tattoos that not only brand them as servants of the Ebon Tower, but also grant them magical abilities. Creatures wearing the *ebon wayglyph* don't take the temporary Constitution damage possible for passing through ebon outlets. The

ebon wayglyph also grants the creature the spell-like ability *levitate* (personal only) at will.

All of the wizards and some of the creatures in the Ebon tower wear the *ebon wayglyph*, the chief exceptions are the quasits in area 2, and any construct or undead creature in the Ebon Tower, for they are immune to the Constitution damage, and the drow typically don't want these creatures skulking about with the power of levitation.

Drow Traits

In addition to the proficiencies, spell resistance, saving throw bonuses and skill modifications already included in drow stat blocks, they also have the following traits: Immune to magic sleep spells and effects.

- A +2 racial bonus on Will saves against Enchantment spells or effects.
- A drow who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he or she were actively looking for the door.
- A +2 racial bonus on Will saves against spells or spell-like abilities.
- Spell-Like Abilities: 1/day—*dancing lights*, *darkness*, *faerie fire*. Caster level equals character level.
- Darkvision 120 ft.
- *Light Blindness (Ex)*: Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds a drow for 1 round. In addition, he or she takes a –1 circumstance penalty on all attack rolls, saves, and checks while operating in bright light.

1. Tower Turret (EL 7 or 9)

The PCs begin this adventure here, the turret of the Ebon Tower, where the Wayfarers' Union has placed them. When the PCs arrive, they immediately attract the attention of one of the tower's guardians, an invisible stalker. But, of course, they will not know this at first.

Transported to the top of the Ebon Tower, things are quiet here—too quiet. While you can hear the noises of distant combats, a strange wind mysteriously muffles the sounds of war. The only things you see on this turret is a raised dais—maybe some sort of casting platform—and a hole in the center of the turret's tiled floor. What's beyond the hole is obscured by darkness.

There is nothing here of interest. And the place calm until the characters attempt to enter the tower, or 10 rounds have passed (see Development)

Creature: The invisible stalker moves against the PCs as soon as they try to enter the tower via the hole leading to area 2. It does not act until they do so.

➤ **Invisible Stalker:** hp 52; see *Monster Manual*.

Tactics: The invisible stalker has been commanded to kill anyone entering, or attempting to enter the tower, and will attempt to make good on that command until it is killed. A canny combatant, it immediately targets spellcaster who make themselves know by using their abilities. The invisible stalker feels confident it can defeat those not aided by spells, a byproduct of working for wizards for over three centuries.

Development: There is nowhere to go but down. The hole is an *ebon outlet*, describe in the Dungeon Features, above. If the characters linger here (more than 10 rounds with no action), a group of two drow atop nightmares spots them (Spot DC 10). If the characters don't move on, they land atop the tower and attack within two rounds. If the PCs enter the tower, this force does not follow them, knowing that there is more danger inside Ebon Tower than they can provide.

➤ **Nightmares:** 48, 45; see *Monster Manual*.

➤ **Drow Battle Wizards:** hp 20, 19; see Appendix I.

Scaling the Encounter

APL 8 (EL 9)

➤ **Invisible Stalkers (2):** hp 60, 52; see Appendix I.

2. Perches of Strange Birds (EL 6)

The wizards of the tower use quasits as messengers and spies. The ones awaiting missions are here in their alternate form: that of large ravens.

This chamber is dominated by numerous large bird stands. Huge ravens perch on some of the stand. None are upset by your entrance, but just look at you intently.

The quasits examine the characters, using their *detect good* and *detect magic* abilities to better glean the threat that just entered the room. They do not act against the PCs until they have time to get all the information they can by way of the detection spell-like abilities (six rounds to detect, and then to compare notes telepathically), or the PCs attack them. Then one of them says in common:

Black birds mean bad luck!

Creatures: Wily opponents, the quasits use their flight and their *invisibility* at will spell-like ability to full advantage during combat.

➤ **Quasits (4):** hp 18, 15, 13, 10; see *Monster Manual*.

Tactics: One of the quasits goes invisible and flies to area 3 to warn Deggras the Jovoc of the intruders. The quasits don't wear the *ebon wayglyph* (the wizards don't trust the demons to wander the lower tower) so the one who warns Deggras must succeed at a Fortitude save (DC 13) or take a point of temporary damage to Constitution.

Scaling the Encounter

APL 8 (EL 8)

➤ **Quasits (7):** hp 18, 15, 15, 13, 11, 10; see *Monster Manual*.

3. Chamber of the Keeper (EL 5)

This cluttered place is the lair of Deggras, Keeper of the Quasits, a jovoc demon. This little demon keeps the quasit's perching area clean by sweeping all the bones and filth into this chamber, where he hoards it like gold and gems. He does keep a small path clear so that the wizards can travel from the floor *ebon outlet* to the one leading to area 2.

Creature: Unlike the quasits, Deggras does wear an *ebon wayglyph*, but has never traveled to the lower tower, and does not know anything about its denizens.

➤ **Deggras the Jovoc:** hp 36; see Appendix I.

Treasure: Under a pile of particularly foul smelling quasit filth, Deggras hides his treasure to time APL platinum pieces.

Scaling the Encounter

APL 8 (EL 7)

➤ **Deggras the Jovoc:** hp 65; see Appendix I.

4. Mangled Experiments (EL 5)

This chamber, like its twin, is also a mess. The drow wizards use this room to dump some of their magical experiments gone bad. A sort graveyard, there is still some life twitching in the sad piles of forgotten works. Read or paraphrase the following:

The smell in this place is a mix of rotting flesh and pungent rust. Skeletons and rotting flesh lie mixed with discarded scrap metal, all piled almost to the ceiling. A narrow path winds its way northeasterly

through this strange junkyard between piles of flesh and scrap.

