

CORS3-01



High-Level Version

A One-Round D&D[®] LIVING GREYHAWK[®]

Special Adventure

Winter Fantasy 2003 version

by Jason Bulmahn

An adventure for characters level 7+.

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

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

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA[®] are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2003 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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.

Adventure Setup

This is a special event set to run at Winter Fantasy 2003. As such it is broken into two distinct sections. The first is a section dealing with the general assault on a drow compound while the second deals with rescuing a number of prisoners held deep within the compounds dungeons. The first portion is for characters of up to level seven while the second portion is for characters eighth level and up. The first portion of this event will be played out on the provided maps using tokens or possibly miniatures to represent the heroes and the villains involved. The second portion will be played out using Master Maze provided by Dwarven Forge. This portion will use miniatures for all of the heroes and villains.

This event is scheduled to run within four hours. Groups that do not complete the quest within four hours must withdraw. At that point and time, all unconscious PCs that are not in safety or the company of another conscious PC are lost, never to be seen again. Note that while *resurrection* is possible (if a part is recovered), *true resurrection* is NOT available during this event.

Adventure Background

Deep underneath the surface of the Flaneass lies a vault full of the most horrible depravities and inhuman acts imaginable. Not surprisingly this vault is full of drow. Although chaos rules supreme in this city of murders, lies and cheats, there is one governing order. Over all sits the spider queen and under her the noble houses, overseers of the city and perhaps some of the worst of the lot.

One house in particular, House Noquar, has set itself on a path of destruction. Due to various sources of information, this house is absolutely certain that something in the March of Sterich threatens both their existence and possibly even the vault itself. However, despite all of their prayers and various ploys, they have yet to learn the nature of this threat. In previous adventures (*Birthday Bash* and *Beneath the Veil*) the drow of house Noquar have attempted to garner some of this information but have failed both times. Now they have gone to an extreme, one that may make their worst fears come true.

Far above the machinations of the drow, in the March of Sterich a minor noble (distant cousin to the current Marchioness), Lady Tismina was being escorted to Istivin along with her fiancée, a foppish man by the name of Lord Stophane. The group was being escorted by a contingent of the army as well as one of their more prominent generals from the reclamation, one General Telgran Krill. The group was only a day out of Istivin and

camped for the night when a group of drow (sent by house Noquar) appeared within their camp and attacked. The battle was brief and in the end, all of the guards were dead. Lady Tismina, Lord Stophane, and General Krill were all kidnapped, taken deep beneath the earth to the dungeons beneath house Noquar.

The matron of house Noquar commanded this raid, hoping to capture someone who might be able to tell them of the imminent threat. They quickly learned that Lord Stophane was of absolutely no use, so he was thrown into the dungeon for later sacrifice, while his bride to be was taken to the temple and awaits sacrifice. The general proved to be the most interesting to the drow, so he was entrusted to some of their masterful interrogators (Mind Flayers) for further questioning.

Back in Sterich, the marchioness is furious. Marchioness Emondav has ordered the army to find those responsible and deal out justice to them. After a great deal of divination and consulting with the dead guards, the army finally realized exactly what has happened. Fully evaluating the situation, the generals came to the understanding that the army was not enough to make a full assault on the vault but a small surgical strike might serve just as well. Needing their full strength to defend their newly reclaimed homeland, the army of Sterich has put out a quiet call to heroes from around the Flaneass, hoping to use them to get the revenge they seek and perhaps rescue the captives before the drow grow tired of them.

In essence, the actions of house Noquar have brought doom upon them from Sterich and in their own arrogance they have failed to realize it.

Adventure Summary

After gathering together sufficient forces, the army has separated all potential allies into two groups, those that will assault the house directly and those that will delve beneath it and attempt to retrieve the prisoners. When ready, a number of wizards will cast a few *teleportation circles* and bring the entire group of heroes close to their designated targets. There the wizards will wait until the heroes return or two hours have passed. At that time, they will *teleport* the heroes back to the surface.

Characters playing in the high level event will have one of three routes to take each one holding one of the three hostages. The first route is to the prison where Lord Stophane is being held. Heroes taking this route will face much of the Houses elite humanoid troops as well as the dreaded warden. The second route leads to the laboratories of House Noquar's Mind Flayer allies. It is here that the Mind Flayers are busy attempting to extract as much information as possible from General Krill. The

final route leads to House Noquar's primary temple to Lloth and the sacrificial altar holding the beautiful Lady Tismina.

General Guidelines

Unless otherwise noted, please take the following effects in mind.

- Most of the chambers within this dungeon are without light. The PCs will need to provide their own light source unless all of them can see without light.
- Unless noted, most of the creatures within this dungeon can see without light of any kind. The drow are particularly adept at this.
- The drow are not easily fooled and every dark elf present knows all of their fellow housemates by name and appearance.
- The PCs are free to *teleport* into and out of the dungeon under their own power if they have that ability. However, please note that after two hours, the dungeon will be overrun with drow reinforcements from the city (not too far away from the house compound) and the PCs will be forced to flee.
- The ceiling of each chamber is about 10 ft. tall unless otherwise noted. The walls and doors have the following statistics:

• **Hewn Stone Walls:** 3 ft. thick; Break DC 50; Hardness 8; Hit Points 540; Climb DC 22.

• **Stone Doors:** 4 in. thick; Hardness 8; Hit Points 60; Stuck DC 28.

Part A – The Prison

This section of the adventure deals with the prison holding Lord Stophane. It is written for APLs 8 and 10.

Introduction

When the players are ready begin, read or paraphrase the following to them.

The drow have gone to far. As of late, the March of Sterich has been experiencing problems with the dark elves, from ruined birthdays to minor kidnappings. Four days ago, rumor began to spread all throughout the March that a minor noble, her fiancée, and a prominent general of the reclamation

have disappeared. Rumor has it that the drow are behind this as well.

The next day, a quiet word has gone out that the army of the reclamation has need for adventurers for a mission of utter secrecy and extreme danger. Further investigating these rumors, you have found out that they are true. The army is looking for a number of heroes to take the fight to the drow and recover those that have been taken. Along the way they also want to deliver a message. Sterich will not stand for these attacks and will deal fierce retribution on those that stand against them. To top off the deal, they are also offering a reward. Are you interested?

Allow the players a chance to respond. If the players do not agree, this adventure is over for them, otherwise proceed.

Speaking with a Lieutenant Bregrin, you learn that Lady Tismina (a distant cousin of the Marchioness) as well as her fiancé, one Lord Stophane, was on their way to Istivin being escorted by a number of army regulars as well as General Krill, a hero of the reclamation. Only one day from the city, the group was ambushed by a number of drow. All the guards were slain and the Lady, Lord, and General were kidnapped.

Since then, the army has been involved in many divinations to find the location of the missing as well as whatever they could about their assailants. These divinations have revealed that the kidnappers hail from the Vault of the Drow, a veritable city of evil located deep beneath the surface of the Flanaess. No ordinary drow, these in particular are members of House Noquar, one of the noble houses in the city. Lacking the strength for a direct assault, the army has decided instead for a precise strike at the house itself, using adventurers as the backbone of the forces.

Due to your skill in these matters, it has been decided that your group will assist in rescue of the prisoners, in particular Lord Stophane who is being held in some sort of prison beneath the house complex proper. Little else is known about his location. If recovered, the Marchioness is prepared to offer you the title of Lord and a small land grant when you are ready to retire. You have until dawn of the next day to prepare for your journey.

Allow the PCs to adjust their spell selections as necessary.

The next morning you gather with well over a hundred other adventurers, preparing for the assault. You are informed that your group will be teleported to your location and will have two hours to complete

your task. Others present will be attempting to rescue other prisoners but the majority of heroes here will be leading an assault against the house itself, hoping to deal a crippling blow. Lieutenant Bregin stops by to ask if your group is ready, you can see fear in his eyes. After that, the wizards begin their chant and the light of the sun fades away. With luck you may live to see it again.

It is important to note here what the PCs will be allowed to bring with them. Other than their personal belongings, the wizards have very limited resources in what they can *teleport*. The PCs may bring along 1 large animal, 2 medium animals, or up to 4 small animals total amongst them (animals tiny or smaller count for ½ a small animal). If they choose, they may instead bring 1 medium and 2 small animals. Familiars do not count in this effect. Undoubtedly many groups will attempt to contrive ways to bring more (via *reduce* or their own *teleport*) but for safety reasons it is not allowed for this event (the mages are concerned that they may not have enough *teleportation* ability if a good number of prisoners are retrieved).

Proceed to area 1.

Area 1 – Prison Entry

The PCs have been *teleported* to the dungeon beneath house Noquar in the area of the Prison. When ready, read or paraphrase the following to the players.

The sky above has been replaced dark cavern ceiling. The mage who brought you here points in the direction of a winding tunnel, one of many that leads into this chamber. He says; "That is the way to the prison, retrieve the Lord and meet me back here in two hours! Do not be late!" With that he vanishes, off to assist in other areas of the assault.

Have the PCs place their miniature in Area 1 of the prison complex (see Map A for a full layout). Although there are other passageways to explore they are not within the scope of this event. The PCs are free to explore this area a bit and will undoubtedly notice that the natural tunnel turns into a worked one after only a short distance. If the PCs ask for a Listen check (DC 15) it reveals the sounds of conversation coming for the direction of the tunnel but because of the echoes it is impossible to make out. The guards in Area 2 are making this noise.

Area 2 – Barracks

This large chamber is used as a barracks for the humanoid guards employed by House Noquar. When the PCs arrive, the guards are all awake but not specifically awaiting an attack. Unlike many other chambers four torches spaced out on the walls light this one. When the PCs approach, read or paraphrase the following to them.

The worked stone corridor empties out into a large chamber. Scattered about the chamber are a number of bunks and straw mats. Sitting on them or wandering about the space are a number of humanoids, mostly orcs but there are larger creatures as well. They do not seem to notice your approach. There appear to be two exits from the room as well, one to the north and one to the south.

Creatures: The guards here have been put on high alert since House Noquar began to get paranoid and arrived with the prisoners from Sterich. As such they are fully armed and armored. Unless *invisible* they will notice anyone entering the chamber and immediately move to attack. If the heroes are disguised as drow in some way they must be able to speak undercommon to converse with the guards. Assuming the PCs do not have the symbols of House Noquar about their person, they assume that the heroes are intruders. They order them to leave and if they do not, they attack.

APL 8 (EL 10)

- **Orc Guards (4):** hp 42 each, see Appendix A.
- **Krad, Ogre Brb4:** hp 80, see Appendix A.
- **Blendir, Ogre Rgr4:** hp 63, see Appendix A.

APL 10 (EL 12)

- **Orc Guards (8):** hp 42 each, see Appendix A.
- **Krad, Ogre Brb6:** hp 100, see Appendix A.
- **Blendir, Ogre Rgr6:** hp 80, see Appendix A.

Tactics: Although chaotic in nature, these humanoids have been trained to fight by the drow. When in combat, the orcs charge forward forming a front while the ogres stand behind and strike over their heads. If for some reason the guards are alerted to the PCs approach, Blendir casts *resist elements fire* on both himself and Krad if able.

Treasure: Each of the guards carries a *potion of cure moderate wounds* and some alchemical items in addition to their other gear. Krad has a *+1 huge greatsword* as well as *+1 chainmail*. Blendir carries a *+1 greataxe* as well as pair of *potions of cure moderate wounds*. At the higher APL he also has a *+1 battleaxe*. For a complete breakdown

of value see the treasure summary. Other than spoiled food and filthy rags, there is little else of value in the room.

Developments: The door leading to the north is lock requiring an Open Lock skill check (DC 25) to open. The southern door (leading to area 6) contains a spider shaped depression in the center but no handle or keyhole. This door is a full foot thick (upping its Hit Points to 180 and break DC to 34) and cannot be opened without the spider brooch key possessed by Zytir, the drow lieutenant located in area 3. The door radiates moderate abjuration if detected for.

Area 3 – Zytir’s Quarters

Assuming that the battle in Area 2 was a loud one (which is impossible unless all of the combatants were dropped before they could act or the entire room was silenced), Zytir, a drow lieutenant for House Noquar is well aware of the PCs approach.

When the PCs approach the intersection they are free to look one way or the other seeing the cells (areas 4 and 5) as well as a table and chair in this chamber. Assuming that Zytir can see the PCs, when they enter the intersection, read or paraphrase the following to them.

Stepping into the intersection the entire world suddenly goes black and you can hear the sound of opening grates.

Creatures: Zytir’s first action is cast a *darkness* in the hallway while throwing a lever that opens up the cells at the end of the hall. This releases the creatures inside (slaad) who immediately attack the PCs. After this, he waits to assault any PC that comes out of the *darkness*. If the darkness is dispelled, he waits until the PCs are engaged with the slaad before assaulting the PCs from the other side.

APL 8 (EL 10)

- ☛ **Zytir, drow Sor6:** hp 32; see Appendix A
- ☛ **Red Slaad (2):** hp 52 each; One has a very wide mouth (+2 bite damage), the other has an extra arm (granting an extra claw attack); see the *Monster Manual* page 166.

APL 10 (EL 12)

- ☛ **Zytir, drow Sor8:** hp 42, see Appendix A
- ☛ **Green Slaad (2):** hp 67 each; One is of a magical nature (can cast *magic missile* at will, 9th level caster), the other has an extra arm (granting an extra claw attack); see the *Monster Manual* page 166.

Tactics: Assuming that Zytir hears the fight happening in Area 2, he casts the following spells in order: *see invisibility*, *mirror image*, and finally *shield*. He saves using his *potion of haste* until the heroes are through the door. Zytir also knows that the Slaad are resistant to his lightning and uses it without thought often using the double wide version to hit everyone in the corridor.

Treasure: Zytir has a number of valuable items on his person including a *ring of protection +1*, *bracers of armor +2*, *potions of haste* and a *wand of melf’s acid arrow*. At higher APLs he also has a *cloak of charisma +2*. Most importantly he has the spider brooch necessary to open up the door leading to Area 6.

Developments: If for some reason, the PCs manage to get the drop on Zytir before he pulls the lever, the Slaad are still in their cells when the PCs approach those areas.

Area 4 – Simple Cell

This small cell is used by the drow to keep their more powerful prisoners. This cell contained a Slaad (as noted in Area 3). The door to this chamber is a cold iron portcullis. It has the following statistics:

☛ **Cold Iron Portcullis:** 2 in. thick; Hardness 10; Hit Points 60; Lift DC 30.

Aside from a half devoured goblin there is nothing of value in this cell.

Area 5 – Simple Cell

This small cell is used by the drow to keep their more powerful prisoners. This cell contained a Slaad (as noted in Area 3). The door to this chamber is a cold iron portcullis. It has the following statistics:

☛ **Cold Iron Portcullis:** 2 in. thick; Hardness 10; Hit Points 60; Lift DC 30.

Treasure: Buried underneath the offal of this small chamber is *vest of escape* that a less fortunate prisoner never got a chance to use.

Area 6 – Stairs Down

When the PCs open the door, read or paraphrase the following to them.

Slowly the thick stone door slides open revealing a small chamber in the center of which is a tight staircase going down. This chamber has only one other feature, aside from a small path to the staircase

the room is absolutely covered in deep scarlet mushrooms the size of small barrels.

Beyond the locked door is a simple chamber with stairs leading down. However, the drow have left a nasty surprise here for anyone how dares to bring light into the depths of Lloth's domain.

Trap: The mushrooms covering the floor walls and ceiling are very sensitive to light. If inside the radius of any light source greater than a candle for more than 1 round, the mushrooms burst into purple flame emitting a horrible toxin. Burning the mushrooms has the same effect as exposing them to light, however acid destroys them outright and cold makes them dormant for 2d6 minutes. If released the poison fills the entire chamber and remains in the air for 2d6 minutes. A successful Knowledge: Nature skill check (DC 25) reveals the mushrooms for what they are and details their trigger and weaknesses.

APL 8 (EL 5)

↗ **Scarlet Mushroom Trap:** CR 5; inhaled poison fills the entire room (2d6 Con/1d6 Con); Fort save resists (DC 18); Search (DC NA), Disable Device (DC NA).

APL 10 (EL 6)

↗ **Scarlet Mushroom Trap:** CR 6; inhaled poison fills the entire room (2d6 Con/1d6 Con); Fort save resists (DC 23); Search (DC NA), Disable Device (DC NA).

Area 7 – The Warden

The stairs descend in a straight run for almost 30 feet before ending in a natural cavern. An eerie bluish phosphorescent moss that grows all over the walls and ceiling lights this chamber. When the PCs reach the bottom, read or paraphrase the following to them.

The stairs have descended nearly thirty feet before ending in a natural cavern. Looking about you see what might be a crude bedroom of some sort along with a desk and ledger. Before you can even get off the stairs, a huge hulking form rushes out of the darkness, its dark crimson horns leading the way in front of its pale bulk. It appears to be some sort of albino minotaur and it is charging.

Creature: The minotaur is the prison warden and all of the drow simple call him the Pale Warden for his unusually albino hide. The Pale Warden is a straight forward combatant charging the PCs before they get off the stairs to prevent them all from getting involved.

Note that the Pale Warden is not expecting any guests at all unless it is the drow high priestesses. Being that he can smell outsiders before they even enter his chamber, the Pale Warden is more than ready for a fight.

APL 8 (EL 10)

☛ **The Pale Warden, Minotaur Ftr6:** hp 88; see Appendix A.

APL 10 (EL 12)

☛ **The Pale Warden, Minotaur Ftr8:** hp 110; see Appendix A.

Treasure: All of the treasure in this chamber is carried by the Pale Warden. He carries a *+1 huge greataxe, ring of protection +1, cloak of resistance +1, brooch of shielding (101 charges),* as well as *gauntlets of ogre strength.* At APL 10 his cloak is upgraded to +2 and he receives an extra *potion of cure serious wounds.*

Sitting on his desk is a ledger of all the prisoners that have been kept in his special prison over the past couple of years. While most are simple drow there are a couple of creatures worth note. The ledger mentions a strange ether creature, a half drow dissident, and one Lord Stophane.

Developments: The battle in this chamber will undoubtedly be a loud one. This alerts the drow in the maze to the PCs presence and allows them to prepare. See Area 8 for further details.

Area 8 – The Maze

When the PCs approach this chamber read or paraphrase the following to them.

The chiseled stone corridor opens up into a broad chamber. Arranged about the room in are a number of stone partitions rising all the way to the ceiling twenty feet above. Opposite your entry you can see a large leering maw carved into the wall, through which you can see another chamber. Standing in that chamber, surrounded by a pale blue glow is a human man dressed like a noble. He stands unmoving, apparently unaware of you.

This is the final chamber before the stasis prison being used by the drow to keep Lord Stophane captive. For more information on that chamber, see Area 9 below. Before reaching that chamber, the heroes will have to deal with a number of drow who have been stationed in this chamber to guard the prisoner.

Creatures: The drow here have a well-developed plan for dealing with intruders should the opportunity

present itself. Led by Vyrnia, priestess of Lloth the group sports a pair of rogues and the junior mage Salizan. When the PCs enter, Vyrnia begins combat by casting *confusion* on the party.

APL 8 (EL 10)

- **Vyrnia, Drow Clr7:** hp 64, see Appendix A.
- **Salizan, Drow Wiz5:** hp 26, see Appendix A.
- **Drow Rog4 (2):** hp 24, see Appendix A.