The path is only five feet wide, and is shown on the DM's Map. When the first character reaches the x marked on the DM's map, two iron half golems shamble out of the piles, attacking all living things in their path.

Creatures: These almost mindless things attack without intelligence, and definitely without conscience.

➤ **Iron Half-Golems (2):** hp 8, 7; see Appendix I.

Development: The iron half-golems attack for as long as the characters are in the room. They do not follow the PCs beyond the *ebon outlets*.

Scaling the Encounter

APL 8 (EL 7)

➤ **Iron Half-Golems (4):** hp 10, 9, 8, 7; see Appendix I.

5. Chamber of Mirrors (EL variable)

This is a chamber use by the head of the Ebon Tower, an evoker named Bettulos, to communicate with other important members of House Noquar. There are three magical mirrors in this room; each is connected to another magical mirror in other parts of the estate. Read or paraphrase the following.

There are three 6-foot tall freestanding mirrors in this room. All three point in toward the center point of the room. Each mirror is of exquisite workmanship—real masterwork quality.

To the PCs, these mirrors hold nothing but danger. If they attempt to use them without the proper command words (which there is no way they can get short of communing with higher powers, or pulling them from Bettulos's mind) they set off an effect that guards the mirror. The trap is set off by anyone who spends more than two rounds looking into the mirror, or anyone who touches the mirror.

Mirror 1: The frame of this mirror is decorated with spiders, and symbols holy to the worship of Lloth (Knowledge [religion] DC 15). Bettulos uses it to communicate with the houses temple of Lloth. As a guardian, the mirror has captured the life of a wayward priestess (working much like a *mirror of life trapping*), who is doing her penance by protecting the mirror with her life when the time comes. When a PC sets off this mirror's trap, she springs forth from the mirror, attack her foes. When she dies, this trap is nullified.

➤ **Drow Cleric:** hp 31; see Appendix I.

Mirror 2: The frame of this mirror is made of bronze, and is emblazoned with images of rampant nightmares. Bettulos use this mirror to communicate with the master of arms at the Nightmare Stables. When a PC sets off this mirror's trap, a *fireball* (as an 8th-level caster—8d6 points of damage Reflex DC 15 for half) goes off, centered on the mirror. This trap automatically, and immediately resets.

Mirror 3: The frame on this mirror is plane steel. It is used by Bettulos to contact the various gates of House Noquar. If a PC activates the trap on this mirror, the will feel a tingling—a slightly painful pricking—sensation travel through their entire body. Unless they succeed a Will save (DC 18) that character under the effect of a terrible *curse* for as long as they are in the Vault of the Drow—every time the victim makes a d20 roll, a roll of 20 counts as a 1. A PC may only be affected by this *curse* once, and if he or she succeeds at her Will save, she cannot be affect by this particular *curse* for another day, but the trap automatically and immediately resets, so multiple PCs can come under its sway.

6. Alchemist's Lab (EL variable)

Stewing caldrons, bubbling beakers, strange jars with shrunk heads, preserved devil fetuses, and just about any other foul alchemical thing you can think of are crammed in the various worktables and shelves of this chamber. While all of the junk in this room might bring a good price from the right bidder, there is too much of it for the PCs to reasonably grab. The PCs may find one table of interest. It is relatively clear, except for five potions. Each potion container has a label. On the label the words *cure moderate wounds* are written in the drow dialect of Elvish. Three of the potions are *potions of cure moderate wounds*. The other two are *potions of poison* (see *DUNGEON MASTER's Guide* page 235).

7. Glass Guardian (EL 5)

In the center of this chamber stands a curious piece of art. Read or paraphrase the following:

In the middle of the room stands a stained-glass window as a stand-alone piece of artwork. It is framed in a rich ebon wood-like substance. The window depicts a powerful drow wizard in the midst of casting a powerful spell. The glass is treated with strange swirling violet and green phosphoresces; casting light around the room is a

hauntingly beautiful pattern that causes slight dizziness if watched too long.

The dizziness that the pattern causes has no real ill effect on the PCs. It only creates a slight discomfort. For those who are curious about this strange artwork, they can examine it without ill effect, and they may be able to find its true nature (see below). The artwork depicts the founder of the Ebon Tower, but is more than a tribute; it is also a cunningly hidden guardian.

Creature: The stained glass golem that guards this room stands completely still until the characters attempt to leave the room. Then it attacks. Characters examining the stained glass artwork can attempt a Spot check against the creatures Hide (+20 Hide in this circumstance) to determine that the thing is actually some sort of creature.

➤ **Stained Glass Golem:** hp 66; see Appendix I.

Scaling the Encounter

APL 8 (EL 7)

➤ **Advanced Stained Glass Golem:** hp 88; see Appendix I.

8. Bettulos's Chamber (EL 5)

The current head of the Ebon tower, a strange hairless and tattooed male drow of a dusky gray complexion named Bettulos, uses this spartan chamber as his quarters. It contains only a mediation mat, and a brazier. He keeps his spellbooks, magic items, and other personal belonging either on his person, or in secret extradimensional spaces. Bettulos currently resides in area 12, where he is rallying the remainder of the mages to aid in the assault against his house.

Creatures: This room is not without hazard. Bettulos has left two shadows to guard his chamber. They attack any who enter.

➤ **Shadows (2):** hp 20, 14; see *Monster Manual*.

Scaling the Encounter

APL 8 (EL 7)

➤ **Shadows (4):** hp 20, 16, 14, 12; see *Monster Manual*.

9. Temple and Advisor (EL 8)

This chamber is the temple's temple of Lloth, which also serves as the current residence of Bettulos's advisor, an illithid named Tel'luntok.