APL 10 (EL 12)

- **Vyrnia, Drow Clr9:** hp 78, see Appendix A.
- **Salizan, Drow Wiz7:** hp 35, see Appendix A.
- **Drow Rog6 (2):** hp 35, see Appendix A.

Tactics: Assuming that the drow are alerted to the PCs approach, Vyrnia casts the following spells on herself: *endurance*, *freedom of movement*, *bless*, *shield of faith*, *divine favor* and *prayer* from a scroll. If at APL 10, she also casts *greater magic weapon* on all of the crossbow bolts possessed by the drow rogues. If allowed to prepare, Salizan casts *cat's grace*, *blur*, and *shield*, beginning combat by casting *haste* before moving to offensive options. The sum effects of these spells are listed in below.

APL 8

Stat	Vyrnia	Salizan	Rogues
AC	+3	+11	-
Attacks	+4	+2	+2
Damage	+3	+1	+1
Saves	+1	+1	+1
Skills	+1	+1	+1
Misc	+1d4+1 Con	+1d4+1 Dex	

APL 10

Stat	Vyrnia	Salizan	Rogues
AC	+3	+11	-
Attacks	+5	+2	+2/+4*
Damage	+4	+1	+1/+4*
Saves	+1	+1	+1
Skills	+1	+1	+1
Misc	+1d4+1 Con	+1d4+1 Dex	

*This is only with the crossbow.

Note that any attack against Salizan has a 20% miss chance due to *blur*. Also note that if allowed to prepare, the drow rogues coat three of their crossbow bolts and their rapier with sleep poison (this uses up two vials). Once engaged in melee, these two are not above dropping *darkness* at their feet to gain an edge.

As combat begins, both rogues should be hiding behind partitions waiting for one of the PCs to charge

forward and attack the cleric. This can be with a held action. If the PCs do not approach, they instead position themselves to fire their hand crossbows at the weakest PCs. Meanwhile, Vyrnia uses her spells to the best of their ability, preferring quick offensive option. If pressed, she does not hesitate to draw her tentacle rod and wade into battle with it and her mace. Salizan focuses on firepower, always trying to target the most powerful looking fighters in the group. He does not concern himself with the rogues, including them in the radius as necessary, counting on their SR and reflex saves to protect them. If pressed, he is not above retreat.

Treasure: This group has a good deal of treasure on them, however please note that no one will be able to take the *tentacle rod* as it will attack any PC that tries to wield it (and even if they do get it out, no one will buy it and the PCs cannot keep it). The most important treasure is the stasis amulet that is necessary for freeing Lord Stophane.

Area 9 – Stasis Prison

Beyond the gaping maw is the still form of Lord Stophane. He is held in the chamber by powerful magics creating a sort of stasis field. Any living thing brought into the chamber is put into *stasis* as per the spell. However, anyone who possesses the stasis amulet is immune to this effect. This means that if a PC decides to bolt into this chamber during combat without the amulet, they will be frozen and unable to act until someone with the amulet decides to step in and remove them.

The drow use this chamber to keep their prisoners safe and secure. For purposes of *dispel* magic, a 17th level caster created this chamber. In addition to the Lord Stophane, there is another prisoner in this chamber, off to one side. Upon entering (with the stasis amulet), read or paraphrase the following to the PCs.

Stepping into the chamber brings about a cold tingling sensation. Standing directly across from the opening is the man you seek, Lord Stophane. However, there is another in this chamber with him. Placed in a sitting position in the corner is an elf dressed only in rags. The man has a very pale complexion and shows obvious signs of torture.

Note that the only way to see the other prisoner is from inside the prison itself. Also note that there is no way to remove the prisoners without the stasis amulet.

Once freed, Lord Stophane is immensely thankful, immediately bursting into tears. Not once does he ask about his fiancée, instead only concerned with his own well-being. The Lord should be played as a pampered fop

who is in well over his head. The other man, if removed appears to be a high elf, although of very odd skin tone. Once removed, he is very disoriented. He does not know his name or where he comes from. All he does remember is that the drow have tortured him and he wants out of here.

Developments: If the PCs free both the Lord Stophane the unnamed elf, make sure to take down their names and RPGA numbers on a separate piece of paper and turn it in to the event coordinator.

After succeeding here, the PCs are free to go. Proceed to the conclusion.

Part A – Conclusion

Upon completing the adventure, read or paraphrase the following to the players. Leave off the last paragraph if the PCs were not successful.

Making your way back to the meeting spot, you find the mage waiting for you. He looks quite battered, but pleased. Apparently the rest of the assault is going well. After checking to make sure everyone is here, he begins muttering the arcane words to take you away from the lightless depths. A moment later you find yourself back in Istivin, the horrible ordeal over. Certainly the drow will remember your expedition, and you know that you will never forget it.

Lord Stophane thanks you profusely for his rescue from the hands of the dark elves. He mentions something about this being all the fault of his fiancée, but promises to repay for your bravery. The elf is another matter entirely. Although grateful for his release, he is no closer to knowing his past and who knows what his future will hold.

This is the end of the adventure for the PCs. See the treasure and experience summary at the end of this event for the final totals. Note that PCs that save the Lord receive his favor as noted on the AR. Also make sure to note the name and RPGA number of all the players involved with the rescue of the elf as noted in Area 9.

In addition to this, at the end of the adventure, the characters participating in the assault are awarded a title (see the Lord Errant of Sterich special certificate) as noted in the introduction.

Part B – The Laboratory

This section of the adventure deals with the laboratory where General Krill is being interrogated. It is written for APLs 8 and 10.

Introduction

When the players are ready begin, read or paraphrase the following to them.

The drow have gone to far. As of late, the March of Sterich has been experiencing problems with the dark elves, from ruined birthdays to minor kidnappings. Four days ago, rumor began to spread all throughout the March that a minor noble, her fiancée, and a prominent general of the reclamation have disappeared. Rumor has it that the drow are behind this as well.

The next day, a quiet word has gone out that the army of the reclamation has need for adventurers for a mission of utter secrecy and extreme danger. Further investigating these rumors, you have found out that they are true. The army is looking for a number of heroes to take the fight to the drow and recover those that have been taken. Along the way they also want to deliver a message. Sterich will not stand for these attacks and will deal fierce retribution on those that stand against them. To top off the deal, they are also offering a reward. Are you interested?

Allow the players a chance to respond. If the players do not agree, this adventure is over for them, otherwise proceed.

Speaking with a Lieutenant Bregrin, you learn that Lady Tismina (a distant cousin of the Marchioness) as well as her fiancé, one Lord Stophane, was on their way to Istivin being escorted by a number of army regulars as well as General Krill, a hero of the reclamation. Only one day from the city, the group was ambushed by a number of drow. All the guards were slain and the Lady, Lord, and General were kidnapped.

Since then, the army has been involved in many divinations to find the location of the missing as well as whatever they could about their assailants. These divinations have revealed that the kidnappers hail from the Vault of the Drow, a veritable city of evil located deep beneath the surface of the Flanaess. No ordinary drow, these in particular are members of House Noquar, one of the noble houses in the city. Lacking the strength for a direct assault, the army has decided instead for a precise strike at the house itself, using adventurers as the backbone of the forces.

Due to your skill in these matters, it has been decided that your group will assist in rescue of the prisoners, in particular General Krill who is being

held in some sort of laboratory beneath the house complex proper. Little else is known about his location. If recovered, they Marchioness is prepared to offer you the title of Lord and a small land grant when you are ready to retire. You have until dawn of the next day to prepare for your journey.

Allow the PCs to adjust their spell selections as necessary.

The next morning you gather with well over a hundred other adventurers, preparing for the assault. You are informed that your group will be teleported to your location and will have two hours to complete your task. Others present will be attempting to rescue other prisoners but the majority of heroes here will be leading an assault against the house itself, hoping to deal a crippling blow. Lieutenant Bregin stops by to ask if your group is ready, you can see fear in his eyes. After that, the wizards begin their chant and the light of the sun fades away. With luck you may live to see it again.

It is important to note here what the PCs will be allowed to bring with them. Other than their personal belongings, the wizards have very limited resources in what they can *teleport*. The PCs may bring along 1 large animal, 2 medium animals, or up to 4 small animals total amongst them (animals tiny or smaller count for ½ a small animal). If they choose, they may instead bring 1 medium and 2 small animals. Familiars do not count in this effect. Undoubtedly many groups will attempt to contrive ways to bring more (via *reduce* or their own *teleport*) but for safety reasons it is not allowed for this event (the mages are concerned that they may not have enough *teleportation* ability if a good number of prisoners are retrieved).

Although the PCs are not immediately aware of it, there is a secondary goal to this portion of the event. General Krill had three maps on his person, dealing with the troops and military plans of Sterich. Recovering these is of the utmost importance to the General once he is retrieved. The PCs can also earn a XP reward for doing so. The maps are located in Areas 4, 7, and 8.

When ready to begin, proceed to area 1.

Area 1 – Laboratory Entry

The PCs have been *teleported* to the dungeon beneath house Noquar in the area of the Laboratory. When ready, read or paraphrase the following to the players.

The sky above has been replaced dark cavern ceiling. The mage who brought you here points in the direction of a winding tunnel, one of many that leads

into this chamber. He says; “That is the way to the laboratory, retrieve the General and meet me back here in two hours! Do not be late!” With that he vanishes, off to assist in other areas of the assault.

Have the PCs place their miniature in Area 1 of the laboratory complex (see Map B for a full layout). Although there are other passageways to explore they are not within the scope of this event. The PCs are free to explore this area a bit and will undoubtedly notice that the natural tunnel opens up into a larger chamber after only a short distance. If the PCs ask for a Listen check (DC 15) it reveals the sounds of conversation coming for the direction of the tunnel but because of the echoes it is impossible to make out. The derro assistants in Area 2 are making this noise.

Area 2 – Derro Lounge

When the PCs enter this room, read or paraphrase the following to them

Wandering about this chamber are a number of stout dwarves. Not unlike their surface cousins, these dwarves have pale almost bluish skin. Each of them also bears a horrible wound in the center of their foreheads. They seem to be arguing with one another in some strange tongue.

Creatures: These are derro and they are the servants of the Mind Flayers that operate this laboratory. When the PCs approach, they are arguing about how to carry out the orders of their masters concerning guarding this entrance. They are speaking in undercommon. The wound on their skulls is a sign of ownership and it was caused by a single tentacle boring into their skull but not doing any permanent harm. A successful Heal skill check (DC 20) reveals the wound as one done by some burrowing instrument.

If the PCs are bearing a light source, then the derro are not surprised by their approach and attack immediately. If they are not bearing a light source, the PCs can claim surprise on the derro. These derro have been warned of the PCs approach and will fall for no tricks, even if the PCs are disguised as drow. They have been told by the Mind Flayers to look for the insignia of house Noquar and attack any drow not bearing it. The Mind Flayers, in turn, have been warned about the assault by their elder brain.

APL 8 (EL 10)

- **Derro Thralls (3):** hp 56, see Appendix B.
- **Derro Captain:** hp 62, see Appendix B.

APL 10 (EL 12)

☛ **Derro Thralls (3):** hp 56, see Appendix B.

☛ **Derro Captain:** hp 99, see Appendix B.

Tactics: The derro are very straightforward combatants, hoping to swarm any PC that charges into the fray. The derro captain makes sure to drink a *potion of haste* on the first round of combat before charging in to attack while the thralls use their rage ability to prepare for combat. If played at the higher APL, the captain has no worries about using his *necklace of fireballs* while the thralls are in range of the blast.

Treasure: Although the thralls carry little of value aside from a *potion of cure moderate wounds*, the captain carries a number of valuable items. Including a pair of *+1 handaxes*, a *cloak of resistance +1*, *potions of cure moderate wounds x2*, *potions of haste x2*, and at higher APLs a *necklace of fireballs*.

Area 3 – Intersection

Read or paraphrase the following to the players.

The natural cavern has become a smooth worked stone and after a short time it branches out into a four-way intersection. The north and the east lead directly to large stone doors while the south appears to go on for a bit before turning a corner heading east.

Traps: This intersection leads to both the working laboratory and the test chamber although the northern passageway leading to the working laboratory (Area 4) is trapped.

PCs that approach the northern door leading into the lab can set off a poison gas trap. This trap is set off by a pressure plate in the floor and affects the entire ten by ten area in front of the door.

APL 8 (EL 2)

☛ **Poison Gas Trap:** CR 3; 10 ft. by 10 ft area in front of the door, mind cloud poison (1d4 Wis/1d4 Wis); Fort save resists (DC 18); Search (DC 22), Disable Device (DC 20).

APL 10 (EL 3)

☛ **Poison Gas Trap:** CR 4; 10 ft. by 10 ft area in front of the door, mind cloud poison (1d6 Wis/1d6 Wis); Fort save resists (DC 18); Search (DC 22), Disable Device (DC 20).

PCs that succeed at a Listen skill check (DC 20) can hear the heavy breathing of the experiment in Area 6 while a successful Spot check near either one of the doors

leading into the laboratory (Area 4) notices the smell of chlorine and sulfur.

Area 4 – Working Laboratory

This laboratory is the primary working laboratory for the Mind Flayers in the employ of House Noquar. When the PCs enter this room (no matter the direction), read or paraphrase the following to them.

This chamber is obviously some sort of laboratory because it is full of tables littered with beakers, vials, and more than one table with straps for a human sized subject. Standing in the center of the chamber is a hideous creature, roughly of man shape but with a bloated purple head sprouting four tentacles. He looks in your direction and you hear a cold alien voice emanating from deep within your mind. "Foolish surface things, do not look so surprised, we knew you were coming. Surrender now or you will endanger the chattel." It is then that you notice that eight human children float in the air around him with blank looks on their faces.

Creatures: The creature standing in the center of the chamber is a Xyax, a Mind Flayer of the most despicable sort. Surrounding him are eight young children from Istivin that have disappeared over the past few months. Xyax, being warned of the PCs approach by the elder brain, cast *levitate* on each of the children and set them to float in front of him. They are arranged in such a way to provide him with one half cover from all directions (except from above). The children are under the effect of a *charm monster* from Xyax as well. The vile creature uses the children as lab assistants and none of them show any signs of harm.

What the PCs may not immediately realize is that there is another in the room as well. Hiding under guise of an *improved invisibility* is a drow wizard named Asinat. The wizard has been informed of the PCs approach and is waiting to see their reaction before striking.

APL 8 (EL 10)

☛ **Xyax, Mind Flayer:** hp 44; see Appendix B.

☛ **Asinat:** hp 35; see Appendix B.

☛ **Children (8):** hp 3; see Appendix B.

APL 10 (EL 12)

☛ **Xyax, Mind Flayer:** hp 56; see Appendix B.

☛ **Asinat:** hp 45 (63), see Appendix B.

☛ **Children (8):** hp 3; see Appendix B.

Tactics: Xyax is both cunning and cruel. If the PCs do anything other than surrender or retreat, the Mind Flayer opens combat by using his *Mind Blast* ability. He has no qualm about hitting the children with this power as it does no permanent harm. Beyond this he uses his *charm monster* and *suggestion* abilities to disarm the PCs and promote them to fight one another.

Xyax only leave his protective circle if he is sure he can quickly incapacitate any remaining PCs. The children can be moved by a PC simply by moving adjacent to them and spending a move equivalent action to remove the child from harms way. Xyax immediately *Mind Blasts* any PC that attempts this. A *dispel magic* cast at the children sends them tumbling to the floor but eliminates the chance of hitting the Mind Flayer.

Without first removing the children, Xyax enjoys a +4 AC bonus due to cover as well as a +2 bonus to Reflex saves. PCs that fire a missile weapon at Xyax and miss by four or less instead hit one of the children. If the PCs intentionally harm any of the children, they receive no experience for this encounter.

If the PCs make threatening moves towards either him or Xyax, Asinat opens combat by casting *haste* followed by his offensive spells or *blur* if it is obvious that his *invisibility* has been breached. Although cruel, Asinat does not target the children with any of his spells, hoping to preserve his valuable lab assistants. Asinat has cast *cat's grace*, *shield* and *improved invisibility* before the PCs arrive. These enhancements are listed in parenthesis in his stat block.

Treasure: Xyax has a number of magic items on his person, including a *Ring of Counterspells* (containing *magic missile*), *Ring of Protection +1*, *Potion of Cure Moderate Wounds x2*, and a *Potion of Invisibility*. At the higher APL he also has a pair of *beads of force*. Asinat has a number of magic items on his person, including *boots of elvenkind*, *bracers of armor +1*, a *potion of cure moderate wounds*, and a *wand of lightning bolt*.

In addition to the gear carried by Xyax and Asinat, on one of the tables in this room is one of General Krill's three maps concerning the troops and military plans of Sterich. Although of no gp value, it is worth goal XP as noted above.

Developments: Assuming the PCs find away to stop the vile Xyax, they now have 8 children in tow that must be looked after. After the death of Xyax, the children return to normal, desperately wanting to go home, wanting their parents, etc. They should be used as a nuisance but not detract overly from the event. If the PCs keep them to the rear of the group, they should be safe for the remainder of the event.

Area 5 – Quiet Darkness

These two corridors are more of a hindrance than a true trap, but they are meant to discourage any adventurers from going any further.

The corridor connecting to the northern end of Area 4 is supernaturally dark. This darkness is just like the spell *deeper darkness* however it cannot be countered with *daylight* spells. It can be brought down temporarily with a *dispel magic* if successful against a 17th level caster. Anyone walking across the floor of this corridor has *deeper darkness* cast onto their footwear (5th level caster). This effect is generated by the floor and does not grant a save. This spell will last five days unless detected and removed. Unlike the corridor, this effect can be countered in the same manner as the spell (*daylight*, *dispel magic* as well as just covering them with sacks or removing them).

The corridor connecting the eastern end of Area 4 is supernaturally quiet. This silence is permanent, but can be temporarily brought down with a successful *dispel magic* versus a 17th level caster. Anyone walking across the floor of this chamber has *silence* cast onto their footwear (5th level caster). This effect is generated by the floor and does not grant a save. This spell will last for only five minutes unless removed before that time. Unlike the corridor, this effect is only at 5th level caster and is much easier to *dispel*.

The effects in both corridors only extend to the limit of the curved corridor piece. However, the PCs might not realize this if they are taking the “sticky” affect with them. Neither of these effects work on PCs that, for some reason do not wear shoes of any sort.

Area 6 – Test Chamber

Both doors leading into this chamber are locked, requiring a successful Open Lock skill check (DC 25) to open. This chamber contains one of the many experiments of the Mind Flayers. This one however is one of their most successful. When the PCs enter this chamber, read or paraphrase the following to them.

Looking into this small chamber, you see a large table fitted with broken manacles. Surrounding this is an array of alchemical equipment and, among other things, various heavy iron tools like those that might be used by a sculptor. In the middle of the chamber, wearing the remainders of the manacles, is a large hulking green skinned creature covered in warts and strange patches of some spongy tan substance that envelop his entire left arm. He turns a furrowed brow in your direction and lets loose a snarling growl.

Creature: This horrible experiment was at one point and time a troll. The Mind Flayers captured the giant and attached pieces of a clay golem to his frame to enhance his resistance and his strength. Now he is a Half-golem (clay) troll.

Although the troll succeeded at the necessary Will saves and is still sane (and not a full construct), he has proven to be mostly uncontrollable. Since then they have kept him locked away in this chamber until they can decide what to do with him. Once the troll realizes that either of the doors is open, he hopes to escape. He also hopes to garner some food and the PCs might just make a tasty snack.

APL 8–10 (EL 8)

➤ **Half-golem (Clay) Troll:** hp 75, see Appendix B.

Tactics: The Half-golem Troll rushes the nearest PC and attacks, hoping to get a quick meal. He only changes targets if another PC actually manages to damage him. Due to his immunity to slashing and piercing weapons, magic immunities, and regeneration, the only way to harm the creature is with bludgeoning weapons (which it regenerates from) and non-magical fire and acid (as it is immune to the magical varieties). If the heroes hope to be successful they must beat the creature into negatives using bludgeoning weapons and finish it off with a bit of non-magical fire or acid. They may also have some luck if they happen to possess one of the few spells that actually does affect it but this is unlikely.

The PCs will undoubtedly want more information about this difficult opponent. Feel free to describe it like any other troll aside from the large clay patches, including the one that completely replaces its left arm.

For more information on the Half-golem template, see Appendix D. If freed and the PCs retreat, the Half-golem hounds them for a bit unless he can easily escape from the complex.

Treasure: Sitting on one of the tables in this room is a locked case. Opening the case requires an Open Lock skill check (DC 25). It is also possible to open up the case with by breaking it although this will more than likely damage the two vials that are inside. The vials contain a *potion of Protection from Elements (fire)* and a *potion of Protection from Elements (acid)* respectively. These were going to be infused into the troll to make it truly invincible but the Mind Flayers did not have the time.

Area 7 – The Library

The western door leading into this chamber is locked, requiring an Open Lock skill check (DC 25) to open. Once the PCs open the door, read or paraphrase the following to them.

This chamber contains a small library. Racks of books and rolls of parchments are piled on a few tables scattered around the room. In the center of the room is a short pedestal topped by a crystal dome. Inside the dome is a rolled up piece of parchment.

This chamber is used as a library by the Mind Flayers that inhabit this portion of the dungeon. The tomes here are all written in draconic or undercommon and cover topics varying from anatomy to the nature of magic. Although valuable, the PCs do not have the time to collect or transport the entire thing. There are a number of minor magics scattered about the room should the PCs search, as noted under treasure below.

The real thing of note in this chamber is the rolled up parchment on the pedestal in the center of the room. This parchment is one of the General Krill's three maps concerning the troops and plans of Sterich. It is underneath a crystal dome and is dangerously trapped.

Trap: The crystal dome is locked in place and there is a hidden keyhole located on the side of the pedestal. A Search check (DC 25) reveals the hidden keyhole. However, the lock is of excellent quality, requiring a Open Lock (DC 30) skill check to open. If this check is failed or the crystal is shattered the trap goes off as noted below. PCs cannot take 20 on this check unless the trap is first disarmed. Both spells are cast by a 12th level caster for purposes of *dispel magic*.

APL 8 (EL 5)

↗ **Wall of Fire Trap:** CR 5; a *wall of fire* springs up around the pedestal at a 5 ft. radius going up to the ceiling, heat side in; Search (DC 22), Disable Device (DC 28).

Note, this trap does 2d4 damage to anyone inside the radius and 2d6 +12 points of damage to anyone crossing through the wall or in it when it appears. Those inside the wall when it appears receive a Reflex save (DC 16) for half damage. This trap also destroys the parchment

APL 10 (EL 7)

↗ **Chain Lightning Trap:** CR 7; a *chain lightning* fires off at the PC (12d6 to the PC, 6d6 to anyone else in the room); Reflex save (DC 19) for half damage; Search (DC 22), Disable Device (DC 28).

Treasure: Although the parchment is of no value aside from the goal XP, there are a number of minor magic items scattered around the room. A Search check (DC 15) reveals one of these items, while a *detect magic* finds them all automatically. Scattered about the room there is

a *scroll of invisibility sphere*, as well as a *hand of the mage*. At APL 10, there is also a *scroll of mislead*.

Area 8 – Interrogation Chamber

The door to this chamber is both locked and the area in front of it is *alarmed* as noted below. Opening the door requires a successful Open Lock skill check (DC 25). Once open, read or paraphrase the following to the players.

Opening up the door you see a small chamber lit by only a single candle. Against the far wall is a broad table covered in dark stains, on which rests the body of a human man. He looks both emaciated and tortured and is wearing little more than a loin cloth. He appears conscious but too weak to move. Standing over him is a dark elf, dressed in black and purple vestments. She is holding a long curved dagger over the man as if prepared to strike.

Creatures: This is all part of a ruse. The man on the table is not General Krill but instead Ilzim, a skilled Mind Flayer illusionist. The drow elf standing over him is Sylina, a priestess of Lloth and she has no intention of striking Ilzim. The duo is aware of the PCs approach to the lab and has been waiting for them here. Only an hour before their arrival, the Mind Flayer's elder brain warned Ilzim of the PCs approach and he in turned warned the others in the complex. The real General Krill is in this room but hidden in a secret closet in the wall behind the table. For more information on him, see Developments below.

The pair is ready for the PCs because of an *alarm* cast by Ilzim on the area right outside the door to this room. This is a silent alarm.

APL 8 (EL 10)

➤ **Ilzim, Mind Flayer Ill1:** hp 49, see Appendix B.

➤ **Sylina, Drow Clr6:** hp 40 (57), see Appendix B.

APL 10 (EL 12)

➤ **Ilzim, Mind Flayer Ill3:** hp 56, see Appendix B.

➤ **Sylina, Drow Clr8:** hp 50 (71), see Appendix B.

Tactics: Before combat begins, both combatants have cast a number of spells. Ilzim has cast both *mage armor* and *change self* (to appear like a human). Sylina has cast a number of spells, including *divine favor*, *shield of faith*, *aid*, *endurance*, and *magic vestments* (on her shield). At the higher APL, Ilzim has also cast *shield*, *cat's grace*, and *misdirection* (targeting the hidden general). At APL 10, Sylina has also cast *spell immunity* protecting herself

from *magic missile* and *hold person*. Where applicable, the modifications caused by these spells are listed in parenthesis. In addition to spells, Sylina has coated her dagger with drow sleep poison. Also note that Ilzim used an *elixir of arcane power* when preparing his spells this morning, see Appendix D for further details on this item.

When combat begins, Sylina throws her dagger at the PCs before casting spells. She also makes use of her tentacle rod if pressed into melee. Ilzim is another matter however. He will not get actively involved in combat until the third round, spending the first two getting off the table and trying to leave the chamber. Once behind the party, he chooses the rearmost party member to lean on for support. Only then does he take a full attack, hoping to attach all four tentacles on the surprise round. If his ruse is discovered he immediately goes on the offensive, using his mind blast power as well as his *suggestion* and *charm monster* abilities to force the group into fighting itself.

Treasure: Both Ilzim and Sylina have a variety of powerful magic items at their disposal. Ilzim carries a *cloak of resistance +2*, *ring of protection +1*, *wand of magic missile* (5th level caster, 10 charges), *potion of cure moderate wounds*, and one dose of his *elixir of arcane power*. Sylina carries a *emerald tentacle rod*, *+1 Chainmail of Light Fortification*, a, Drow Sleep Poison x2, *potion of cure serious wounds*. At APL 10, Ilzim has a *ring of protection +2*, while Sylina has a *Cloak of Archnida* and her *tentacle rod* is scarlet as opposed to emerald. Note that the PCs cannot take the tentacle rod with them under any circumstances as it attacks any non-drow that attempts to pick it up.

In addition to this, sitting on a small table in the room is a piece of parchment. This parchment is one of General Krill's three maps concerning the troops and military plans of Sterich. Although of no gp value, it is worth goal XP as noted below.

Developments: After the Ilzim and Sylina are defeated the PCs are free to explore the room. A successful search check (DC 20) reveals a secret door located behind the interrogation table. Upon opening the door, read or paraphrase the following to the players.

The heavy stone door slowly glides open, allowing a man to come tumbling out. He is human, apparently in his later years. His body shows the scars of many battles and he appears to be unconscious.

This is General Krill. Before the PCs arrived here, Sylina knocked him unconscious with her mace and stuffed him in this small closet. Any healing spell applied to him will rouse him.

The General is in relatively poor condition. He is weak and mildly drugged. Even if restored from this

condition, he will provide little help during the rest of this event. He can explain to the PCs what has happened up to this point. Shortly after his kidnapping, he was *teleported* here by a dark elf. Since then he has been here having his mind probed and his resistances worn away. The mind flayer and drow have been primarily interested in something they call “The Threat” and they seemed certain that he would know what that means. Of course, he has no idea about this “Threat”. Of more importance to the General is the retrieval of three strategic maps that he had on his person when he was brought here. One of these maps is in this chamber while the other two pieces are in Areas 4 and 7. He stresses to the party the importance of retrieving these maps as they deal with the future of Sterich and the strength of its army. There is Goal XP awarded for each map piece retrieved as noted in the experience summary.

Rescuing the General also awards his favor, as noted on the Adventure Record. In addition to this, at the end of the adventure, the characters participating in the assault are awarded a title (see the Lord Errant of Sterich special certificate) as noted in the introduction.

Part B – Conclusion

Upon completing the adventure, read or paraphrase the following to the players. Leave off the last paragraph if the PCs were not successful.

Making your way back to the meeting spot, you find the mage waiting for you. He looks quite battered, but pleased. Apparently the rest of the assault is going well. After checking to make sure everyone is here, he begins muttering the arcane words to take you away from the lightless depths. A moment later you find yourself back in Istivin, the horrible ordeal over. Certainly the drow will remember your expedition, and you know that you will never forget it.

General Krill thanks you profusely for his rescue from the hands of the dark elves. He promises to repay you for your bravery. He hopes to repay the dark elves for their deeds as well. After a toast of a job well done, he offers for you to stay. The army of the reclamation could use good soldiers or perhaps even a skilled general.

This is the end of the adventure for the PCs. See the treasure and experience summary at the end of this event for the final totals. Note that PCs that save the General receive his favor as noted on the AR. Also make sure to note the name and RPGA number of all the players involved with the rescue of the general on a separate piece of paper. Also ask them if they would be interested

in military service. Make sure to indicate this next to their names and turn it in to the event coordinator.

Part C – The Temple

This section of the adventure deals with the temple where Lady Tismina is being prepared for sacrifice. It is written for APLs 10 and 12.

Introduction

When the players are ready begin, read or paraphrase the following to them.

The drow have gone to far. As of late, the March of Sterich has been experiencing problems with the dark elves, from ruined birthdays to minor kidnappings. Four days ago, rumor began to spread all throughout the March that a minor noble, her fiancée, and a prominent general of the reclamation have disappeared. Rumor has it that the drow are behind this as well.

The next day, a quiet word has gone out that the army of the reclamation has need for adventurers for a mission of utter secrecy and extreme danger. Further investigating these rumors, you have found out that they are true. The army is looking for a number of heroes to take the fight to the drow and recover those that have been taken. Along the way they also want to deliver a message. Sterich will not stand for these attacks and will deal fierce retribution on those that stand against them. To top off the deal, they are also offering a reward. Are you interested?

Allow the players a chance to respond. If the players do not agree, this adventure is over for them, otherwise proceed.

Speaking with a Lieutenant Bregrin, you learn that Lady Tismina (a distant cousin of the Marchioness) as well as her fiancé, one Lord Stophane, was on their way to Istivin being escorted by a number of army regulars as well as General Krill, a hero of the reclamation. Only one day from the city, the group was ambushed by a number of drow. All the guards were slain and the Lady, Lord, and General were kidnapped.

Since then, the army has been involved in many divinations to find the location of the missing as well as whatever they could about their assailants. These divinations have revealed that the kidnappers hail from the Vault of the Drow, a veritable city of evil located deep beneath the surface of the Flanaess. No

ordinary drow, these in particular are members of House Noquar, one of the noble houses in the city. Lacking the strength for a direct assault, the army has decided instead for a precise strike at the house itself, using adventurers as the backbone of the forces.

Due to your skill in these matters, it has been decided that your group will assist in rescue of the prisoners, in particular Lady Tismina who is being held in some sort of temple beneath the house complex proper. Little else is known about his location. If recovered, they Marchioness is prepared to offer you the title of Lord and a small land grant when you are ready to retire. You have until dawn of the next day to prepare for your journey.

Allow the PCs to adjust their spell selections as necessary.

The next morning you gather with well over a hundred other adventurers, preparing for the assault. You are informed that your group will be teleported to your location and will have two hours to complete your task. Others present will be attempting to rescue other prisoners but the majority of heroes here will be leading an assault against the house itself, hoping to deal a crippling blow. Lieutenant Bregin stops by to ask if your group is ready, you can see fear in his eyes. After that, the wizards begin their chant and the light of the sun fades away. With luck you may live to see it again.

It is important to note here what the PCs will be allowed to bring with them. Other than their personal belongings, the wizards have very limited resources in what they can *teleport*. The PCs may bring along 1 large animal, 2 medium animals, or up to 4 small animals total amongst them (animals tiny or smaller count for ½ a small animal). If they choose, they may instead bring 1 medium and 2 small animals. Familiars do not count in this effect. Undoubtedly many groups will attempt to contrive ways to bring more (via *reduce* or their own *teleport*) but for safety reasons it is not allowed for this event (the mages are concerned that they may not have enough *teleportation* ability if a good number of prisoners are retrieved).

When ready to begin, proceed to area 1.

Area 1 – Temple Entry

The PCs have been *teleported* to the dungeon beneath house Noquar in the area of the Temple. When ready, read or paraphrase the following to the players.

The sky above has been replaced dark cavern ceiling. The mage who brought you here points in the

direction of a winding tunnel, one of many that leads into this chamber. He says; "That is the way to the temple, retrieve the Lady and meet me back here in two hours! Do not be late!" With that he vanishes, off to assist in other areas of the assault.

The PCs begin play in a tunnel leading to area 1 of the temple complex (not on the map). When they proceed, have the PCs place their miniature in Area 1 (see Map C for a full layout). Although there are other passageways to explore they are not within the scope of this event. The PCs are free to explore this area a bit and will undoubtedly notice that the natural tunnel opens up into a larger chamber after only a short distance. If the PCs ask for a Listen check (DC 15) it reveals the sounds of howling wind coming for the direction of the tunnel.

Area 2 – Web Bridge

When the PCs enter this chamber, read or paraphrase the following to them.

Opening up before you is a vast natural chamber. Running down the center of the chamber is a fissure at least twenty feet wide that goes to some unknown depth. Running across this fissure is a bridge made entirely of spider webs, swaying gently in the breeze. The other side of the chasm is shielded from your sight by a thick curtain of spider webs, only parted where the bridge meets the other side.

This chamber contains both a number of creatures and a trap as noted below.

Trap: The drow of house Noquar are of the most cunning sort. Expecting that someone might try and burn their web bridge and the wall of webs on the other side, the web bridge and curtain on the other side of the chasm have both been covered in a special poison. This poison is of the inhaled variety, but since it has been applied to the webs, it is not dangerous unless burned. If the PCs burn the webs, it releases a toxin as noted below. This toxin is localized within 10 feet of the spot burned unless burned with a *fireball* or some other large fire magic, in which case the entire room is affected. The PCs receive no experience for this trap.

All APLs

↗ **Spider Web Poison:** CR na; Burnt Othur Fumes released if the webs are burned (1 Con*/3d6 Con); Fort save DC 18 negates; Search (DC 20); Disable Device (DC na); * - this is a permanent loss.

Creatures: Hiding in the ceiling 40 ft above on both sides of the fissure are a number of huge fiendish spiders

that have been trained by house Noquar to attack anyone not bearing the symbol of house Noquar. As soon as the PC approach the fissure, they climb down from the ceiling to attack. As half the spiders are on the other side, they wait to attack until some PCs have crossed the bridge. Noticing the spiders on the ceiling requires a Spot skill check (DC 20) otherwise the creatures have surprise.

APL 10 (EL 12)

➤ **Huge Fiendish Spider (8):** hp 55 each; see Appendix C.

APL 12 (EL 14)

➤ **Huge Fiendish Spider - Advanced (8):** hp 82 each; see Appendix C.

Tactics: The spiders begin combat by charging down a web strand, allowing them to take one attack. Beyond that, they fight until slain. Note that they spiders are immune to all mind influencing effects, including *invisibility* and the like.

Any PC that touches the webs on either the bridge or the wall on the other side of the chasm must succeed at a Strength check (DC 15) or be stuck fast. This check must be made for every five feet of the bridge traversed.

Developments: Hidden up in the recesses of the chambers ceiling is the familiar of Kyzzat, a drow mage located in Area 4. When the PCs arrive, Kyzzat is immediately informed and passes word throughout the rest of the temple complex.

Area 3 – Temple Gate

The door leading into this chamber is locked requiring an Open Lock skill check (DC 25) to open. In addition to this, the door has been treated with *leomund's trap* at the lock. This will make it appear as though the door is trapped even though it is not. When the PCs finally open the door, read or paraphrase the following to them.

The chamber before you is made of finely polished black stone with veins of purple running through it. Although the near walls are unadorned, the far wall is covered in runes and glyphs, most prominently among them is the symbol of Lolth. In the center of this wall is a large gaping maw but inside it is only a shimmering curtain of black energy. You cannot see what is beyond.

Although the black curtain is certainly dangerous, the real danger in this chamber is on the floor directly in front of the maw. This area has been trapped as noted

below. The black energy curtain saps the life out of any non-drow passing through it as noted below.

PCs wishing to examine the symbols on the wall must succeed at a Knowledge Religion skill check (DC 20) to realize that they are about to enter the outer temple to Lolth. The wall also warns of horrible death to any outside who steps through the maw.

Trap: Stepping into the 10 ft. by 10 ft. area directly in front of the maw without first saying a silent prayer to Lloth triggers a *blade barrier* in the room at about 1 foot from the ground. At the same time, it causes the door leading into this chamber to slam shut. Those adjacent to the door may make a Reflex save (DC 20) to catch the door before it closes but must also succeed at a Strength check (DC 20) each round to keep it open. Once closed the door cannot be reopened until the *blade barrier* ends but it can be destroyed by persistent PCs.

Those inside the room when the effect goes off must either find a way to not touch the floor or pass through the energy curtain. Those hoping to climb one of the walls must succeed at a Climb skill check (DC 22). This effect does not reset itself after being triggered. This effect is created by the floor itself and is treated as a 17th level caster for purposes of *dispel magic*.

APL 10 (EL 6)

➤ **Blade Barrier Trap:** CR 6; *blade barrier* 1 ft. from the floor (1d6 damage per round); Reflex save (DC 19) negates so long as the PC can leave the area; Search (DC 20); Disable Device (DC 24).

APL 12 (EL 7)

➤ **Blade Barrier Trap:** CR 7; *blade barrier* 1 ft. from the floor (1d6 damage per round); Reflex save (DC 19) negates so long as the PC can leave the area; Search (DC 24); Disable Device (DC 28).

Beyond the blade barrier trap, the black energy curtain leading out of this chamber is charged with negative energy. Any non-drow passing through this curtain must succeed at a Fort save (DC 18/22 for APL 12) or suffer one point of temporary Constitution damage. This effect is created by divine powers beyond the reach of mortal ken and cannot be *dispelled*. PCs protected from negative energy, such as through *negative energy protection*, receive protection from this effect. For the purposes of those spells, this effect is at 10th level caster. This curtain also has the additional effect of *dispelling* any active light spell such as *light* or *daylight* brought through it. Permanent items are only shut down for 1d6 rounds. Also note that the wall separating this chamber and the next has been treated with such magics as to make it immune to *stone shape*.