This large chamber is decorated with obscene images dedicated to the worship of Lloth, Queen of

Spiders. Its walls lack the floating windows of other chambers, and are instead sport various mosaics made with eerie glowing colored stones. The art depicts the slaughter of elves, the power of spider, and the rampaging frenzy of the Spider Queen in battle. The statue on the dais features an obsidian representation of the drow god, being lifted on the backs of male drow wearing wizardly garb.

Start the encounter by rolling Spot checks against Tel'lunkok's Hide. The illithid attempts to get the jump on the characters if possible.

Creature: The temple's ceiling is a vaulted, and almost 30 feet tall. Tel'lunkok typically levitates toward its top, meditating. His first action is to douse the chamber with mind blast. When he feels that his prey is sufficiently tenderized, he floats down to feed.

➤ **Tel'lunkok (Mind Flayer):** hp 44; see *Monster Manual*.

Scaling the Encounter

APL 8 (EL 10)

➤ **Tel'lunkok:** Mind flayer Mnk2: hp 56; see Appendix I.

10. First Chamber (EL 8)

One of the two larger open congregation chambers of the lower level of the Ebon Tower, this room is purposely empty to enable wizards to practice casting and spell duels. The floor, walls and ceilings of this place are scorched from such activity. Currently two Ebon Tower wizards are in this chamber, they were about to join Bettulos in area 12.

Creatures: One of these wizards peppers the characters with spells, as the other attempts to gain support from Bettulos (area 12), Zengrat (area 14), or Fenniit (area 17).

➤ **Ebon Tower Wizards (2):** hp 18, 15; see Appendix I.

Scaling the Encounter

APL 8 (EL 10)

➤ **Ebon Tower Wizards (4):** hp 18, 16, 15, 15; see Appendix I.

11. Second Chamber (EL 6)

One of the two larger open congregation chambers of the lower level of the Ebon Tower, this room is purposely empty to enable wizards to practice casting and spell duels. The floor, walls and ceilings of this place are scorched from such activity. Currently two

lesser Ebon Tower wizards are in this chamber, they were about to join Bettulos in area 12.

Creatures: One of these wizards peppers the characters with spells, as the other attempts to gain support from Vegrittall (area 15), or Dellundaz (area 16).

➤ **Lesser Ebon Tower Wizard (2):** hp 10, 8; see Appendix I.

Scaling the Encounter

APL 8 (EL 8)

➤ **Lesser Ebon Tower Wizard (4):** hp 10, 9, 9, 8; see Appendix I.

12. Entrance Chamber (EL 9)

The doors leading to this chamber are magically enchanted to take two complete rounds to open. When their handles are touched, the door slowly begins to creep open. After a round the door is open enough for two PCs to take move-equivalent and squeeze through the tight space, and on the second round it is open enough to offer normal movement through it. The drow of the Ebon Tower have a standard practice of uttering "Here Comes a Wizard of the Tower" in the drow dialect of Elven before entering this chamber. If Bettulos does not hear that phrase utter when the door begins to open, he begins casting spells to prepare for battle (starting with *improved invisibility*).

➤ **Iron Magical Door:** 3 in thick; hardness 10; hp 90; Break (DC 30); Dispel (DC 17).

Creature: The Master of the Ebon Tower Bettulos dwells here, waiting for the rest of the tower wizards to join him. From here they plan to join the battle at the houses walls.

➤ **Bettulos:** hp 31; see Appendix I.

Tactics: If possible, Bettulos uses his improved invisibility to cast as many enhancement spells as possible. He typically casts them in this order: *improved invisibility*, *haste*, *shield*, *cat's grace*. He will then begin his attack against the PCs by casting *shout* (which also has the effect of rousing the tower's other wizards, who will then converge in this room to fight the invaders) and then *lightning bolt*, if successful in his casting of *haste*. Then, pull out all the stops. Bettulos is a vicious and cunning opponent who has in the past bragged publicly that both he and the Ebon Tower were invincible. And he cares more about his reputation than his death.

Scaling the Encounter

APL 8 (EL 11)

➤ **Bettulos:** hp 40; see Appendix I.

Bettulos's dying curse—At APL 8 only, the character that kills Bettulos becomes the recipient of his dying curse. There is no saving throw. The victim of the curse treats all of their rolls of 20 as if they were rolls of one until the curse is lifted. Unlike the similar curse in the Chamber of Mirror, this curse lasts until lifted. The curse can only be lifted if the PC affected kills, or helps kill Bettulos's rival, Yeresk the Crimsoneye, the master wizard of House Godeep, or is the recipient of a *wish* or *miracle* spell that specifically counters this powerful curse. The character will have the opportunity to do so in a future adventure.

13. Empty Cell (EL variable)

These chambers are all the residence of lesser wizards of the tower. Currently the cell's occupants are elsewhere helping in the defense of their house. Each wizard's area consists of a simple mat (where they can sit and meditate upon) and a small chest. There are 2d4 such "living areas" in this room.

PCs can take the time and open the chests, but each is locked (good lock, DC 30), and may be trapped (1 in 6 chance). Inside each chest there are only additional sets of cloths, an extra spell component pouch, parchment, pens, and 2d20 gp. There is also a chance that the chest contains either potions or scrolls (1 in 10 chance). If the PCs find either trap or magical treasure, use the charts below to determine what they find.