PCs going through the curtain end up in Area 4, the Minor Fane.

Area 4 – The Minor Fane

When the PCs cross over into this chamber, read or paraphrase the following to them.

Passing through the dark curtain, you can feel it tugging at your life. As that sensation passes, it is replaced with another of pure dread. Before you is a large chamber glowing with a soft purple light emanating from the veins in the black stone walls. This entire chamber is covered in the symbols of Lolth, celebrated most highly in the center around an altar. In front of the altar is a creature of pure hatred, half spider and half dark elf. Other, full blooded dark elves surround him and they do not appear happy at your intrusion.

This is the minor fane to Lolth here in the temple complex. The room is under the affects of an *unhallow* that is tied to a *cause fear*. This spell has the following effects.

- ☛ All evil creatures in the chamber receive a +2 deflection bonus to AC from attacks by good creatures and a +2 resistance bonus to saves for spells or effects made by good creatures.
- ☛ All evil creatures in the chamber are protected from attempts at mental possession or control such as through *magic jar* and *dominate person*.
- ☛ Summoned or conjured creatures cannot make physical contact with evil creatures in this chamber. All such attacks automatically fail.
- ☛ All creatures that do not worship Lolth entering this chamber must make a Will save (DC 17) or be affected by a *cause fear*.

There is nothing on the altar right at the moment aside from deep crimson stains. These are from previous sacrifices. Behind the altar is a staircase leading down to Area 5.

Creatures: This chamber is inhabited by a drider cleric of Lolth as well as the drow wizard Kyzzat. There are also a number of drow soldiers here as well, taking part in a ceremony.

APL 10 (EL 12)

- ☛ **Drider:** hp 45, see Appendix C.
- ☛ **Kyzzat, drow Wiz8:** hp 35, see Appendix C.
- ☛ **Drow Soldiers, Ftr3/Rog3 (3):** hp 50, see Appendix C.

APL 12 (EL 14)

- ☛ **Drider:** hp 45, see Appendix C.
- ☛ **Kyzzat, drow Wiz12:** hp 56, see Appendix C.
- ☛ **Drow Soldiers, Ftr3/Rog3 (3):** hp 50, see Appendix C.

Tactics: The drow here have been warned of the PCs approach by Kyzzat's familiar located in Area 2. As such they have taken a few precautions. Just before the PCs arrive, the drider casts *bull's strength*, *resist elements (fire)*, *prayer*, and *bless* (from his necklace). Kyzzat casts *stoneskin* and *shield*. The modification of these effects is noted in parenthesis in their stat blocks. Note that the effects of *unhallow* are not added to their stat blocks. The drow soldiers as well as the drider also coat their melee weapons in drow sleep poison (this is above and beyond that which they still have on them)

As the first PC enters the chamber, Kyzzat drinks a *potion of haste* before laying into the PCs with his most powerful spells. The drider primarily uses his spells, only resorting to melee combat when those are used up or ineffective. One of the drow soldiers holds back to protect Kyzzat, only moving into melee if the opportunity is good.

Treasure: Most of the treasure in this chamber is possessed by Kyzzat. On his person is the following: *bracers of armor +3*, *cloak of resistance +2*, *potion of haste x2*, *potion of cure moderate*, and a *potion of see invisible*. At the APL 12 he also has a *headband of intellect +2*. The drider has drow sleep poison x2, a *potion of cure moderate wounds x2*, and a *necklace of prayer beads (blessing)*. The soldiers each have a *potion of cure moderate wounds*, a *potion of invisibility*, and drow sleep poison x2 (this is in addition to what they use before combat).

Area 5 – Stairway

Going down this stairway, the PCs are confronted with another black energy curtain at the bottom of the stairs. Any non-drow passing through this curtain must succeed at a Fort save (DC 18/22 for APL 12) or suffer one point of temporary Constitution damage. This effect is created by divine powers beyond the reach of mortal ken and cannot be *dispelled*. PCs protected from negative energy, such as through *negative energy protection*, receive protection from this effect. For the purposes of those spells, this effect is at 10th level caster. This curtain also has the additional effect of *dispelling* any active light spell such as *light* or *daylight* brought through it. Permanent items are only shut down for 1d6 rounds.

PCs proceeding through the curtain arrive in Area 6.

Area 6 – Stone Lattice Chamber

Read or paraphrase the following to PCs entering this chamber.

On the other side of the Black Curtain, you see a vast underground chamber. In the middle of this chamber is a broad pit whose bottom is unknown. Spanning this pit is network of stone bridges covered in spider webs arranged not unlike a huge spider web. On the other side of the chamber, you can just barely make out another staircase, going down.

In the center of this chamber is an 80 ft. by 80 ft. pit that goes down 100 ft. Crossing it is a very dangerous stone lattice as part of it is not really there. The entire bridge is covered under the effects of an *illusionary wall*, including the areas that are real (this makes the effects of spiderwebs which are not actually present). For a diagram of the location of the actual pieces of the stone lattice, see the bottom half of Map C. The appearance map shows how this lattice looks to the PCs. The actual map shows where the bridge is and where it is not. If the PCs cast *detect magic*, the entire bridge glows giving them no indication as to what is real and what is not. Those hoping to *dispel* the illusion must do so against a 15th level caster and that only *dispels* a 10 ft. by 10 ft. section. Only *true seeing* allows the PCs to make out the actual location of the bridges. The only way to reliably cross the bridge is to tap the ground in front of you the entire way, moving at most 10 ft per round.

Anyone who is moving across the bridge and walks into an empty section must succeed at a Reflex save (DC 15) or fall into the pit if they were moving at only 5ft. per round. If moving at up to the character's speed, this DC increases to 20. If moving at above base speed, this DC increases to 25. Those that fall into the pit suffer 10d6 points of falling damage.

Creatures: However, there is another threat in this chamber as well. On the far side of the pit are a number of drow positioned here to guard the entryway down into the major fane.

APL 10 (EL 12)

☛ **Temple Mage** (2): hp 35, see Appendix C.

☛ **Temple Guard** (2): hp 64, see Appendix C.

APL 12 (EL 14)

☛ **Temple Mage** (2): hp 45 (63), see Appendix C.

☛ **Temple Guard** (2): hp 80, see Appendix C.

Tactics: Before combat begins, the two temple mages prepare by casting *shield*, *cat's grace*, and *invisibility* on

themselves. They then cast *improved invisibility* on the temple guards. Meanwhile, the temple guards drink a *potion of fly* and coat their weapons in drow sleep poison.

As the PCs begin to cross the chasm, the Temple Mages wait until a PC tries to *fly* or *levitate* over the cavern. Only then do they reveal themselves, targeting the offender with a *dispel magic*. Meanwhile, the temple guards fly about the chamber, and using their *rings of the ram* and improved bull rush abilities, attempt to push PCs from the bridge before engaging them in melee. Only if it becomes obvious that the PCs cannot be pushed off do the guards slow down to engage the PCs in melee. The Temple Mages, once revealed, assault the PCs their entire journey across the chasm. Make sure to note that the Temple Guards both have *rings of counterspells* with *dispel magic* within, which will counter the first *dispel* fired at them directly.

Should any PCs get knocked unconscious while on a bridge, there is a 50% chance that the PC falls off the bridge when they collapse. If another PC is within 5 ft. of the fallen PC, he or she can attempt a Reflex save (DC 20) to grab the companion before he or she goes over the edge.

Treasure: The Temple Mages carry a number of minor items, including *bracers of armor +1*, a *wand of dispel magic* (5th level caster, 10 charges), a *potion of cure moderate wounds*, and a *ring of protection +1*. The Temple Guards have a *+1 Rapier*, a *ring of the ram* (10 charges), a *ring of counterspells (dispel magic)*, *potion of cure moderate wounds x2*, *potion of fly x2*, and drow sleep poison x2. At APL 12, the Temple Guards have *+1 studded leather* and *slippers of spider climb*.

The stairs in the back of the chamber lead down to the outer hall of the major fane (Area 7).

Area 7 – Outer Hall

Coming down the stairs puts the PCs in the outer hall of the Major Fane. When the PCs enter this chamber, read or paraphrase the following to them.

Standing on the stairs you can see rows and rows of fungus, arranged to form two pathways that lead from the stairs to two black curtains of energy on the opposite side of the room. Resonating through the chamber you can hear some sort of dark litany, calling praise for things best left unmentioned.

A Listen skill check (DC 15) reveals that the sound is coming from behind the curtains on either side of the room. While a successful Listen skill check (DC 20) by someone who can speak Drow reveals that the litany is one of sacrifice and praise to Lloth.

In addition to this, there are a pair of Shriekers in the chamber hidden amongst the other fungus a little over 15 feet from the stair. PCs that leave the stairs, walking along the floor towards the curtains have no choice but to set of the plants. This alerts the drow in Area 8 of the presence of intruders.

Area 9 – Major Fane

Before entering this final chamber, the PCs must pass through one final black energy curtain. Any non-drow passing through these curtains must succeed at a Fort save (DC 18/22 for APL 12) or suffer one point of temporary Constitution damage. This effect is created by divine powers beyond the reach of mortal ken and cannot be *dispelled*. PCs protected from negative energy, such as through *negative energy protection*, receive protection from this effect. For the purposes of those spells, this effect is at 10th level caster. This curtain also has the additional effect of *dispelling* any active light spell such as *light* or *daylight* brought through it. Permanent items are only shut down for 1d6 rounds.

Once the PCs breach the black energy curtain and enter the major fane, read or paraphrase the following to the players.

Piercing the black curtain reveals a chamber pulsating with dark power. Shafts of dim purple light ring the chamber in the center of which is an altar carved of the blackest stone. Lying on the altar is the unconscious form of a pale human maiden. She is tied to the altar. Standing over her is a drow priestess, a long dagger in one hand and a rod that ends in tentacles in the other. In front of the altar is a dark knight, dressed in resplendent black platemail. Flanking the altar on either side are two mounds of ever shifting wax, each has a bulbous eye staring at you menacingly. It appears that you have interrupted their ceremony.

This is the major fane to Lolth here in the temple complex. The room is under the affects of an *unhallow* that is tied to a *freedom of movement*. This spell has the following effects.

- All evil creatures in the chamber receive a +2 deflection bonus to AC from attacks by good creatures and a +2 resistance bonus to saves for spells or effects made by good creatures.
- All evil creatures in the chamber are protected from attempts at mental possession or control such as through *magic jar* and *dominate person*.

- Summoned or conjured creatures cannot make physical contact with evil creatures in this chamber. All such attacks automatically fail.
- All creatures that worship Lolth in this chamber are always under the effect of a *freedom of movement*.

The woman on the altar is Lady Tismina. When the PCs enter, she is unconscious and bound to the altar. Assuming she is freed, see the developments below.

Creatures: The priestess behind the altar is High Priestess Cyaza. She has been expecting the intruders but did not know exactly when they would arrive. In front of the altar is Axxen, a drow blackguard. The two creatures on either side of the altar are a pair of demons dedicated to Lolth known as Yochlol. The moment the PCs are in the chamber, these four move to attack, hoping to deal with them quickly enough to get back to their ritual.

APL 10 (EL 12)

- **Yochlol, demon (2):** hp 33, see Appendix C.
- **Cyaza, High Priestess:** hp 72 (90), see Appendix C.
- **Axxen, Blackguard:** hp 71, see Appendix C.

APL 12 (EL 14)

- **Yochlol, demon (2):** hp 33, see Appendix C.
- **Cyaza, High Priestess:** hp 88 (112), see Appendix C.
- **Axxen, Blackguard:** hp 90, see Appendix C.

Tactics: As mentioned above, the High Priestess is expecting the PCs. As such she has cast the following spells, *endurance*, *bull's strength*, *spell immunity* (*magic missile*, *lightning bolt*, and at APL 12 *fireball*), *shield of faith* and *bless*. Where applicable, these modifications to the stat block are listed in parenthesis.

When combat begins, Axxen charges into melee, while Cyaza hangs back to assault the PCs with her spells and *tentacle rod*. The two Yochlols hang back to protect the priestess, only engaging in combat when a PC approaches (although they can use their spell abilities). Remember that all of the drow and the Yochlol are under the effects of a *freedom of movement* and as such you can use *web* with impunity. At the higher APL, Cyaza activates her *boots of speed* immediately to best effect.

Treasure: Cyaza carries a number of magical items on her including a *Scarlet Tentacle Rod*, *Drow Chain*, *+1 Large Steel Shield*, *Potion of Cure Moderate Wounds x2*, *Cloak of Arachnida*, *Wand of Cure Light Wounds* (1st level, 50 charges). At APL 12, her *tentacle rod* becomes the purple variety and she has *boots of speed*. Axxen carries a *+2 unholy greatsword*, *+1 full plate*, *amulet of natural armor +1*, *gauntlets of ogre power*, *potion of cure serious x2*, and drow sleep poison x2. Note that the PCs

cannot take the *unholy greatsword* nor the *tentacle rod* as these are evil items (they can be taken to be destroyed but not sold for value). Remember that the *tentacle rod* attacks any non-drow that picks up the item.

Developments: Lady Tismina is in a vulnerable spot. Where she is at, she fails all saves, and only has 20 hit points. Assuming the players do not recklessly *fireball* her, she can be revived with any *cure* spell. Once awake, or out of the complex, she is very grateful to the PCs for her release. PCs that rescue the Lady receive her boon as noted on the adventure certificate (if she dies but it later raised by the PCs, they still receive the boon). Proceed to the conclusion.

Part C – Conclusion

Upon completing the adventure, read or paraphrase the following to the players. Leave off the last paragraph if the PCs were not successful.

Making your way back to the meeting spot, you find the mage waiting for you. He looks quite battered, but pleased. Apparently the rest of the assault is going well. After checking to make sure everyone is here, he begins muttering the arcane words to take you away from the lightless depths. A moment later you find yourself back in Istivin, the horrible ordeal over. Certainly the drow will remember your expedition, and you know that you will never forget it.

Lady Tismina warmly thanks you for her rescue from the hands of the dark elves. She promises to repay you for your bravery, mentioning something about needing a new fiancée as her current one is a coward. Shortly thereafter you learn that she has broken off her engagement with the foppish Lord Stophane. However, she has invited a number of you to see her more often.

This is the end of the adventure for the PCs. See the treasure and experience summary at the end of this event for the final totals. Note that PCs that save the Lady receive her boon as noted on the AR. Also make sure to note the name and RPGA number of all the players with male characters involved with the rescue of the Lady on a separate piece of paper. Also ask them if they would be interested in courting her. Make sure to indicate this next to their names and turn it in to the event coordinator.

In addition to this, at the end of the adventure, the characters participating in the assault are awarded a title (see the Lord Errant of Sterich special certificate) as noted in the introduction.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Part A – The Prison

Area 2 – The Barracks

Defeating the orcs and ogres	APL 8 – 300 xp
	APL 10 – 360 xp

Area 3 – Zytir's Quarters

Defeating Zytir and the Slaad	APL 8 – 300 xp
	APL 10 – 360 xp

Area 6 – Stair's Down

Setting off or bypassing the scarlet mushrooms	APL 8 – 150 xp
	APL 10 – 180 xp

Area 7 – The Warden

Defeating the Pale Warden	APL 8 – 300 xp
	APL 10 – 360 xp

Area 8 – The Maze

Defeating the drow	APL 8 – 300 xp
	APL 10 – 360 xp

Objective XP

Rescuing Lord Stophane	APL 8 – 125 xp
	APL 10 – 170 xp

Total experience for objectives

APL 8 – 1,475
APL 10 – 1,790

Discretionary roleplaying award

0-100 xp

Total possible experience

APL 8 – 1,575 xp
APL 10 – 1,890 xp

Part B – The Laboratory

Area 2 – Derro Lounge

Defeating the derro	APL 8 – 300 xp
	APL 10 – 360 xp

Area 3 – Intersection

Detecting and disarming or bypassing the trap	APL 8 – 60 xp
	APL 10 – 90 xp

Area 4 – Working Laboratory

Defeating Xyax and Asinat

APL 8 – 300 xp
APL 10 – 360 xp

Area 6 – Test Chamber

Defeating the half-golem troll

APL 8 – 240 xp
APL 10 – 240 xp

Area 7 – The Library

Disarming or setting off the trap

APL 8 – 150 xp
APL 10 – 210 xp

Area 8 – The Interrogation Chamber

Defeating Ilzim and Sylina

APL 8 – 300 xp
APL 10 – 360 xp

Objective XP

Rescuing General Krill

APL 8 – 50 xp
APL 10 – 95 xp

Award for each Map piece recovered

APL 8-10 – 25 xp

Total experience for objectives

APL 8 – 1,475
APL 10 – 1,790

Discretionary roleplaying award

0-100 xp

Total possible experience

APL 8 – 1,575 xp
APL 10 – 1,890 xp

Part C – The Temple

Area 2 – Web Bridge

Defeating the Spiders

APL 10 – 360 xp
APL 12 – 420 xp

Area 3 – Temple Gate

Disarming or being Damaged by the trap

APL 10 – 180 xp
APL 12 – 210 xp

Area 4 – Minor Fane

Defeating the Drow and Drider

APL 10 – 360 xp
APL 12 – 420 xp

Area 6 – Stone Lattice Chamber

Defeating the Drow

APL 10 – 360 xp
APL 12 – 420 xp

Area 7 – Major Fane

Defeating the Drow and Yochlols

APL 10 – 360 xp
APL 12 – 420 xp

Objective XP

Rescuing Lady Tismina

APL 10 – 170 xp
APL 12 – 215 xp

Total experience for objectives

APL 10 – 1,790
APL 12 – 2,105

Discretionary roleplaying award

0-100 xp

Total possible experience

APL 8 – 1,890 xp

APL 10 – 2,205 xp

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

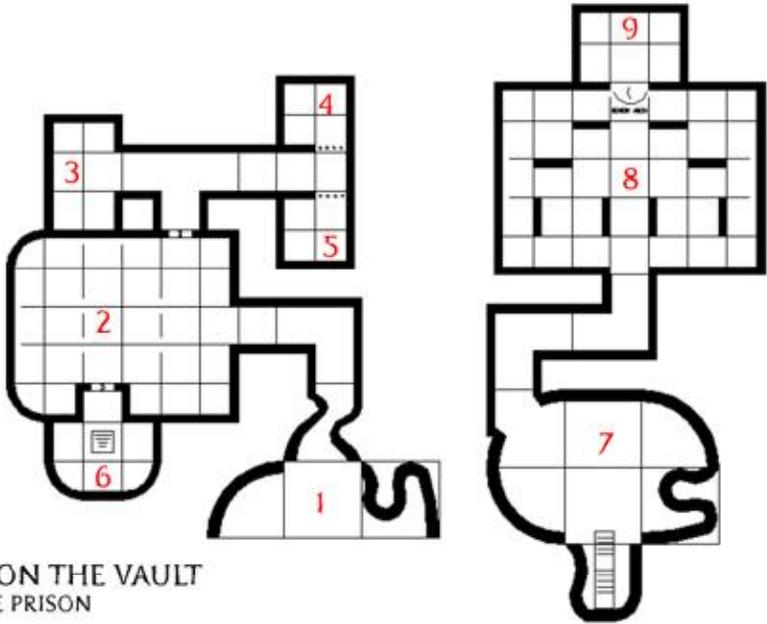
The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Because of the complex amount of treasure presented in this adventure, the PCs are only allowed to keep the magical treasure, or treasure that might be listed on the AR. All other treasure is not factored in. To help with the allotment of treasure, this event has provided treasure worksheets located in Appendix E. Note that the values listed is the sum of GP earned by each PC as opposed to the items full market value. In many cases, the prices have been rounded to the nearest 5 gp for ease of calculation. Listed below are the caps based of what APL the event was played at.

APL 8 – Maximum GP Award	1,875 gp
APL 10 – Maximum GP Award	3,150 gp
APL 12 – Maximum GP Award	4,500 gp

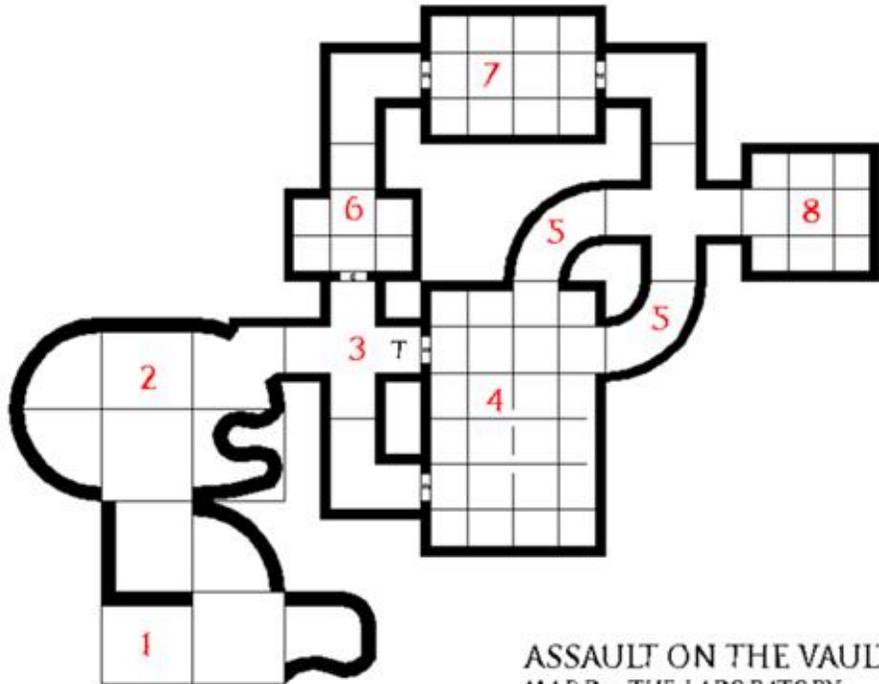
In most cases, there is more than enough gp to award the PCs maximum, any excess goes to the Sterich Reclamation army.

Map A – The Prison



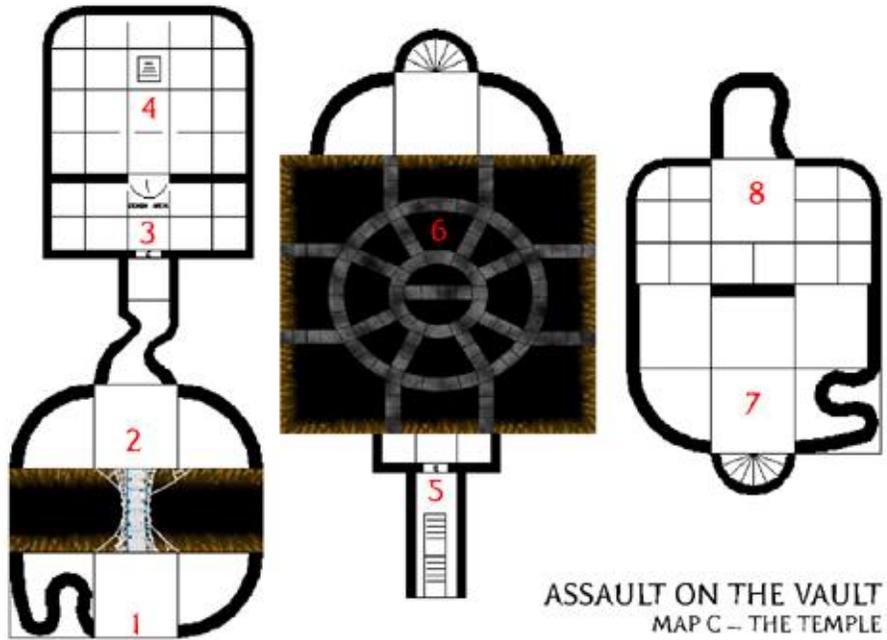
ASSAULT ON THE VAULT
MAP A – THE PRISON

Map B – The Laboratory

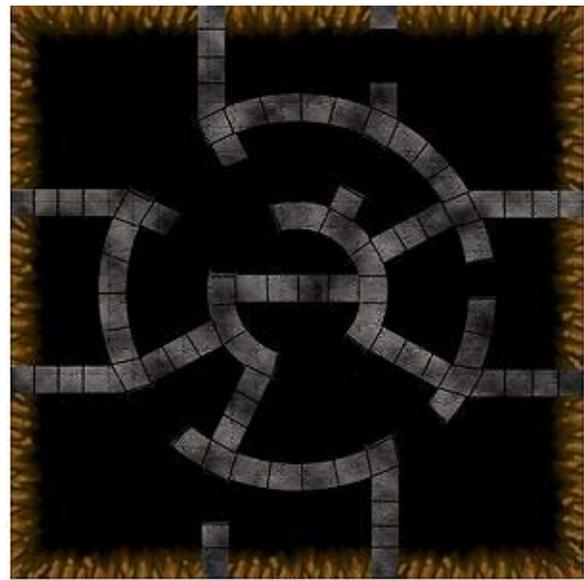
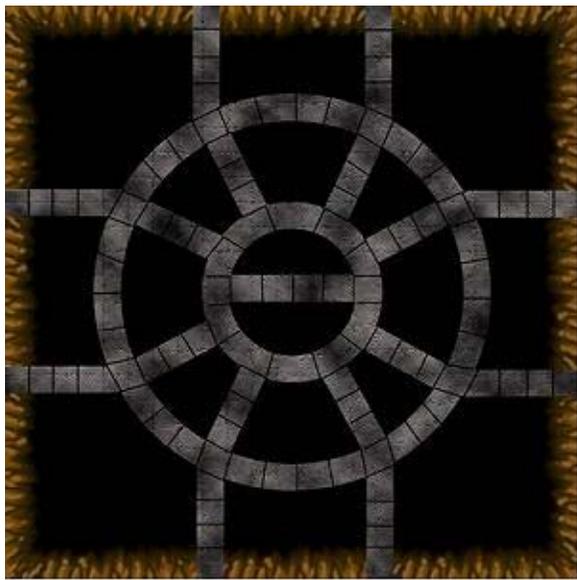


ASSAULT ON THE VAULT
MAP B – THE LABORATORY

Map C – The Temple



Enlargement of Area 6



Appendix A

Statistics for Part A – The Prison

Area 2 – Barracks

All APLs

➤ **Orc Guard, Ftr 4:** CR 4; Medium-sized Humanoid (orc); HD 4d10+8; hp 42; Init +5; Spd 20; AC 17 (touch 10, flat-footed 17); Atk +9 melee (1d12+6, Greataxe, Masterwork, x3 crit), or +5 ranged (alchemical item); SQ: Light sensitivity, Darkvision 60 ft.; AL CE; SV Fort +6, Ref +2, Will +1; STR 16, DEX 12, CON 14, INT 9, WIS 10, CHA 8.

Skills and Feats: Climb-2, Jump-3, Listen+1, Spot+1; Cleave, Improved Initiative, Power Attack, Weapon Focus: Greataxe, Weapon Specialization: Greataxe.

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

Gear: Greataxe, Masterwork, Half-plate, Alchemist's fire x2; Tanglefoot bag, *potion of cure moderate wounds*.

APL 8

➤ **Krad, Ogre Brb4:** CR 6; Large Giant; HD 4d8+4d12+32; hp 80; Init -1; Spd 40; AC 18 (touch 8, flat-footed 18); Atk +14/+9 melee (2d8+11, +1 *Huge Greatsword*, 19-20 crit); Face/Reach: 5 ft. x 5 ft./10 ft.; SA Rage 2/day; SQ fast movement, Uncanny dodge (dex bonus to AC); AL CE; SV Fort +12, Ref +1, Will +2; STR 24, DEX 8, CON 18, INT 9, WIS 10, CHA 8.

Skills and Feats: Climb+6, Intimidate+10, Jump+5, Listen+8, Spot+4; Cleave, Power Attack, Sunder.

Gear: +1 *Huge Greatsword*, Chainmail.

➤ **Blendir, Ogre Rng4:** CR 6; Large Giant; HD 4d8+4d10+16; hp 63; Init +5; Spd 30; AC 19 (touch 10, flat-footed 18); Atk +12/+7 melee (1d12+7, +1 *Greataxe*, x3 crit), +11 melee (1d8+3, *Battleaxe*, Masterwork, x3 crit); SA favored enemy (human); Face/Reach: 5 ft. x 5 ft./10 ft.; AL CE; SV Fort +10, Ref +3, Will +3; STR 22, DEX 12, CON 15, INT 9, WIS 12, CHA 8.

Skills and Feats: Heal+4, Hide+1, Listen+8, Move Silently+6, Spot+8; Improved Initiative, Power Attack, Track, Weapon Focus: Greataxe.

Gear: +1 *greataxe*, masterwork *battleaxe*, masterwork chain shirt, *potion of cure moderate wounds* x2, *potion of invisibility*.

Spells Prepared (Rgr -/1; Base DC 11 + spell level): 1st - *Resist Elements*.

APL 10

➤ **Krad, Ogre Brb6:** CR 8; Large Giant; HD 4d8+6d12+40; hp 100; Init -1; Spd 40; AC 18 (touch 8, flat-footed 18); Atk +16/+11 melee (2d8+11, +1 *Huge Greatsword*, 17-20 crit); Face/Reach: 5 ft. x 5 ft./10 ft.; SA Rage 2/day; SQ fast movement, Uncanny dodge (dex bonus to AC, can't be flanked); AL CE; SV Fort +13, Ref +2, Will +3; STR 24, DEX 8, CON 18, INT 9, WIS 10, CHA 8.

Skills and Feats: Climb+8, Intimidate+12, Jump+7, Listen+8, Spot+4; Cleave, Improved Critical: *Huge Greatsword*, Power Attack, Sunder.

Gear: +1 *Huge Greatsword*, Chainmail.

➤ **Blendir, Ogre Rng6:** CR 8; Large Giant; HD 4d8+6d10+16; hp 80; Init +5; Spd 30; AC 19 (touch 10, flat-footed 18); Atk +14/+9 melee (1d12+7, +1 *Greataxe*, x3 crit), +13 melee (1d8+4, +1 *Battleaxe*, x3 crit); Face/Reach: 5 ft. x 5 ft./10 ft.; SA favored enemy (human) +2, (dwarf) +1; AL CE; SV Fort +10, Ref +3, Will +3; STR 22, DEX 12, CON 15, INT 9, WIS 12, CHA 8.

Skills and Feats: Heal+4, Hide+1, Listen+8, Move Silently+6, Spot+8; Improved Initiative, Power Attack, Track, Weapon Focus: Greataxe.

Gear: +1 *greataxe*, +1 *battleaxe*, masterwork chain shirt, *potion of cure moderate wounds* x2, *potion of invisibility*.

Spells Prepared (Rgr -/2; Base DC 11 + spell level): 1st - *Resist Elements* x2.

Area 3 – Zytir's Quarters

APL 8

➤ **Zytir, Male Drow Sor6:** CR 7; Medium-sized Humanoid (drow); HD 6d4+12; hp 32; Init +8; Spd 30; AC 16 /23 with *shield* spell (touch 15, flat-footed 12); Atk +2 melee (1d4-1, Dagger, 19-20 crit); SA: Spell-like abilities, spells; SQ: SR 17; Drow traits, Darkvision 120 ft., Light blindness; AL CE; SV Fort +3, Ref +6, Will +6; STR 8, DEX 18, CON 14, INT 16, WIS 12, CHA 16.

Skills and Feats: Concentration+10, Hide+7, Knowledge (arcana)+9, Listen+7, Move Silently+6, Search+5, Spellcraft+9, Spot+6; Combat Casting, Improved Initiative, Silent Spell.

Spell-like abilities (Su): 1/day – *dancing lights*, *darkness*, and *faerie fire*. All cast at the drow's level.

Drow Traits (Ex): SR 11 + class level, +2 racial bonus to Will saves versus spells and spell-like abilities, darkvision 120 ft.

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

Gear: Dagger x2, *bracers of armor +1*, *ring of protection +1*, *potion of cure moderate wounds*, *potion of haste* (x2), *wand of melf's acid arrow* (6th level caster, 10 charges), spider brooch and toad familiar.

Spells Known (Sor 6/7/6/4, Base DC 13 + spell level): 0 - Daze, Detect Magic, Ghost Sound, Mage Hand, Prestidigitation, Ray of Frost, Read Magic; 1st - Cause Fear, Charm Person, Magic Missile, Shield; 2nd - Mirror Image, See Invisibility; 3rd - Lightning Bolt.

APL 10

☛ **Zytir, Male Drow Sor8:** CR 9; Medium-sized Humanoid (drow); HD 8d4+16; hp 42; Init +8; Spd 30; AC 16 /23 with *shield* spell (touch 15, flat-footed 12); Atk +3 melee (1d4-1, Dagger, 19-20 crit); SA: Spell-like abilities, spells; SQ: SR 19; Drow traits, Darkvision 120 ft., Light blindness; AL CE; SV Fort +4, Ref +6, Will +7; STR 8, DEX 18, CON 14, INT 16, WIS 12, CHA 19.

Skills and Feats: Concentration+13, Hide+9, Knowledge (arcana)+9, Listen+7, Move Silently+8, Search+5, Spellcraft+9, Spot+6; Combat Casting, Improved Initiative, Silent Spell.

Spell-like abilities (Su): 1/day – *dancing lights*, *darkness*, and *faerie fire*. All cast at the drow's level.

Drow Traits (Ex): SR 11 + class level, +2 racial bonus to Will saves versus spells and spell-like abilities, darkvision 120 ft.

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

Gear: Dagger x2, *bracers of armor +1*, *ring of protection +1*, *potion of cure moderate wounds*, *potion of haste* (x2), *wand of melf's acid arrow* (6th level caster, 10 charges), *cloak of charisma*+2, spider brooch and toad familiar.

Spells Known (Sor 6/7/6/4, Base DC 14 + spell level): 0 - Daze, Detect Magic, Flare, Ghost Sound, Mage Hand, Prestidigitation, Ray of Frost, Read Magic; 1st - Cause Fear, Charm Person, Magic Missile, Ray of Enfeeblement, Shield; 2nd - Darkness, Mirror Image, See Invisibility; 3rd - Dispel Magic, Lightning Bolt; 4th - Enervation.

Area 7 – The Warden

APL 8

☛ **Pale Warden, Male Minotaur Ftr6:** CR 10; Large Monstrous Humanoid ; HD 6d8+6d10+24; hp 88; Init +4; Spd 30; AC 15 (touch 10, flat-footed 15); Atk +17 melee (1d8+9, Gore); +19/+14/+9 melee (2d8+12, +1 *Huge Greataxe*, 19-20 x3 crit); Face/Reach: 5 ft. x 5 ft./10 ft.; SA: Charge; SQ: Natural cunning, Scent; AL CE; SV Fort +12, Ref +8, Will +10; STR 22, DEX 10, CON 15, INT 7, WIS 10, CHA 8.

Skills and Feats: Climb+9, Intimidate+5, Jump+12, Listen+12, Search+2, Spot+12; Cleave, Great Fortitude, Improved Critical: Huge Greataxe, Improved Initiative, Iron Will, Power Attack, Sunder, Weapon Focus: Huge Greataxe, Weapon Specialization: Huge Greataxe.

Charge (Ex): On a charge, the Pale Warden (in addition to the normal penalties and bonuses) may make a single gore attack dealing 4d6+9 points of damage.

Natural Cunning (Ex): The Pale Warden can never get lost and is unaffected by the *maze* spell. He can also never be caught flat footed.

Gear: +1 *Huge Greataxe*, *ring of protection +1*, *gauntlets of ogre power*, *cloak of resistance +1*, *brooch of shielding* (101 charges), *potion of cure serious wounds*(x2).

APL 10

☛ **Pale Warden, Male Minotaur Ftr8:** CR 12; Large Monstrous Humanoid ; HD 6d8+8d10+42; hp 110; Init +4; Spd 30; AC 15 (touch 10, flat-footed 15); Atk +19 melee (1d8+10, Gore); +21/+16/+11 melee (2d8+12, +1 *Huge Greataxe*, 19-20 x3 crit); Face/Reach: 5 ft. x 5 ft./10 ft.; SA: Charge; SQ: Natural cunning, Scent; AL CE; SV Fort +15, Ref +9, Will +11; STR 22, DEX 10, CON 16, INT 7, WIS 10, CHA 8.

Skills and Feats: Climb+11, Intimidate+5, Jump+12, Listen+12, Search+2, Spot+12; Blind-Fight, Cleave, Great Fortitude, Improved Critical: Huge Greataxe, Improved Initiative, Iron Will, Power Attack, Sunder, Weapon Focus: Huge Greataxe, Weapon Specialization: Huge Greataxe.

Charge (Ex): On a charge, the Pale Warden (in addition to the normal penalties and bonuses) may make a single gore attack dealing 4d6+9 points of damage.

Natural Cunning (Ex): The Pale Warden can never get lost and is unaffected by the *maze* spell. He can also never be caught flat footed.

Gear: +1 *Huge Greataxe*, *ring of protection +1*, *gauntlets of ogre power*, *cloak of resistance +2*, *brooch*

of shielding (101 charges), *potion of cure serious wounds*(x3).

Area 8 – The Maze

APL 8

👉 **Vyrnia, Female Drow Clr7**; Medium-sized Humanoid (drow); HD 7d8+14; hp 64; Init +9; Spd 30; AC 22 (touch 17, flat-footed 15); Atk +8 melee (1d8+3, +1 *Mace, heavy*); SA: Spell-like abilities, Spells; SQ: SR 18, Drow traits, Darkvision 120 ft., Light blindness; AL CN; SV Fort +7, Ref +7, Will +9; STR 15, DEX 20, CON 14, INT 15, WIS 19, CHA 12.

Skills and Feats: Concentration+12, Heal+10, Knowledge (religion)+8, Listen+9, Search+4, Spellcraft+8, Spot+9; Blind-Fight, Combat Casting, Improved Initiative.

Spell-like abilities (Su): 1/day – *dancing lights, darkness*, and *faerie fire*. All cast at the drow's level.

Drow Traits (Ex): SR 11 + class level, +2 racial bonus to Will saves versus spells and spell-like abilities, darkvision 120 ft.

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

Gear: +1 *heavy mace, drow chain, +1 small steel shield, emerald tentacle rod, potion of cure moderate wounds* x2, *potion of wisdom, scroll of deeper darkness, scroll of prayer*, stasis amulet.

Spells Prepared (Clr 6/5/4/3/2, Base DC 14 + spell level): 0 - Cure Minor Wounds x3, Detect Magic, Virtue x2; 1st - Bless, Change Self*, Command x2, Divine Favor, Shield of Faith; 2nd - Endurance, Hold Person x2, Invisibility*, Silence; 3rd - Contagion*, Cure Serious Wounds, Dispel Magic, Invisibility Purge; 4th - Confusion*, Cure Critical Wounds, Freedom of Movement.