Traps (d8)

- 1 *glyph of warding* (blast—4d8 points of fire damage, Reflex DC 14 for half)
- 2 *glyph of warding* (blast—4d8 points of cold damage, Reflex DC 14 for half)
- 3 poison dart trap (Atk +17 melee [1 plus poison, needle]; poison [blue whinnies, Fortitude save (DC 14) resists, 1 Con/unconsciousness]; Search [DC 22]; Disable Device [DC 17].
- 4 *glyph of warding* (blast—4d8 points of sonic damage, Reflex DC 14 for half)
- 5 *glyph of warding* (blast—4d8 points of acid damage, Reflex DC 14 for half)
- 6 poison dart trap (Atk +17 melee [1 plus poison, needle]; poison [Medium-size spider venom, Fortitude save (DC 14) resists, 1d4 Str/1d6 Str]; Search [DC 22]; Disable Device [DC 17].
- 7 *glyph of warding* (*magic missile*—2d4+1 points of damage)
- 8 *glyph of warding* (blast—4d8 points of electricity damage, Reflex DC 14 for half)

Magic Treasure (d8)

- 1 *potion of cure moderate wounds*
- 2 *potion of cat's grace*
- 3 arcane scroll of *fireball*
- 4 arcane scroll of *haste*
- 5 arcane scroll of *magic missile*
- 6 *potion of cure light wounds*
- 7 2 *potions of cure light wounds*
- 8 arcane scroll of *haste* and an arcane scroll of *shield*.

14. Zengrat the Enchanter (EL 5)

This room is the quarters of one of the more important wizards of the tower, Zengrat the Enchanter. The wizard is preparing to join Master Bettulos in area 12, and then on to defend the walls of House Noquar.

➤ **Zengrat:** hp 12; see Appendix I.

15. Vegrittall the Necromancer (EL 7)

This room is the quarters of one of the more important wizards of the tower, Vegrittall the Necromancer. With him or two wight servants, waiting for their order's master. They protect their master without question. The wizard and the wights are preparing to join Master Bettulos in area 12, and then on to defend the walls of House Noquar.

➤ **Vegrittall:** hp 15, see Appendix I.

➤ **Wights (3):** hp 30, 26, 23; see *Monster Manual*.

16. Dellundaz the Younger (EL 6)

This room is the quarters of one of the more important wizards of the tower, Dellundaz the Younger. The son of an important merchant (Dellundaz the Elder), what this wizard lacks in talent, he makes up for in wealth, and with his pet howler, both of which he uses to bully others in the tower. The wizard is preparing to join Master Bettulos in area 12, and then on to defend the walls of House Noquar.

➤ **Dellundaz:** hp 10; see Appendix I.

➤ **Howler:** hp 45; see *Monster Manual*.

Treasure: Dellundaz has 600 gp in his locked (good lock DC 30) but not trapped storage chest.

17. Fenniit the Evoker (EL 5)

This room is the quarters of one of the more important wizards of the tower, Fenniit the Evoker. The wizard is preparing to join Master Bettulos in area 12, and then on to defend the walls of House Noquar.

➤ **Dellundaz:** hp 13; see Appendix I.

Experience

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the

experience award. Award the total value to each character.

1. Tower Turret

Defeat invisible stalkers

APL 6	210 XP
APL 8	270 XP

2. Perch of Strange Birds

Defeat quasits

APL 6	180 XP
APL 8	240 XP

3. Chamber of the Keeper

Defeat Degras the jovoc

APL 6	150 XP
APL 8	210 XP

4. Mangled Experiments

Defeat iron half-golems

APL 6	150 XP
APL 8	210 XP

5. Chamber of Mirrors

Encounter the threat of at least one mirror

APL 6	150 XP
APL 8	210 XP

7. Glass Guardian

Defeat Stained-Glass Golem

APL 6	150 XP
APL 8	210 XP

8. Bettulos's Chamber

Defeat Shadows

APL 6	150 XP
APL 8	210 XP

9. Temple And Advisor

Defeat mind flayer

APL 6	240 XP
APL 8	300 XP

10. First Chamber

Defeat drow wizards

APL 6	240 XP
APL 8	300 XP

11. Second Chamber

Defeat drow wizards

APL 6	180 XP
APL 8	240 XP

12. Entrance Chamber

Defeat Bettulos

APL 6	270 XP
APL 8	330 XP

14. Zengrat the Enchanter

Defeat Zengrat

APL 6	150 XP
APL 8	210 XP

15. Vegrittal the Necromancer

Defeat Vegrittal

APL 6	240 XP
APL 8	300 XP

16. Dellundaz the Younger

Defeat Dellundaz

APL 6	150 XP
APL 8	210 XP

17. Fenniit the Evoker

Defeat Fenniit

APL 6	150 XP
APL 8	210 XP

Total Possible XP

It is possible but extremely unlikely) that PCs could total more than the following maximums. If they do, only give them these values.

APL 6	1,080 XP
APL 8	1,350 XP

Treasure

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 treasurer.

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 (that is, 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 piece 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 treasures from each encounter add it up and that is 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 record.

3. Chamber of the Keeper

Find Deggras's treasure

APL 6 coin—100 gp.

APL 8 coin—133 gp.

6. Alchemist's Lab

Take the Potions

APL 6 magic: 3 *potions of cure moderate wounds* (25gp each, 75 gp total), 2 *potions of poison* (417 gp each, 834 gp total)

10. First Camber

Loot the drow wizards

APL 6 magic—2 *bracers of armor (+1)* (83 gp each, or 166 gp total), 2 *amulets of natural armor (+1)* (83 gp each, or 166 gp total), 2 arcane scrolls of *expeditious retreat* (2 gp each or 4 gp total), 2 arcane scrolls of *endurance* (13 gp each, or 26 gp total), 2 arcane scrolls of *fireball* (31 gp each or 62 gp total).

APL 8 magic—4 *bracers of armor (+1)* (83 gp each, or 322 gp total), 4 *amulets of natural armor (+1)* (83 gp each, or 322 gp total), 4 arcane scrolls of *expeditious retreat* (2 gp each or 8 gp total), 4 arcane scrolls of *endurance* (13 gp each, or 52 gp total), 4 arcane scrolls of *fireball* (31 gp each or 124 gp total).