*Domain spell. *Domains*: Destruction (smite 1/day, +4 to hit, +7 to damage); Trickery (Bluff, Disguise, and Hide are class skills).

👉 **Salizan, Male Drow Wiz5**; Medium-sized Humanoid (drow); HD 5d4+10; hp 26; Init +9; Spd 30; AC 17 (touch 14, flat-footed 12); Atk +2 melee (1d4, Dagger, 19-20 crit); SA: Spells, Spell-like abilities; SQ: AR 16, Drow traits, Darkvision 120 ft., Light blindness; AL NE; SV Fort +3, Ref +6, Will +7; STR 10, DEX 20, CON 14, INT 20, WIS 16, CHA 13.

Skills and Feats: Concentration+10, Hide+9, Knowledge (arcana)+13, Listen+9, Move Silently+9, Search+7, Spellcraft+13, Spot+9; Empower Spell,

Improved Initiative, Scribe Scroll, Spell Focus: Evocation.

Spell-like abilities (Su): 1/day – *dancing lights, darkness*, and *faerie fire*. All cast at the drow's level.

Drow Traits (Ex): SR 11 + class level, +2 racial bonus to Will saves versus spells and spell-like abilities, darkvision 120 ft.

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

Gear: dagger x2, *bracers of armor (+2), wand of fireball (5th level caster, 10 charges), potion of cure moderate wounds*.

Spells Prepared (Wiz 5/6/4/3, Base DC 15 + spell level, 17 + spell level for evocation spells): 0 - Detect Magic, Flare x2, Ghost Sound x2; 1st - Magic Missile x3, Shield, Silent Image, True Strike; 2nd - Blur, Cat's Grace, Flaming Sphere x2; 3rd - Fireball, Haste, Slow.

👉 **Drow Rogue, Female Drow Rog4**: Medium-sized Humanoid (drow); HD 4d6+4; hp 24; Init +9; Spd 30; AC 19 (touch 15, flat-footed 14); Atk +6 melee (1d6+2, Rapier, Masterwork, 18-20 crit); +9 ranged (1d4, Crossbow, hand, Masterwork, x3 crit); SA: Spell-like abilities; SQ: SR 15, Drow traits, Darkvision 120 ft., Light blindness; AL CE; SV Fort +2, Ref +9, Will +1; STR 15, DEX 20, CON 12, INT 12, WIS 10, CHA 9.

Skills and Feats: Balance+12, Climb+9, Hide+12, Innuendo+7, Jump+9, Listen+9, Move Silently+12, Search+3, Spot+9, Tumble+12; Blind-Fight, Improved Initiative.

Spell-like abilities (Su): 1/day – *dancing lights, darkness*, and *faerie fire*. All cast at the drow's level.

Drow Traits (Ex): SR 11 + class level, +2 racial bonus to Will saves versus spells and spell-like abilities, darkvision 120 ft.

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

Gear: masterwork rapier, masterwork hand crossbow, bolts x20, masterwork studded leather, buckler, drow sleep poison x3, *potion of cure moderate wounds*.

APL 10

👉 **Vyrnia, Female Drow Clr9**; Medium-sized Humanoid (drow); HD 9d8+18; hp 78; Init +9; Spd 30; AC 22 (touch 17, flat-footed 15); Atk +9 melee (1d8+3+1d6, +1 *heavy mace of frost*); SA: Spells, Spell-

like abilities; SQ: SR 20, Drow traits, Darkvision 120 ft., Light blindness; AL CN; SV Fort +9, Ref +11, Will +12; STR 15, DEX 20, CON 14, INT 15, WIS 20, CHA 12.

Skills and Feats: Concentration+14, Heal+11, Hide+9, Knowledge (religion)+9, Listen+10, Search+4, Spellcraft+9, Spot+10; Blind-Fight, Combat Casting, Improved Initiative, Lightning Reflexes.

Spell-like abilities (Su): 1/day – *dancing lights*, *darkness*, and *faerie fire*. All cast at the drow's level.

Drow Traits (Ex): SR 11 + class level, +2 racial bonus to Will saves versus spells and spell-like abilities, darkvision 120 ft.

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

Gear: +1 heavy mace of frost, drow chain, +1 small steel shield, scarlet tentacle rod, *potion of cure moderate wounds* x2, *potion of wisdom*, *scroll of deeper darkness*, *scroll of prayer*, *pearl of power (2nd)*, *cloak of resistance* +1, stasis amulet.

Spells Prepared (Clr 6/6/5/4/3/2, Base DC 15 + spell level): 0 - Cure Minor Wounds x3, Detect Magic, Virtue x2; 1st - Bless, Change Self⁶, Command x3, Divine Favor, Shield of Faith; 2nd - Endurance, Hold Person x3, Invisibility*, Silence; 3rd - Contagion*, Cure Serious Wounds, Dispel Magic x2, Invisibility Purge; 4th - Confusion*, Cure Critical Wounds, Freedom of Movement, Greater Magic Weapon; 5th - Circle of Doom*, Flame Strike, Slay Living.

*Domain spell. **Domains:** Destruction (smite 1/day, +4 to hit, +9 to damage); Trickery (Bluff, Disguise, and Hide are class skills).

☛ **Salizan, Male Drow Wiz7:** Medium-sized Humanoid (drow); HD 7d4+14; hp 35; Init +9; Spd 30; AC 17 (touch 14, flat-footed 12); Atk +3 melee (1d4, Dagger, 19-20 crit); SA: Spells, Spell-like abilities; SQ: SR 18, Drow traits, Darkvision 120 ft., Light blindness; AL NE; SV Fort +4, Ref +7, Will +10; STR 10, DEX 20, CON 14, INT 20, WIS 16, CHA 13.

Skills and Feats: Concentration+12, Hide+10, Knowledge (arcana)+15, Listen+10, Move Silently+10, Search+7, Spellcraft+15, Spot+10; Empower Spell, Improved Initiative, Iron Will, Scribe Scroll, Spell Focus: Evocation.

Spell-like abilities (Su): 1/day – *dancing lights*, *darkness*, and *faerie fire*. All cast at the drow's level.

Drow Traits (Ex): SR 11 + class level, +2 racial bonus to Will saves versus spells and spell-like abilities, darkvision 120 ft.

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

for 1 round. In addition they suffer a –1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Gear: dagger x2, *bracers of armor* +2, *wand of fireball* (5th level caster, 10 charges), *potion of cure moderate wounds*, *scroll of dominate person* x2.

Spells Prepared (Wiz 5/7/5/4/3, base DC 15 + spell level, 17 + spell level for evocation spells): 0 - Detect Magic, Flare x2, Ghost Sound x2; 1st - Magic Missile x4, Shield, Silent Image, True Strike; 2nd - Blur, Cat's Grace, Flaming Sphere x2, Shatter; 3rd - Fireball x2, Haste, Slow; 4th - Improved Invisibility, Shout, Wall of Ice.

☛ **Drow Rogue, Female Drow Rog6:** Medium-sized Humanoid (drow); HD 6d6+6; hp 35; Init +9; Spd 30; AC 19 (touch 15, flat-footed 14); Atk +7 melee (1d6+2, Rapier, Masterwork, 18-20 crit); +10 ranged (1d4, Crossbow, hand, Masterwork, x3 crit); SA: Spell-like abilities; SQ: SR 17, Drow traits, Darkvision 120 ft., Light blindness; AL CE; SV Fort +3, Ref +10, Will +2; STR 15, DEX 20, CON 12, INT 12, WIS 10, CHA 9.

Skills and Feats: Balance+14, Climb+11, Hide+14, Innuendo+9, Jump+11, Listen+11, Move Silently+14, Search+3, Spot+11, Tumble+14; Blind-Fight, Dodge, Improved Initiative.

Spell-like abilities (Su): 1/day – *dancing lights*, *darkness*, and *faerie fire*. All cast at the drow's level.

Drow Traits (Ex): SR 11 + class level, +2 racial bonus to Will saves versus spells and spell-like abilities, darkvision 120 ft.

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

Gear: masterwork rapier, masterwork hand crossbow, bolts x20, masterwork studded leather, buckler, drow sleep poison x3, *potion of cure moderate wounds*.

Appendix B

Statistics for Part B – The Laboratory

Area 2 – Derro Lounge

ALL APLs

☛ **Derro Thrall, Male Derro Bbn5:** Medium-sized Humanoid (dwarf); HD 5d12+20; hp 56; Init +4; Spd 25; AC 19 (touch 14, flat-footed 15); Atk +9 melee (1d8+3, Warhammer, x3 crit); SA: Rage 1/day; SQ: SR 18, Darkvision 30 ft., Derro traits, Vulnerability: sunlight; AL CE; SV Fort +8, Ref +5, Will +2; STR 16, DEX 18, CON 19, INT 11, WIS 13, CHA 8.

Skills and Feats: Climb+2, Hide+3, Intimidate+3, Listen+9, Move Silently+3, Blind-Fight, Power Attack, Weapon Focus: Warhammer.

Derro Traits (Ex): Derro have the following traits: SR 18, darkvision 30 ft., and the Blind Fight feat.

Sunlight Vulnerability (Ex): Derro take 1 point of temporary constitution damage for every hour they are exposed to sunlight, dying when their constitution reaches 0. Lost Constitution points are recovered at the rate of 1 per day out of the sun.

Gear: warhammer, hide armor, large wooden shield, alchemist's fire x2, *potion of cure moderate wounds*.

APL 8

☛ **Derro Captain, Male Derro Rog2/Ftr4:** Medium-sized Humanoid (dwarf); HD 2d6+4d10+24; hp 62; Init +9; Spd 20; AC 18 (touch 15, flat-footed 13); Atk +8 melee (1d6+6, +1 Handaxe, x3 crit), +8 melee (1d6+4, +1 Handaxe, x3 crit); SQ: SR 18, Darkvision 30 ft., Derro traits, Evasion, Vulnerability: sunlight; AL CE; SV Fort +9, Ref +10, Will +4; STR 17, DEX 20, CON 18, INT 15, WIS 15, CHA 7.

Skills and Feats: Balance+10, Climb+8, Escape Artist+8, Hide+14, Jump+8, Listen+11, Move Silently+14, Spot+11, Tumble+14; Ambidexterity, Blind-Fight, Combat Reflexes, Improved Initiative, Two-Weapon Fighting, Weapon Focus: Handaxe, Weapon Specialization: Handaxe.

Derro Traits (Ex): Derro have the following traits: SR 18, darkvision 30 ft., and the Blind Fight feat.

Sunlight Vulnerability (Ex): Derro take 1 point of temporary constitution damage for every hour they are exposed to sunlight, dying when their constitution reaches 0. Lost Constitution points are recovered at the rate of 1 per day out of the sun.

Gear: +1 handaxe x2, masterwork studded leather, *cloak of resistance +1*, *potion of cure moderate wounds x2*, *potion of haste x2*.

APL 10

☛ **Derro Captain, Male Derro Rog2/Ftr8:** Medium-sized Humanoid (dwarf); HD 2d6+8d10+40; hp 99; Init +9; Spd 20; AC 18 (touch 15, flat-footed 13); Atk +13/+8 melee (1d6+7, +1 Handaxe, x3 crit), +13/+8 melee (1d6+7, +1 Handaxe, x3 crit); SQ: SR 18, Darkvision 30 ft., Derro traits, Evasion, Vulnerability: sunlight; AL CE; SV Fort +11, Ref +11, Will +5; STR 18, DEX 20, CON 18, INT 15, WIS 15, CHA 7.

Skills and Feat: Balance+10, Climb+15, Escape Artist+8, Hide+14, Jump+15, Listen+12, Move Silently+14, Spot+12, Tumble+14; Ambidexterity, Blind-Fight, Combat Reflexes, Expertise, Improved Critical: Handaxe, Improved Initiative, Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Focus: Handaxe, Weapon Specialization: Handaxe.

Derro Traits (Ex): Derro have the following traits: SR 18, darkvision 30 ft., and the Blind Fight feat.

Sunlight Vulnerability (Ex): Derro take 1 point of temporary constitution damage for every hour they are exposed to sunlight, dying when their constitution reaches 0. Lost Constitution points are recovered at the rate of 1 per day out of the sun.

Gear: +1 handaxe x2, masterwork studded leather, *cloak of resistance +1*, *potion of cure moderate wounds x2*, *potion of haste x2*, *necklace of fireballs (type I)*.

Area 4 – Working Laboratory

ALL APLs

Children, Male Human Com1: Small Humanoid (human); HD 1d4; hp 3; Init +1; Spd 20; AC 12 (touch 12, flat-footed 11); Atk -4 melee (1d3-1, fist); AL N; SV Fort +0, Ref +1, Will -1; STR 8, DEX 13, CON 10, INT 9, WIS 8, CHA 10.

Skills and Feats: Climb+2, Jump+2.

APL 8

☛ **Xyax, Mind Flayer:** Statistics as those found in the *Monster Manual*.

Gear: *Ring of Counterspells (magic missile)*, *Ring of Protection +1*, *Potion of Cure Moderate Wounds x2*, *Potion of Invisibility*, tanglefoot bag x2.

☛ **Asinat, Male Drow Wiz7:** Medium-sized Humanoid (drow); HD 7d4+14; hp 35; Init +9; Spd 30; AC 18 / 25 with *shield* (touch 17, flat-footed 11); Atk +3 melee (1d4, Dagger, 19-20 crit); SA: Spells, Spell-like abilities; SQ: SR 18, Drow traits, Darkvision 120 ft., Light blindness; AL NE; SV Fort +4, Ref +7, Will +10;

STR 10, DEX 20 (24), CON 14, INT 20, WIS 16, CHA 13.

Skills and Fests: Concentration+12, Hide+10, Knowledge (arcana)+15, Listen+10, Move Silently+10, Search+7, Spellcraft+15, Spot+10; Empower Spell, Improved Initiative, Iron Will, Scribe Scroll, Spell Focus: Evocation.

Spell-like abilities (Su): 1/day – *dancing lights*, *darkness*, and *faerie fire*. All cast at the drow's level.

Drow Traits (Ex): SR 11 + class level, +2 racial bonus to Will saves versus spells and spell-like abilities, darkvision 120 ft.

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

Gear: dagger x2, *bracers of armor +1*, *potion of cure moderate wounds*, *wand of lightning bolt* (5th level caster, 10 charges).

Spells Prepared (Wiz 5/7/5/4/3, base DC 15 + spell level, 17 + spell level for evocation spells): 0 - Detect Magic, Flare x2, Ghost Sound x2; 1st - Magic Missile x4, ~~Shield~~, Silent Image, True Strike; 2nd - Blur, ~~Cat's Grace~~, Flaming Sphere x2, Shatter; 3rd - Fireball x2, Haste, Slow; 4th - ~~Improved Invisibility~~, Shout, Wall of Ice.

APL 10

☛ **Xyax, Male Mind Flayer:** Aberration/Rog2; Medium Aberration ; HD 8d8+2d6+10; hp 56; Init +6; Spd 30; AC 16 (touch 13, flat-footed 14); Atk +9 melee (1d4+1, 4 Tentacles); SA: Mind blast, Improved grab, Extract, Psionics; SQ: Evasion, SR 25, Telepathy; AL LE; SV Fort +3, Ref +7, Will +9; STR 12, DEX 14, CON 12, INT 19, WIS 17, CHA 17.

Skills and Fests: Bluff+8, Concentration+12, Escape Artist+15, Hide+15, Intimidate+15, Knowledge (Engineering)+7, Knowledge (Mathematics)+7, Listen+18, Move Silently+15, Spot+18, Tumble+15; Alertness, Combat Casting, Dodge, Improved Initiative, Weapon Finesse, Weapon Focus.

Mind Blast (Sp): 60 ft cone, stun for 3d4 rounds. Will save (DC 17) resists.

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 size creature with a tentacle. If successful, the tentacle attaches to the targets head. If successful, the Mind Flayer can attempt to attach all of its other tentacles with a single grapple

check. Likewise, the target can attempt to escape a single grapple or Escape Artist check. The Mind Flayer gets a +2 circumstance bonus to these checks for each tentacle that was attached at the beginning of the round.

Extract (Ex): A Mind Flayer that begins its turn with all four tentacles attached and successfully maintains its hold automatically extracts the opponents brain, instantly killing that creature.

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

Gear: *Ring of Counterspells (magic missile)*, *Ring of Protection +1*, *Potion of Cure Moderate Wounds x2*, *Potion of Invisibility*, *bead of force x2*, and *tanglefoot bag x2*.

☛ **Asinat, Male Drow Wiz9:** Medium-sized Humanoid (drow); HD 9d4+18; hp 45 (63); Init +9; Spd 30; AC 18 / 25 with *shield* (touch 18, flat-footed 12); Atk +4 melee (1d4, Dagger, 19-20 crit); SA: Spells, Spell-like abilities; SQ: SR 20, Drow traits, Darkvision 120 ft., Light blindness; AL NE; SV Fort +5, Ref +8, Will +11; STR 10, DEX 20 (24), CON 14 (18), INT 23, WIS 16, CHA 13.

Skills and Fests: Concentration+14, Hide+11, Knowledge (arcana)+18, Listen+11, Move Silently+11, Search+7, Spellcraft+18, Spot+11; Empower Spell, Improved Initiative, Iron Will, Scribe Scroll, Spell Focus: Evocation.

Spell-like abilities (Su): 1/day – *dancing lights*, *darkness*, and *faerie fire*. All cast at the drow's level.

Drow Traits (Ex): SR 11 + class level, +2 racial bonus to Will saves versus spells and spell-like abilities, darkvision 120 ft.

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

Gear: dagger x2, *bracers of armor +1*, *headband of intellect +2*, *potion of cure moderate wounds*, *ring of protection +1*, *wand of lightning bolt* (5th level caster, 10 charges).

Spells Prepared (Wiz 5/7/7/5/4/3, base DC 16 + spell level, 18 + spell level for evocation spells): 0 - Detect Magic, Flare x2, Ghost Sound x2; 1st - Magic Missile x4, ~~Shield~~, Silent Image, True Strike; 2nd - Blur, ~~Cat's Grace~~, ~~Endurance~~, Flaming Sphere x2, Shatter x2; 3rd – Dispel Magic, Fireball x2, Haste, Slow; 4th - ~~Improved Invisibility~~, Shout, Stoneskin, Wall of Fire; 5th - Cone of Cold x2, Feeblemind.

Area 6 – The Test

All APLs

👉 **Half-golem (clay) Troll:** CR 5; Large Giant; HD 6d8+48 (Giant); hp 75; Init +1; Spd 30; AC 17 (touch 10, flat-footed 17); Atk +13 melee (1d6+10, 2 claws), +8 (1d6+5, Bite); Face/Reach: 5 ft. x 5 ft./10 ft.; SA: Rend, Wound; SQ: Berserk, DR 10/silver, Darkvision 90 ft., Haste, immune to piercing and slashing, magic immunities, Regeneration 5, Scent; AL CE; SV Fort +15, Ref +3, Will +3; STR 31, DEX 12, CON 27, INT 1, WIS 9, CHA 1.

Skills and Feats: Listen+5, Spot+5; Alertness, Iron Will.

Rend (Ex): If a troll hits with both claws in one attack it rends for 2d6+15 points of damage.