10. First Camber

Loot the drow wizards

APL 6 magic—2 *bracers of armor (+1)* (83 gp each, or 166 gp total), 2 arcane scrolls of

expeditious retreat (2 gp each or 4 gp total), 2 arcane scrolls of *endurance* (13 gp each, or 26 gp total), 2 arcane scrolls of *fireball* (31 gp each or 62 gp total).

APL 8 magic—4 *bracers of armor (+1)* (83 gp each, or 322 gp total), 4 arcane scrolls of *expeditious retreat* (2 gp each or 8 gp total), 4 arcane scrolls of *endurance* (13 gp each, or 52 gp total), 4 arcane scrolls of *fireball* (31 gp each or 124 gp total).

12. First Camber

Loot Bettulos

APL 6 and 8 magic—*bracers of armor (+2)* (333 gp), *amulet of natural armor (+1)* (83 gp), arcane scroll of *expeditious retreat* (2 gp), arcane scroll of *endurance* (13 gp), arcane scroll of *fireball* (62 gp total), wand of lightning bolts (20 charges) (375 gp).

13. First Camber

At most the PCs get away with the following treasure by looting chests.

APL 6 coin—200 gp

APL 8 coin—300 gp

14. Zengrat the Enchanter

Loot the Zengrat the Enchanter

APL 6 and 8 magic—*bracers of armor (+1)* (83 gp), *amulets of natural armor (+1)* (83 gp), arcane scroll of *expeditious retreat* (2 gp), arcane scroll of *endurance* (13 gp), arcane scroll of *suggestion* (31 gp).

15. Vegrittall the Necromancer

Loot Vegrittall the Necromancer

APL 6 and 8 magic—*bracers of armor (+1)* (83 gp), *amulets of natural armor (+1)* (83 gp), arcane scroll of *expeditious retreat* (2 gp), arcane scroll of *endurance* (13 gp), arcane scroll of *vampiric touch* (31 gp).

16. Dellundaz the Younger

Loot Dellundaz the Younger

APL 6 and 8 coin—100 gp; magic—*bracers of armor (+1)* (83 gp), *amulets of natural armor (+1)* (83 gp), arcane scroll of *expeditious retreat* (2 gp), arcane scroll of *endurance* (13 gp).

17. Fenniit the Evoker

Loot Fenniit the Evoker

APL 6 and 8 magic—*bracers of armor (+1)* (83 gp), *amulets of natural armor (+1)* (83 gp), arcane scroll of *expeditious retreat* (2 gp), arcane scroll of *endurance* (13 gp), 2 arcane scrolls of *fireball* (31 gp).

Total Treasure Possible

It is possible but extremely unlikely) that PCs could total more than the following maximums. If they do, only give them these values.

APL 6	1,200 gp
APL 8	1,875 gp

Appendix I

1. Tower Turret

APL 6 and 8

➤ **Drow Battle Wizard:** Male and female Drow Ftr3/Wiz1; CR 5; Medium-size humanoid (elf); HD 3d10+1d4; Init +1; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +6 melee (2d4+2, masterwork spiked chain), or +4 ranged (1d8/19-20, light crossbow); SQ drow traits, SR 14; AL CE; SV Fort +3, Ref +2, Will +1; Str 13, Dex 13, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Concentration +3, Climb +7, Jump +7, Ride +7; Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Mounted Combat, Weapon Focus (spiked chain)

Spells Prepared (DC = 11 + spell level; 10% arcane spell failure): 0—*daze* (3); 1st—*magic missile*, *shield*.

Possessions: Mithral shirt, masterwork spiked chain, light crossbow, 20 bolts, 1d6-3 doses of drow sleep poison.

3. Chamber of the Keeper (EL 5)

APL 6

➤ **Deggras the Jovoc (Tananar'ri):** CR 5; Small outsider (chaotic, evil); HD 4d8+18; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 14); Atk +6 melee (1d3+1, 2 claws) and +1 melee (1d4, bite); SQ Aura of retribution, DR 5/silver, fast healing 5, outsider traits, SR 13, summon tanar'ri, tanar'ri traits; AL CE; SV Fort +7, Ref +6, Will +4; Str 12, Dex 15, Con 16, Int 7, Wis 10, Cha 7.

Skills and Feats: Hide +8, Listen +7, Search +3, Sense Motive +3, Spot +7; Toughness (x2).

Aura of Retribution (Su): This effect is always active in a 30 ft. spread centered on the jovoc. Whenever the creatures take damage from any source, even nontanar'ri within the area takes an equal amount of damage. A successful Fortitude save (DC 15) halves the damage. (For example, if an opponent deals 12 points of damage to a jovoc, that opponent and every other nontanar'ri with 30 feet also immediately take 12 points of damage each, or 6 points with a successful Fortitude save.) Regardless of the source of the damage to the jovoc, the damage dealt to nontanar'ri by this effect is not subject to negation or reduction because of resistance, immunity, damage reduction, spell resistance, or the like.

Fast Healing (Ex): A jovoc regains lost hit points at the rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the jovoc to regrow or reattach lost body parts.

Summon Tanar'ri (Sp): Once per day, a jovoc can attempt to summon another jovoc with a 25% chance of success.

APL 8

➤ **Advanced Deggras the Jovoc (Tananar'ri):** CR 7; Small outsider (chaotic, evil); HD 8d8+18; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 14); Atk +10 melee (1d3+1, 2 claws) and +5 melee (1d4, bite); SQ Aura of retribution, DR 5/silver, fast healing 5, outsider traits, SR 16, summon tanar'ri, tanar'ri traits; AL CE; SV Fort +9, Ref +8, Will +6; Str 12, Dex 15, Con 16, Int 7, Wis 10, Cha 7.

Skills and Feats: Hide +12, Listen +11, Search +7, Sense Motive +7, Spot +11; Toughness (x3).

Aura of Retribution (Su): This effect is always active in a 30 ft. spread centered on the jovoc. Whenever the creatures take damage from any source, even nontanar'ri within the area takes an equal amount of damage. A successful Fortitude save (DC 15) halves the damage. (For example, if an opponent deals 12 points of damage to a jovoc, that opponent and every other nontanar'ri with 30 feet also immediately take 12 points of damage each, or 6 points with a successful Fortitude save.) Regardless of the source of the damage to the jovoc, the damage dealt to nontanar'ri by this effect is not subject to negation or reduction because of resistance, immunity, damage reduction, spell resistance, or the like.

Fast Healing (Ex): A jovoc regains lost hit points at the rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the jovoc to regrow or reattach lost body parts.

Summon Tanar'ri (Sp): Once per day, a jovoc can attempt to summon another jovoc with a 25% chance of success. (**Note:** the jovoc summoned is a standard variety [see above] rather than an advanced version).

4. Mangled Experiments (EL 5)

APL 6 and 8

➤ **Iron Half-Golem:** CR 4; Medium-size Construct; HD 1d10; Init -1; Spd 30 ft. (can't run); AC 25 (touch 11, flat-footed 25); Atk +10 melee (1d6+8, light mace); SA Breath weapon; SQ Construct traits, DR 25/+2, magic immunity, rust vulnerability; SV Fort +4, Ref +0, Will +0; Str 27, Dex 10, Con -, Int 1, Wis 11, Cha 1.

Skills and Feats: Climb +10, Jump +10; Power Attack, Weapon Focus (mace).

Breath Weapon (Su): As a free action, an iron half-golem can emit a cloud of poisonous gas from its limbs in a 10-foot cone directly in front of it. The cloud lasts 1 round, and the limbs can emit another clouds ever 1d4+1 rounds. The initial damage is 1d4 points of Constitution damage, and the secondary damage is death. A Fortitude save (DC 10) negates both effects.

Rust Vulnerability (Ex): An iron half-golem is affected by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

5. Chamber of Mirrors (EL variable)

APL 6 and 8

➤ **Drow Priestess:** female drow Clr7: CR 8; Medium-size humanoid (elf); HD 7d8; Init +1; Spd 20 ft.; AC 22 (touch 11, flat-footed 21); Atk +8 melee (1d8+2, +1 heavy mace); SA Spells, rebuke undead; SQ spontaneous cast inflict spells, drow traits, SR 18; AL CE; SV Fort +5, Ref +3, Will +6; Str 13, Dex 12, Con 10, Int 11, Wis 15, Cha 14.

Skills and Feats: Concentration +11, Spellcraft +11; Dodge, Mobility, Weapon Focus (heavy mace).

Possessions: Full Plate, +1 large steel shield, +1 heavy mace, potion of cure moderate wounds.

Spells Prepared (6/5+1 / 4+1/2+1; base DC = 12 + spell level): 0—*guidance* (3), *virtue* (3); 1st—*cause fear* (2), *inflict light wounds**, *magic weapon*, *random action*, *shield of faith*; 2nd—*bull's strength*, *hold person* (2), *invisibility**, *sound burst*; 3rd—*bestow curse*, *cure serious wounds*, *contagion**

**Domain Spells, Deity:* Lloth; *Domains:* Destruction (This cleric can smite with a single melee attack once per day. She gains a +4 attack bonus, and +7 damage if she hits. You must declare the smite before making the attack), Trickery (Bluff, Disguise, and Hide are class skills).

7. Glass Guardian (EL 5)

APL 6

➤ **Stained Glass Golem:** CR 5; Medium-size construct; HD 12d10; Init +0; Spd 30 ft. (can't run); AC 15 (touch 10, flat-footed 15); Atk +10 melee (1d8+1/19-20, 2

rakes); SQ Construct traits, DR 10/+2, fast healing 5, keen, magic immunity; AL N; Fort +4, Ref +4, Will +5; Str 13, Dex 10, Con -, Int 4, Wis 13, Cha 7.

Skills: Hide +0*.

Keen (Su): A stained glass golem's rake attack threatens a critical hit on a natural attack roll of 19-20.

Magic Immunity (Ex): A stained glass golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A shatter spell affects it normally. A mending spell heals 2d6 points of damage the golem has taken. Sonic attacks affect it normally.

*A stained glass golem receives a +20 competence bonus on Hide checks when standing motionless in a setting.

APL 8

➤ **Advanced Stained Glass Golem:** CR 5; Medium-size construct; HD 16d10; Init +0; Spd 30 ft. (can't run); AC 15 (touch 10, flat-footed 15); Atk +13 melee (1d8+1/19-20, 2 rakes); SQ Construct traits, DR 10/+2, fast healing 5, keen, magic immunity; AL N; Fort +6, Ref +6, Will +7; Str 13, Dex 10, Con -, Int 4, Wis 13, Cha 7.

Skills: Hide +0*.

Keen (Su): A stained glass golem's rake attack threatens a critical hit on a natural attack roll of 19-20.

Magic Immunity (Ex): A stained glass golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A shatter spell affects it normally. A mending spell heals 2d6 points of damage the golem has taken. Sonic attacks affect it normally.

*A stained glass golem receives a +20 competence bonus on Hide checks when standing motionless in a setting.

9. Temple and Advisor (EL 8)

APL 8

➤ **Tel'luntok: Mind flayer Mnk2:** Medium-size Aberration; HD 10d8+10; Initiative +6; Speed 30 ft.; AC 18 (touch 12, flat-footed 16); Atk +9 melee (1d6+1, 4 tentacles); SA Mind Blast, psionics, improved grab, extract, stunning attack; SQ SR 26, telepathy, evasion; AL LE; SV Fort +8, Ref +7, Will +12; Str 12, Dex 14, Con 12, Int 19, Wis 17, Cha 17.