Berserk (Ex): A clay half-golem that takes damage in combat flies into a berserk rage the following round, attacking wildly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and –2 AC. A clay half-golem cannot end its berserk state voluntarily. If the clay half-golem is a barbarian, the bonuses and the penalties are cumulative with the barbarian rage class feature.

Wound (Ex): The damage a clay half golem deals doesn't heal naturally. Only a spell of 6th level or higher with the healing descriptor (such as *heal*) can repair it.

Haste (Su): After it has engaged in at least 1 round of combat on a given day, a clay half-golem can use *haste* upon itself once during that day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Immunity to Slashing and Piercing (Ex): Slashing and piercing weapons, whether normal or magical, deal no damage to a clay half-golem.

Magic Immunities (Su): This creature is immune to all spells and spell-like abilities except for as follows. A *move earth* spell drives it back 120 feet and deals 3d12 damage. A *disintegrate* slows it for 1d6 rounds and deals 1d12 damage. An *earthquake* cast directly at it stops it from moving for one round and deals 5d10 points of damage. The creature gets no save against the above named effects.

Regeneration (Ex): Fire and acid deal normal damage to this creature.

For full information on the Half-golem template, please see Appendix D.

Area 8 – Interrogation Chamber

APL 8

👉 **Ilzim: Male Mind Flayer Wiz(ILL)1;** Medium-sized Aberration ; HD 8d8+1d4+9; hp 49; Init +6; Spd 30; AC

16 / 20 with *mage armor* (touch 13, flat-footed 17); Atk +8 melee (1d4+1, 4 Tentacles); SA: Spells, Mind blast, Improved grab, Extract, Psionics; SQ: SR 25, Telepathy; AL NE; SV Fort +5, Ref +6, Will +13; STR 12, DEX 14, CON 12, INT 19, WIS 17, CHA 17.

Skills and Feats: Bluff+11, Concentration+13, Hide+10, Knowledge (arcana) +16, Listen+13, Move Silently+10, Spellcraft+16, Spot+13; Alertness, Combat Casting, Dodge, Improved Initiative, Scribe Scroll, Spell Focus: Illusion, Weapon Finesse.

Mind Blast (Sp): 60 ft cone, stun for 3d4 rounds. Will save (DC 17) resists.

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 size creature with a tentacle. If successful, the tentacle attaches to the target's head. If successful, the Mind Flayer can attempt to attach all of its other tentacles with a single grapple check. Likewise, the target can attempt to escape a single grapple or Escape Artist check. The Mind Flayer gets a +2 circumstance bonus to these checks for each tentacle that was attached at the beginning of the round.

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 ft. that has a language.

Gear: *cloak of resistance +2, ring of protection +1, wand of magic missile* (5th level caster, 10 charges), *potion of cure moderate wounds, elixir of arcane power.*

Spells Prepared (Wiz 3/2, base DC 14 + spell level, 16 + spell level for illusion spells): 0 - Detect Magic, Flare x2, Ghost Sound (s); 1st - ~~Alarm, Change Self, Mage Armor.~~

👉 **Sylina, Female Drow Clr6:** Medium-sized Humanoid; HD 6d8+6; hp 40 (57); Init +8; Spd 20; AC 20 (25) (touch 15, flat-footed 23); Atk +7 (+10) melee (1d8+2 (+3), Mace, heavy, Masterwork); +7 (+10) melee (1d4+2 (+3), Dagger, Masterwork); SA: Spells, Spell-like abilities; SQ: SR 17, Drow traits, Darkvision 120 ft., Light blindness; AL CE; SV Fort +6, Ref +8, Will +9; STR 14, DEX 18, CON 12 (16), INT 10, WIS 18, CHA 13.

Skills and Feats: Concentration+10, Knowledge (religion)+4, Listen+6, Search+2, Spellcraft+5, Spot+6;

Blind-Fight, Improved Initiative, Lightning Reflexes.
Possessions:

Spell-like abilities (Su): 1/day – *dancing lights*, *darkness*, and *faerie fire*. All cast at the drow's level.

Drow Traits (Ex): SR 11 + class level, +2 racial bonus to Will saves versus spells and spell-like abilities, darkvision 120 ft.

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

Gear: Masterwork Heavy Mace, Masterwork Dagger, *emerald tentacle rod*, +1 *Chainmail of Light Fortification*, Large Steel Shield, Drow Sleep Poison x2, *potion of cure moderate wounds*.

Spells Prepared (Clr 5/4/4/3, base DC 14 + spell level): 0 - Detect Magic, Guidance x2; 1st - Cause Fear, Cure Light Wounds, ~~Divine Favor~~, Inflict Light Wounds*, ~~Shield of Faith~~; 2nd - Aid, Cure Moderate Wounds, ~~Endurance~~, Hold Person, Invisibility*; 3rd - Contagion*, Cure Serious Wounds, Dispel Magic, ~~Magic Vestment~~.

*Domain spell. *Domains:* Destruction (smite 1/day, +4 to hit, +6 to damage); Trickery (Bluff, Disguise, and Hide are class skills).

APL 10

☛ **Ilzim: Male Mind Flayer Wiz(ILL)3;** Medium-sized Aberration ; HD 8d8+3d4+11; hp 56; Init +6; Spd 30; AC 18 / 29 with *mage armor* and *shield* (touch 13, flat-footed 17); Atk +11 (1d4+1, 4 Tentacles); SA: Spells, Mind blast, Improved grab, Extract, Psionics; SQ: SR 25, Telepathy; AL NE; SV Fort +6, Ref +7, Will +14; STR 12, DEX 14 (18), CON 12, INT 19, WIS 17, CHA 17.

Skills and Feats: Alchemy+11, Bluff+11, Concentration+15, Hide+10, Knowledge (arcana)+18, Listen+13, Move Silently+10, Spellcraft+17, Spot+13; Alertness, Combat Casting, Dodge, Improved Initiative, Scribe Scroll, Spell Focus: Illusion, Weapon Finesse, Weapon Focus.

Mind Blast (Sp): 60 ft cone, stun for 3d4 rounds. Will save (DC 17) resists.

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 size creature with a tentacle. If successful, the tentacle attaches to the targets head. If successful, the Mind Flayer can attempt to attach all of its other tentacles with a single grapple

check. Likewise, the target can attempt to escape a single grapple or Escape Artist check. The Mind Flayer gets a +2 circumstance bonus to these checks for each tentacle that was attached at the beginning of the round.

Extract (Ex): A Mind Flayer that begins its turn with all four tentacles attached and successfully maintains its hold automatically extracts the opponents brain, instantly killing that creature.

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

Gear: *cloak of resistance +2*, *ring of protection +1*, *wand of magic missile* (5th level caster, 10 charges), *potion of cure moderate wounds*, *elixir of arcane power*.

Spells Prepared (Wiz 4/6/2, base DC 14 + spell level, 16 + spell level for illusion spells): 0 - Detect Magic, Flare x2, Ghost Sound, Mage Hand; 1st - ~~Alarm~~, ~~Change Self~~, ~~Mage Armor~~, ~~Shield~~, Silent Image, Ventriloquism; 2nd - ~~Cat's Grace~~, Mirror Image, ~~Misdirection~~.

☛ **Sylina, Female Drow Clr8;** Medium-sized Humanoid (drow); HD 8d8+8; hp 50 (71); Init +8; Spd 20; AC 20 (25) (touch 15, flat-footed 23); Atk +9 (+12) melee (1d8+2 (+3), Mace, heavy, Masterwork); +9 (+12) melee (1d4+2 (+3), Dagger, Masterwork); SA: Spells, Spell-like abilities; SQ: SR 19, Drow traits, Darkvision 120 ft., Light blindness; AL CE; SV Fort +7, Ref +8, Will +10; STR 14, DEX 18, CON 12 (16), INT 10, WIS 19, CHA 13.

Skills and Feats: Concentration+12, Knowledge (religion)+5, Listen+6, Search+2, Spellcraft+6, Spot+6; Blind-Fight, Improved Initiative, Lightning Reflexes.

Spell-like abilities (Su): 1/day – *dancing lights*, *darkness*, and *faerie fire*. All cast at the drow's level.

Drow Traits (Ex): SR 11 + class level, +2 racial bonus to Will saves versus spells and spell-like abilities, darkvision 120 ft.

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

Gear: Masterwork Heavy Mace, Masterwork Dagger, *scarlet tentacle rod*, +1 *Chainmail of Light Fortification*, Large Steel Shield, *Cloak of Archnida*, Drow Sleep Poison x2, *potion of cure moderate wounds*.

Spells Prepared (Clr 6/5/4/4/3, base save DC 14 + spell level): 0 - Cure Minor Wounds x3, Detect Magic, Guidance x2; 1st - Cause Fear, Command, Cure Light Wounds, ~~Divine Favor~~, Inflict Light Wounds*, ~~Shield~~

~~of Faith~~; 2nd - ~~Aid~~, Cure Moderate Wounds, ~~Endurance~~, Hold Person, Invisibility*; 3rd - Bestow Curse, Contagion*, Cure Serious Wounds, Dispel Magic, ~~Magic Vestment~~; 4th - Confusion*, Cure Critical Wounds, Poison, ~~Spell Immunity~~.

*Domain spell. *Domains*: Destruction (smite 1/day, +4 to hit, +8 to damage); Trickery (Bluff, Disguise, and Hide are class skills).

Appendix C

Statistics for Part C – The Temple

Area 2 – Web Bridge

APL 8

➤ **Huge Fiendish Spider (Web):** Huge Vermin; HD 10d8+10; hp 55; Init +3; Spd 30 ft, 20 ft (climb); AC 16 (touch 11, flat-footed 13); Atk +9 melee (2d6+6 +poison, Bite); Face/Reach: 15 ft. x 15 ft./10 ft.; SA: Smite Good; Poison, Web; SQ: Darkvision 60 ft.; Cold and Fire Resistance 15, DR 5/+2; SR 20; Vermin; AL N; SV Fort +8, Ref +6, Will +3; STR 19, DEX 17, CON 12, INT 3, WIS 10, CHA 2.

Skills: Climb+16, Hide+2, Spot+7.

Smite Good (Su): Once per day, this creature may make a normal attack dealing +10 damage versus a good foe.

Poison (Ex): Huge Spider Venom; (1d8 Str/1d8 Str); Fort save DC 22 negates.

Web (Ex): Up to eight times per day the spider can cast a web at a single target with a range increment of 10 ft (max 50 ft). This attack is at a +8 bonus. Webs that hit anchor the target in place. The webs have a Escape DC 28, Break DC 34, and 14 hit points.

Vermin: Immune to mind influencing effects.

APL 10

➤ **Huge Fiendish Spider (Web) - Advanced:** Huge Vermin; HD 15d8+15; hp 82; Init +3; Spd 30 ft, 20 ft (climb); AC 16 (touch 11, flat-footed 13); Atk +13 melee (2d6+6 +poison, Bite); Face/Reach: 15 ft. x 15 ft./10 ft.; SA: Smite Good; Poison, Web; SQ: Darkvision 60 ft.; Cold and Fire Resistance 20, DR 10/+2; SR 25; Vermin; AL N; SV Fort +10, Ref +8, Will +5; STR 19, DEX 17, CON 12, INT 3, WIS 10, CHA 2.

Skills: Climb+16, Hide+8, Spot+7.

Smite Good (Su): Once per day, this creature may make a normal attack dealing +15 damage versus a good foe.

Poison (Ex): Huge Spider Venom; (1d8 Str/1d8 Str); Fort save DC 22 negates.

Web (Ex): Up to eight times per day the spider can cast a web at a single target with a range increment of 10 ft (max 50 ft). This attack is at a +12 bonus. Webs that hit anchor the target in place. The webs have a Escape DC 28, Break DC 34, and 14 hit points.

Vermin: Immune to mind influencing effects.

Area 4 – The Minor Fane

All APLs

➤ **Drider, Cleric:** Large Aberration; HD 6d8+18; hp 45; Init +2; Spd 30, Climb 15; AC 17 (touch 11, flat footed 15); Atk +0 (+5) melee (1d4+2 + poison, bite); +4 (+9) melee (1d6+5, masterwork shortsword, 19-20 crit); +5 (+7) ranged (1d6, Shortbow, x3 crit); Face/Reach: 10 ft. x 10 ft./5 ft.; SA: Spell-like abilities, Poison, Spells; SQ: SR 14; AL CE; SV Fort +5, Ref +4, Will +8; STR 15 (20), DEX 15, CON 16, INT 15, WIS 16, CHA 16.

Skills and Feats: Climb+14, Concentration+10, Hide+8, Listen+9, Move Silently+7, Spellcraft+10, Spot+9; Ambidexterity, Combat Casting, Two-Weapon Fighting.

Spell like abilities: 1/day – *dancing lights, darkness, detect chaos, detect evil, detect good, detect law, detect magic, faerie fire, levitate, clairaudience/clairvoyance, discern lies, dispel magic* and *suggestion* (save DC 13 + spell level). All cast as a 6th level caster.

Poison (Ex): bite, Fortitude save (DC 16), initial and secondary damage 1d6 temporary Strength.

Gear: shortbow, masterwork shortsword x2, drow sleep poison x2, *potion of cure moderate wounds* x2, *necklace of prayer beads (blessing)*.

Spells Prepared (SA Spells: Clr 5/4/4/3, base DC 13 + spell level): 0 - Guidance x3, Mending, Read Magic; 1st - Cause Fear, Doom x3; 2nd - ~~Bull's Strength~~, Hold Person x2, ~~Resist Elements~~; 3rd - Bestow Curse, Cure Serious Wounds, ~~Prayer~~.

➤ **Drow Soldier, Female Drow Rog3/Ftr3;** Medium-sized Humanoid (drow); HD 3d6+3d10+18; hp 50; Init +9; Spd 30; AC 21 (touch 15, flat footed 16); Atk +11 (+13) melee (1d6+4, masterwork rapier, 18-20 crit); SA: Sneak-attack 2d6; Spell-like abilities; SQ: Evasion, SR 17; Drow traits, Darkvision 120 ft., Light blindness; AL CE; SV Fort +7, Ref +9, Will +5; STR 18, DEX 20, CON 16, INT 12, WIS 16, CHA 13.

Skills and Feats: Balance+13, Hide+13, Jump+12, Listen+14, Move Silently+13, Search+3, Spot+14, Tumble+13; Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Weapon Focus: Rapier.

Spell-like abilities (Su): 1/day – *dancing lights, darkness, and faerie fire*. All cast at the drow's level.

Drow Traits (Ex): SR 11 + class level, +2 racial bonus to Will saves versus spells and spell-like abilities, darkvision 120 ft.

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

Gear: masterwork rapier, +1 *chain shirt*, darkwood shield, *potion of cure moderate wounds*, *potion of invisibility*, drow sleep poison x2.

APL 10

☛ **Kyzzat, Male Drow Wiz8 (con);** Medium-sized Humanoid (drow); HD 8d4+8; hp 35; Init +7; Spd 30; AC 16 / 23 with *shield* (touch 13, flat-footed 13); Atk +4 (+6) ranged (1d4, masterwork hand crossbow); +4 (+6) melee (1d4, Dagger); SA: Spells, Spell-like abilities; SQ: SR 19, Drow traits, Darkvision 120 ft., Light blindness; AL NE; SV Fort +5, Ref +7, Will +9; STR 11, DEX 16, CON 12, INT 22, WIS 13, CHA 10.

Skills and Feats: Alchemy+12, Bluff+4, Concentration+12, Diplomacy+4, Hide+6, Knowledge (arcana)+13, Listen+5, Move Silently+7, Scry+10, Search+8, Spellcraft+12, Spot+5, Tumble+6; Blind-Fight, Empower Spell, Improved Initiative, Scribe Scroll, Spell Focus: Conjunction.

Spell-like abilities (Su): 1/day – *dancing lights*, *darkness*, and *faerie fire*. All cast at the drow's level.

Drow Traits (Ex): SR 11 + class level, +2 racial bonus to Will saves versus spells and spell-like abilities, darkvision 120 ft.

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

Gear: masterwork hand crossbow, masterwork bolts x20, dagger x2, *bracers of armor +3*, *cloak of resistance +2*, *potion of haste x2*, *potion of cure moderate wounds*, *potion of see invisible*.

Spells Prepared (Wiz 4/6/5/4/3, base DC 16 + spell level, 18 + spell level for conjunction): 0 - Daze x2, Detect Magic x2, Ray of Frost; 1st - Magic Missile x3, Obscuring Mist, ~~Shield~~, Silent Image, True Strike; 2nd - Melf's Acid Arrow x3, Mirror Image, Summon Swarm, Web; 3rd - Dispel Magic, Flame Arrow x2, Lightning Bolt, Vampiric Touch; 4th - Enervation, Evard's Black Tentacles, ~~Stoneskin~~, Wall of Fire.

APL 12

☛ **Kyzzat, Male Drow Wiz8 (con);** Medium-sized Humanoid (drow); HD 12d4+12; hp 56; Init +7; Spd 30; AC 16 / 23 with *shield*; Atk +6 (+8) ranged (1d4, masterwork hand crossbow); +6 (+8) melee (1d4, Dagger); SA: Spells, Spell-like abilities; SQ: SR 23,

Drow traits, Darkvision 120 ft., Light blindness; AL NE; SV Fort +7, Ref +9, Will +12; STR 11, DEX 16, CON 12, INT 24, WIS 14, CHA 10.

Skills and Feats: Alchemy+14, Bluff+4, Concentration+15, Diplomacy+4, Hide+6, Knowledge (arcana)+22, Listen+6, Move Silently+9, Scry+17, Search+9, Spellcraft+22, Spot+6, Tumble+6; Blind-Fight, Empower Spell, Improved Initiative, Maximize Spell, Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus: Conjunction.

Spell-like abilities (Su): 1/day – *dancing lights*, *darkness*, and *faerie fire*. All cast at the drow's level.

Drow Traits (Ex): SR 11 + class level, +2 racial bonus to Will saves versus spells and spell-like abilities, darkvision 120 ft.

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

Gear: masterwork hand crossbow, masterwork bolts x20, dagger x2, *bracers of armor +3*, *cloak of resistance +2*, *potion of haste x2*, *potion of cure moderate wounds*, *potion of see invisible*, *headband of intellect +2*.

Spells Prepared (Wiz 4/6/6/6/4/4/3, base DC 17 + spell level, 19 + spell level for conjunction): 0 - Daze x2, Detect Magic x2, Ray of Frost; 1st - Magic Missile x3, Obscuring Mist, ~~Shield~~, Silent Image, True Strike; 2nd - Melf's Acid Arrow x4, Mirror Image, Summon Swarm, Web; 3rd - Dispel Magic, Flame Arrow x2, Lightning Bolt, Stinking Cloud, Vampiric Touch; 4th - Enervation x2, Evard's Black Tentacles, ~~Stoneskin~~, Wall of Fire; 5th - Cloudkill, Cone of Cold, Feeblemind, quickened Magic Missile x2; 6th - Chain Lightning, empowered Enervation, maximized Flame Arrow, Mislead.

Area 6 – Stone Lattice Chamber

APL 10

☛ **Temple Mage, Male Drow Wiz7:** Medium-sized Humanoid (drow); HD 7d4+14; hp 35; Init +9; Spd 30; AC 18 / 25 with *shield* (touch 16, flat-footed 12); Atk +3 melee (1d4, Dagger, 19-20 crit); SA: Spells, Spell-like abilities; SQ: SR 18, Drow traits, Darkvision 120 ft., Light blindness; AL NE; SV Fort +4, Ref +7 (+8), Will +10; STR 10, DEX 20 (23), CON 14, INT 20, WIS 16, CHA 13.