Skills and Feats: Bluff +8, Concentration +14, Hide +10, Intimidate +10, Knowledge (arcana) +9, Knowledge (religion) +9, Listen +12, Move Silently +9, Spot +12; Alertness, Combat Casting, Deflect Arrows, Dodge, Lightning Reflexes, Improved Initiative, Weapon Finesse (tentacle).

Mind Blast (Sp): This attack is a cone 60 feet long. Anyone caught in this cone must succeed at a Will save (DC 18) or be stunned for 3d4 rounds. Mind

flayers often hunt using this power and then drag off one or two of their stunned victims to feed upon.

Psionics (Sp): At will—*astral projection, charm monster, detect thoughts, levitate, plane shift, and suggestion*. These abilities are as the spells cast by an 8th-level sorcerer (save DC 13 + spell level).

Improved Grab (Ex): To use this ability, the mind flayer must hit a Small to Large creature with its tentacle attack. If it gets a hold, it attaches the tentacle to the opponent's head. A mind flayer can grab a Huge or larger creature, but only if it can somehow reach the foe's head.

After a successful grab, the mind flayer can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or Escape Artist check, but the mind flayer gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

Extract (Ex): A mind flayer that begins its turn with all four tentacles attached and successfully maintains its hold automatically extracts the opponent's brain, instantly killing that creature.

Telepathy (Su): Mind flayers can communicate telepathically with any creature within 100 feet that has a language.

10. First Chamber (EL 8)

➤ **Ebon Tower Wizards:** male and female drow Wiz6; CR 7; Medium-size humanoid (elf); HD 6d4+6; Init +1; Spd 30 ft.; AC 12 (touch 11, flat-footed 11); Atk +3 melee (1d4/19-20, dagger), or +4 ranged (1d4/19-20, dagger); SA Spells, SQ Spells, drow traits, SR 17; SV Fort +3, Ref +3, Will +5; Str 10, Dex 13, Con 12, Int 14, Wis 11, 10.

Skills and Feats: Concentration +11, Knowledge (arcana) +12, Scry +12, Spellcraft +12; Combat Casting, Dodge, Scribe Scroll, Toughness.

Spells Prepared (4/4/4/2; base DC = 12 + spell level); 0—*daze* (3), *mage hand*; 1st—*magic missile* (3), *shield*; 2nd—*cat's grace, flaming sphere, web*; 3rd—*haste, lightning bolt*.

Possessions: *Bracers of armor* (+1), *amulet of natural armor* (+1), dagger, arcane scroll of *expeditious retreat*, arcane scroll of *endurance*, arcane scroll of *fireball*.

11. Second Chamber

➤ **Lesser Ebon Tower Wizards:** male and female drow Wiz4; CR 5; Medium-size humanoid (elf); HD 4d4+4; Init +1; Spd 30 ft.; AC 12 (touch 11, flat-footed 11); Atk +2 melee (1d4/19-20, dagger), or +3 ranged (1d4/19-20, dagger); SA Spells, SQ Spells, drow traits, SR 15; SV

Fort +2, Ref +2, Will +4; Str 10, Dex 13, Con 12, Int 14, Wis 11, 10.

Skills and Feats: Concentration +9, Knowledge (arcana) +10, Scry +10, Spellcraft +10; Combat Casting, Dodge, Scribe Scroll.

Spells Prepared (4/4/3; base DC = 12 + spell level); 0—*daze* (3), *mage hand*; 1st—*magic missile* (3), *shield*; 2nd—*cat's grace, flaming sphere, web*.

Possessions: *Bracers of armor* (+1), dagger, arcane scroll of *expeditious retreat*, arcane scroll of *endurance*, arcane scroll of *fireball*.

13. Entrance Chamber

APL 6

➤ **Bettulos:** male and female drow Wiz8 (evoker); CR 9; Medium-size humanoid (elf); HD 8d4+11; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +4 melee (1d4/19-20, dagger), or +5 ranged (1d4/19-20, dagger); SA Spells, SQ Spells, drow traits, SR 19; SV Fort +3, Ref +3, Will +6; Str 10, Dex 13, Con 12, Int 17, Wis 11, 10.

Skills and Feats: Concentration +11, Knowledge (arcana) +14, Knowledge (religion) +14, Scry +14, Spellcraft +14; Combat Casting, Scribe Scroll, Spell Focus (Evocation), Spell Mastery (*magic missile, web, haste*), Toughness.

Spells Prepared (4+1/5+1/4+1/2+1/1+1; base DC = 13 + spell level—DC 15 + spell level for Evocation spells [marked with °]); 0—*daze*° (3), *flare, mage hand*; 1st—*magic missile*° (5), *shield*; 2nd—*cat's grace, flaming sphere*°, *web* (2); 3rd—*haste, wind wall, lightning bolt*°; 4th—*improved invisibility, shout*°.

Possessions: *Bracers of armor* (+2), *amulet of natural armor* (+1), dagger, arcane scroll of *expeditious retreat*, arcane scroll of *endurance*, arcane scroll of *fireball*, wand of *lightning bolt* (20 charges).

APL 8

➤ **Bettulos:** male and female drow Wiz10 (evoker); CR 11; Medium-size humanoid (elf); HD 10d4+16; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +5 melee (1d4/19-20, dagger), or +6 ranged (1d4/19-20, dagger); SA Spells, SQ Spells, drow traits, SR 21; SV Fort +4, Ref +4, Will +7; Str 10, Dex 13, Con 12, Int 17, Wis 11, 10.

Skills and Feats: Concentration +14, Knowledge (arcana) +16, Knowledge (religion) +16, Scry +16, Spellcraft +16; Brew Potion, Combat Casting, Scribe Scroll, Spell Focus (Evocation), Spell Mastery (*magic missile, web, haste*), Toughness (x2).

Spells Prepared (4+1/5+1/5+1/4+1/2+1/1+1; base DC = 13 + spell level—DC 15 + spell level for Evocation spells [marked with °]); 0—*daze*° (3), *flare, mage hand*; 1st—*magic missile*° (5), *shield*; 2nd—*cat's*

grace, flaming sphere^c (2), *web* (2); 3nd—*haste, wind wall* (2), *lightning bolt*^c (2); 4th—*ice storm, improved invisibility, shout*^c; 5th—*cone of cold*^c, *feeblemind*.

Possessions: *Bracers of armor* (+2), *amulet of natural armor* (+1), dagger, arcane scroll of *expeditious retreat*, arcane scroll of *endurance*, arcane scroll of *fireball*, wand of *lightning bolt* (20 charges).

14. Zengrat the Enchanter

☛ **Zengrat:** male drow Wiz4 (enchanter); CR 5; Medium-size humanoid (elf); HD 4d4+4; Init +1; Spd 30 ft.; AC 13 (touch 14, flat-footed 11); Atk +2 melee (1d4/19-20, dagger), or +3 ranged (1d4/19-20, dagger); SA Spells, SQ Spells, drow traits, SR 15; SV Fort +2, Ref +2, Will +4; Str 10, Dex 15, Con 12, Int 16, Wis 11, Cha 10.

Skills and Feats: Concentration +8, Knowledge (arcana) +10, Scry +10, Spellcraft +10; Combat Casting, Scribe Scroll, Spell Focus (Enchantment).

Spells Prepared (4/4/3; base DC = 13 + spell level—DC 15 + spell level for Enchantment spells [marked with ^c]); 0—*daze*^c (4), *mage hand*, 1st—*charm person*^c, *magic missile* (2), *shield*, *sleep*^c; 2nd—*cat's grace*, *Tasha's hideous laughter*^c (2), *web*.

Possessions: *Bracers of armor* (+1), dagger, arcane scroll of *expeditious retreat*, arcane scroll of *endurance*, arcane scroll of *suggestion*.

15. Vegrittall the Necromancer

☛ **Vegrittall:** female drow Wiz4 (necromancer); CR 5; Medium-size humanoid (elf); HD 4d4+4; Init +1; Spd 30 ft.; AC 12 (touch 11, flat-footed 11); Atk +2 melee (1d6, quarterstaff), or +3 ranged (1d8/19-20, light crossbow); SA Spells, SQ Spells, drow traits, SR 15; SV Fort +2, Ref +2, Will +4; Str 10, Dex 13, Con 12, Int 14, Wis 11, Cha 10.

Skills and Feats: Concentration +8, Knowledge (arcana) +9, Scry +9, Spellcraft +9; Combat Casting, Scribe Scroll, Spell Focus (Necromancy).

Spells Prepared (4/4/3; base DC = 12 + spell level—DC 15 + spell level for Necromancy spells [marked with ⁿ]); 0—*daze* (3), *disrupt undead*ⁿ, *mage hand*, 1st—*cause fear*ⁿ, *magic missile* (2), *ray of enfeeblement*ⁿ, *shield*, 2nd—*cat's grace*, *flaming sphere*, *ghoul touch*ⁿ, *web*.

Possessions: *Bracers of armor* (+1), dagger, arcane scroll of *expeditious retreat*, arcane scroll of *endurance*, arcane scroll of *vampiric touch*.

16. Dellundaz the Younger

☛ **Dellundaz:** male drow Wiz4; CR 5; Medium-size humanoid (elf); HD 4d4+4; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +2 melee (1d4/19-20,

dagger), or +3 ranged (1d4/19-20, dagger); SA Spells, SQ Spells, drow traits, SR 15; SV Fort +2, Ref +2, Will +4; Str 10, Dex 13, Con 12, Int 14, Wis 11, Cha 10.

Skills and Feats: Concentration +8, Knowledge (arcana) +9, Scry +9, Spellcraft +9; Combat Casting, Dodge, Scribe Scroll.

Spells Prepared (4/4/3; base DC = 12 + spell level); 0—*daze* (3), *mage hand*, 1st—*magic missile* (3), *shield*, 2nd—*cat's grace*, *flaming sphere*, *web*.

Possessions: dagger, arcane scroll of *expeditious retreat*, arcane scroll of *endurance*.

17. Fenniit the Evoker

☛ **Fenniit:** male drow Wiz4 (evoker); CR 5; Medium-size humanoid (elf); HD 4d4+4; Init +1; Spd 30 ft.; AC 12 (touch 11, flat-footed 11); Atk +2 melee (1d4/19-20, dagger), or +3 ranged (1d4/19-20, dagger); SA Spells, SQ Spells, drow traits, SR 15; SV Fort +2, Ref +2, Will +4; Str 10, Dex 13, Con 15, Int 15, Wis 11, Cha 10.

Skills and Feats: Alchemy +9, Concentration +9, Knowledge (arcana) +9, Scry +9, Spellcraft +10; Combat Casting, Scribe Scroll, Spell Focus (Evocation).

Spells Prepared (4/4/3; base DC = 12 + spell level—DC 15 + spell level for Evocation spells [marked with ^c]); 0—*daze* (3), *mage hand*, 1st—*magic missile*^c (4), *shield*, 2nd—*cat's grace*, *flaming sphere*^c (2), *web*.

Possessions: *Bracers of armor* (+1), dagger, arcane scroll of *expeditious retreat*, arcane scroll of *endurance*, arcane scroll of *fireball*.