Skills and Feats: Concentration+12, Hide+10, Knowledge (arcana)+15, Listen+10, Move Silently+10, Search+7, Spellcraft+15, Spot+10; Empower Spell, Improved Initiative, Iron Will, Scribe Scroll, Spell Focus: Evocation.

Spell-like abilities (Su): 1/day – *dancing lights*, *darkness*, and *faerie fire*. All cast at the drow's level.

Drow Traits (Ex): SR 11 + class level, +2 racial bonus to Will saves versus spells and spell-like abilities, darkvision 120 ft.

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

Gear: dagger x2, *bracers of armor +1*, *wand of dispel magic* (5th level caster, 10 charges), *potion of cure moderate wounds*, *ring of protection +1*.

Spells Prepared (Wiz 5/7/5/4/3, base DC 15 + spell level, 17 + spell level for evocation spells): 0 - Detect Magic, Flare x2, Ghost Sound x2; 1st - Magic Missile x4, ~~Shield~~, Silent Image, True Strike; 2nd - ~~Cat's Grace~~, Flaming Sphere x2, ~~Invisibility~~, Shatter; 3rd – Dispel Magic, Fireball x2, Haste; 4th – Fear, ~~Improved Invisibility~~, Wall of Fire.

🗡️ **Temple Guard, Female Drow Rgr1/Ftr6:** Medium-sized Humanoid (drow); HD 7d10+14; hp 64; Init +5; Spd 30; AC 18 (touch 15, flat-footed 13); Atk +10/+5 melee (1d6+6, +1 Rapier, 18-20 crit), +10 melee (1d6+3, masterwork shortsword, 19-20 crit); SA: Favored Enemy (human); Spell-like abilities; SQ: Track, SR 18, Drow traits, Darkvision 120 ft., Light blindness; AL CE; SV Fort +9, Ref +7, Will +4; STR 16, DEX 20, CON 14, INT 15, WIS 14, CHA 14.

Skills and Feats: Hide+15, Jump+7, Listen+4, Move Silently+15, Search+4, Spot+12; Blind-Fight, Improved Bull Rush, Power Attack, Track, Weapon Focus: Rapier, Weapon Focus: Sword, short, Weapon Specialization: Rapier, Weapon Specialization: Sword, short.

Spell-like abilities (Su): 1/day – *dancing lights*, *darkness*, and *faerie fire*. All cast at the drow's level.

Drow Traits (Ex): SR 11 + class level, +2 racial bonus to Will saves versus spells and spell-like abilities, darkvision 120 ft.

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

Gear: +1 Rapier, masterwork shortsword, studded leather, *ring of the ram* (10 charges), *ring of counterspells* (*dispel magic*), *potion of cure moderate wounds* x2, *potion of fly* x2, drow sleep poison x2

APL 12

🗡️ **Temple Mage, Male Drow Wiz9:** Medium-sized Humanoid (drow); HD 9d4+18; hp 45 (63); Init +9; Spd

30; AC 18 / 25 with *shield* (touch 16, flat-footed 12); Atk +4 melee (1d4, Dagger, 19-20 crit); SA: Spells, Spell-like abilities; SQ: SR 20, Drow traits, Darkvision 120 ft., Light blindness; AL NE; SV Fort +5 (+7), Ref +8 (+9), Will +11; STR 10, DEX 20 (23), CON 14 (18), INT 21, WIS 16, CHA 13.

Skills and Feats: Concentration+14, Hide+10, Knowledge (arcana)+17, Listen+11, Move Silently+10, Search+7, Spellcraft+17, Spot+11; Empower Spell, Improved Initiative, Iron Will, Scribe Scroll, Spell Focus: Evocation.

Spell-like abilities (Su): 1/day – *dancing lights*, *darkness*, and *faerie fire*. All cast at the drow's level.

Drow Traits (Ex): SR 11 + class level, +2 racial bonus to Will saves versus spells and spell-like abilities, darkvision 120 ft.

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

Gear: dagger x2, *bracers of armor +1*, *wand of dispel magic* (5th level caster, 10 charges), *potion of cure moderate wounds*, *ring of protection +1*.

Spells Prepared (Wiz 5/7/6/5/4/3, base DC 15 + spell level, 17 + spell level for evocation spells): 0 - Detect Magic, Flare x2, Ghost Sound x2; 1st - Magic Missile x4, ~~Shield~~, Silent Image, True Strike; 2nd - ~~Cat's Grace~~, ~~Endurance~~, Flaming Sphere x2, ~~Invisibility~~, Shatter; 3rd – Dispel Magic x2, Fireball x2, Haste; 4th – Fear, Ice Storm, ~~Improved Invisibility~~, Wall of Fire; 5th – Cone of Cold, Telekinesis x2.

🗡️ **Temple Guard, Female Drow Rgr1/Ftr8:** Medium-sized Humanoid (drow); HD 9d10+18; hp 80; Init +5; Spd 30; AC 19 (touch 15, flat-footed 14); Atk +12/+7 melee (1d6+6, +1 Rapier, 15-20 crit), +12 melee (1d6+3, masterwork shortsword, 17-20 crit); SA: Favored Enemy (human); Spell-like abilities; SQ: Track, SR 20, Drow traits, Darkvision 120 ft., Light blindness; AL CE; SV Fort +10, Ref +7, Will +4; STR 17, DEX 20, CON 14, INT 15, WIS 14, CHA 14.

Skills and Feats: Climb+7, Hide+15, Jump+11, Knowledge (religion)+8, Listen+4, Move Silently+15, Search+4, Spot+12; Blind-Fight, Improved Bull Rush, Improved Critical: Rapier, Improved Critical: Sword, short, Power Attack, Track, Weapon Focus: Rapier, Weapon Focus: Sword, short, Weapon Specialization: Rapier, Weapon Specialization: Sword, short.

Spell-like abilities (Su): 1/day – *dancing lights*, *darkness*, and *faerie fire*. All cast at the drow's level.

Drow Traits (Ex): SR 11 + class level, +2 racial bonus to Will saves versus spells and spell-like abilities, darkvision 120 ft.

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

Gear: +1 Rapier, masterwork shortsword, +1 studded leather, ring of the ram (10 charges), ring of counterspells (dispel magic), slippers of spider climb, potion of cure moderate wounds x2, potion of fly x2, drow sleep poison x2

Area 9 – Major Fane

All APLs

➤ **Yochlol, demon;** Medium-sized outsider (chaotic, evil); HD 6d8+6; hp 33; Init +2; Spd 30; AC 12 (touch 12, flat-footed 10); Atk +10 melee (1d4+4, tentacle); SA: Psionics, Spell-like abilities; SQ: Gaseous Form, Immunities, Fire Resistance 20, DR 10/+2, Telepathy, SR 15; AL CE; SV Fort +6, Ref +7, Will +7; STR 19, DEX 14, CON 13, INT 14, WIS 15, CHA 16.

Skills and Feats: Bluff +12, Concentration +7, Diplomacy +14, Intimidate +14, Knowledge (Drow Religion) +11, Listen +11, Spot +11; Blind Fight, Combat Casting.

Alternate Forms (Su): For the purpose of this event, the Yochlol does not possess the ability to change form into a drow or spider.

Psionics (Su): At will as an 8th level sorcerer: domination, detect thoughts, and mind blank. (DC 13 + spell level).

Spell-like abilities (Su): At will as an 8th level sorcerer: *charm person, darkness, desecrate, spider climb, stone shape, teleport without error, web.* (DC 13 + spell level).

Gaseous Form (Ex): Yochlols can transform themselves into a large column of gas, 10 ft tall and 5 ft in diameter. This form is exactly like that produced by a *gaseous form*. Creatures that come into contact with a Yochlol in this form are affected as if by a *stinking cloud*.

Immunities (Ex): Immune to gas, poison, and electricity.

Telepathy (Su): Yochlols can communicate telepathically with any creature within 100 ft that has a language.

Appearance: Yochlols, also called Handmaidens of Lolth, appear as 6 ft. tall heaps of reeking ooze, with eight powerful tentacles and a single glaring red eye.

APL 10

Cyaza, Female Drow Clr9; Medium-sized Humanoid (drow); HD 9d8+18; hp 72 (90); Init +7; Spd 30; AC 21 (24) (touch 13, flat-footed 18); Atk +9/+4 (+12/+7)

melee (1d8+2 (+4), masterwork heavy mace); SA: Spells, Spell-like abilities; SQ: SR 20, Drow traits, Darkvision 120 ft., Light blindness; AL CE; SV Fort +8 (+10), Ref +8, Will +11; STR 15 (18), DEX 16, CON 14 (18), INT 14, WIS 20, CHA 15.

Skills and Feats: Concentration+14, Knowledge (arcana)+14, Knowledge (religion)+14, Listen+7, Search+4, Spellcraft+14, Spot+7; Blind-Fight, Combat Casting, Improved Initiative, Lightning Reflexes.

Spell-like abilities (Su): 1/day – *dancing lights, darkness, and faerie fire.* All cast at the drow's level.

Drow Traits (Ex): SR 11 + class level, +2 racial bonus to Will saves versus spells and spell-like abilities, darkvision 120 ft.

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

Gear: masterwork Heavy Mace, *Scarlet Tentacle Rod, Drow Chain, +1 Large Steel Shield, Potion of Cure Moderate Wounds x2, Cloak of Arachnida, Wand of Cure Light Wounds* (1st level, 50 charges).

Spells Prepared (Clr 6/6/5/4/3/2, base DC 15 + spell level): 0 - Cure Minor Wounds x2, Detect Magic x2, Guidance x2; 1st - Bless, Cause Fear x2, Command x2, Inflict Light Wounds*, ~~Shield of Faith~~, 2nd - ~~Bull's Strength, Endurance~~, Hold Person x2, Invisibility*, Silence; 3rd - Bestow Curse, Cure Serious Wounds x2, Dispel Magic, Nondetection*; 4th - Confusion*, Cure Critical Wounds, Poison, ~~Spell Immunity~~, 5th - Circle of Doom*, Flame Strike, Slay Living.

*Domain spell. *Domains:* Destruction (smite 1/day, +4 to hit, +9 to damage); Trickery (Bluff, Disguise, and Hide are class skills).

Axxen, Male Drow Rgr1/Ftr5/Blk2; Medium-sized Humanoid ; HD 8d10+16; hp 71; Init +2; Spd 20; AC 21 (touch 11, flat-footed 20); Atk +16/+11 melee (2d6+11, +2 *Unholy Greatsword*, 19-20 crit); SA: Spells, Spell-like abilities, Smite Good; SQ: Detect Good, Poison Use, Dark Blessing, SR 19, Drow traits, Darkvision 120 ft, Light blindness; AL CE; SV Fort +20, Ref +12, Will +12; STR 20, DEX 14, CON 14, INT 15, WIS 15, CHA 16.

Skills and Feats: Climb+7, Concentration+6, Hide+2, Intimidate+10, Jump+7, Knowledge (religion)+4, Listen+11, Search+4, Spot+12; Blind-Fight, Cleave, Power Attack, Sunder, Track, Weapon Focus: Greatsword, Weapon Specialization: Greatsword.

Smite Good (Ex): Once per day, +3 to hit, +2 to damage versus a good opponent.

Poison Use (Ex): Blackguards are skilled at using poison and never risk poisoning themselves.

Dark Blessing (Su): Blackguards add their Charisma bonus, if positive, to all their saves.

Spell-like abilities (Su): 1/day – *dancing lights*, *darkness*, and *faerie fire*. All cast at the drow's level.

Drow Traits (Ex): SR 11 + class level, +2 racial bonus to Will saves versus spells and spell-like abilities, darkvision 120 ft.

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

Gear: +2 *unholy greatsword*, +1 *full plate*, *amulet of natural armor* +1, *gauntlets of ogre power*, *potion of cure mod* x2, drow sleep poison x2.

Spells Prepared (Blk –/2, base DC 13 + spell level): 1st - Cause Fear, Doom.

APL 12

Cyaza, Female Drow Clr12; Medium-sized Humanoid (drow); HD 12d8+24; hp 88 (112); Init +7; Spd 30; AC 21 (25) (touch 13, flat-footed 18); Atk +12/+7 (+15/+10) melee (1d8+2 (+4), masterwork heavy mace); SA: Spells, Spell-like abilities; SQ: SR 23, Drow traits, Darkvision 120 ft., Light blindness; AL CE; SV Fort +10 (+12), Ref +9, Will +13; STR 15 (18), DEX 16, CON 14 (18), INT 14, WIS 21, CHA 15.

Skills and Feats: Concentration+17, Knowledge (arcana)+17, Knowledge (religion)+17, Listen+7, Search+4, Spellcraft+17, Spot+7; Blind-Fight, Combat Casting, Dodge, Improved Initiative, Lightning Reflexes.

Spell-like abilities (Su): 1/day – *dancing lights*, *darkness*, and *faerie fire*. All cast at the drow's level.

Drow Traits (Ex): SR 11 + class level, +2 racial bonus to Will saves versus spells and spell-like abilities, darkvision 120 ft.

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

Gear: masterwork Heavy Mace, *Purple Tentacle Rod*, *Drow Chain*, +1 *Large Steel Shield*, *Potion of Cure Moderate Wounds* x2, *Boots of Speed*, *Cloak of Arachnida*, *Wand of Cure Light Wounds* (1st level, 50 charges).

Spells Prepared (Clr 6/8/6/6/5/5/3, base DC 15 + spell level): 0 - Cure Minor Wounds x2, Detect Magic x2, Guidance x2; 1st - Bless, Cause Fear x3, Command x3, Inflict Light Wounds*, ~~Shield of Faith~~; 2nd - Bull's

~~Strength~~, ~~Endurance~~, Hold Person x2, Invisibility*, Silence; 3rd - Bestow Curse, Cure Serious Wounds x2, Dispel Magic x2, Nondetection*; 4th – Confusion*, Cure Critical Wounds x2, Poison, ~~Spell Immunity~~; 5th – Circle of Doom*, Flame Strike x2, Slay Living x2; 6th – Harm x2*, Heal.

*Domain spell. *Domains:* Destruction (smite 1/day, +4 to hit, +9 to damage); Trickery (Bluff, Disguise, and Hide are class skills).

Axxen, Male Drow Rgr1/Ftr5/Blk4; Medium-sized Humanoid ; HD 10d10+20; hp 90; Init +2; Spd 20; AC 21 (touch 11, flat-footed 20); Atk +18/+13 melee (2d6+11, +2 *Unholy Greatsword*, 17-20 crit); SA: Sneak Attack 1d6, Spells, Spell-like abilities, Smite Good; SQ: Aura of Despair, Detect Good, Poison Use, Command Undead, Dark Blessing, SR 21, Drow traits, Darkvision 120 ft, Light blindness; AL CE; SV Fort +21, Ref +13, Will +13; STR 20, DEX 14, CON 14, INT 15, WIS 15, CHA 16.

Skills and Feats: Climb+7, Concentration+10, Hide+2, Intimidate+10, Jump+7, Knowledge (religion)+8, Listen+11, Search+4, Spot+12; Blind-Fight, Cleave, Improved Critical: Greatsword, Power Attack, Sunder, Track, Weapon Focus: Greatsword, Weapon Specialization: Greatsword.

Smite Good (Ex): Once per day, +3 to hit, +4 to damage versus a good opponent.

Poison Use (Ex): Blackguards are skilled at using poison and never risk poisoning themselves.

Dark Blessing (Su): Blackguards add their Charisma bonus, if positive, to all their saves.

Aura of Despair (Su): All enemies within 10 ft suffer a –2 morale penalty to all saves.

Spell-like abilities (Su): 1/day – *dancing lights*, *darkness*, and *faerie fire*. All cast at the drow's level.

Drow Traits (Ex): SR 11 + class level, +2 racial bonus to Will saves versus spells and spell-like abilities, darkvision 120 ft.

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

Gear: +2 *unholy greatsword*, +1 *full plate*, *amulet of natural armor*+1, *gauntlets of ogre power*, *potion of cure serious* x2, drow sleep poison x2.

Spells Prepared (Blk –/2/2, base DC 13 + spell level): 1st - Cause Fear, Doom; 2nd – Cure Moderate Wounds, Death Knell.

Appendix D

New Rules Items

Drow Chain

This finely crafted suit of chainmail is made by the drow for their more elite troops. This suit of armor is identical to *+1 elven chain* with the addition of granting the wearer a +2 circumstance bonus to Hide and Move Silent skill checks.

Caster Level: 5th; *Prerequisites:* Craft Arms and Armor, *invisibility*, *silence*, creator must be drow; *Market Price:* 5,500 gp.

Drow Sleep Poison

Drow Sleep Poison: This insidious toxin is commonly used by the drow, coated on their weapons. One vial of this poison is enough to coat one melee weapon or up to three arrows or bolts. Once opened, the entire vial must be used. Those wounded by the weapon must succeed at a Fort save (DC 17) or fall unconscious. Those that fail the first save must make another Fort save (DC 17) one minute later or remain unconscious for 2d4 hours. This poison has no secondary damage. Note that this poison does not cause true sleep and does affect elves. Those attempting to use the poison risk poisoning themselves as noted in the DMG.

Caster Level: 7th; *Prerequisites:* Brew Potion, *poison*, creator must be drow; *Market Price:* 300 gp.

Elixir of Arcane Power

This awful tasting green fluid was created by Mind Flayers to increase their arcane power. If consumed while memorizing spells, this elixir allows an arcane spell caster to memorize twice the number of 1st level arcane spells for one class. Bonus spells for high ability scores and school specialization are not doubled. Arcane casters cannot benefit from more than one vial of this elixir in one day nor does the benefits of this elixir stack with a *ring of wizardry*. These bonus spells fade in 24 hours if not used.

Caster Level: 13th; *Prerequisites:* Brew Potion, *limited wish*, creator must be a Mind Flayer; *Market Price:* 500 gp.

Tentacle Rod

This insidious weapon created by the drow is used as a favored tool of the Priestesses of Lloth for torture and punishment. Fashioned from a foot long rod of ebony detailed with many runes, where there should be a whip there are instead a number of writhing tentacles. As a standard action the wielder can direct the

tentacles to attack a single target within range. Using a tentacle rod does not provoke an attack of opportunity.

There are a number of different types of tentacle rods, each with a different number of tentacles, range, attack bonus, damage, and side effects. The three types used in this adventure are detailed below.

Type	Tentacles	Range	Att Bonus	Damage
Emerald	3	10 ft.	+8	1d8
Scarlet	4	15 ft.	+10	1d10
Purple	6	15 ft.	+12	1d12

Type Additional Effect

Emerald	Requires 3 hits, stuns target for 1d4 rounds
Scarlet	Requires 3 hits, 1d6 Str damage
Purple	Requires 3 hits, affects target with <i>blindness</i> ; if all 6 hit, the target is affected by a <i>harm</i> (this happens after the damage from the tentacles).

All of the additional effects require multiple tentacles to strike the target in one round. There is no save to avoid these additional effects, but spell resistance does still apply.

Despite the fact that these tentacles have a range, this is not a reach weapon in the true sense. They do not under any circumstance take attacks of opportunity, nor can the priest use them for that purpose.

These rods do have a drawback; they can be wounded and destroyed. PCs adjacent to the wielder can attack an individual tentacle just like any other sunder attempt. Those farther away can strike at a tentacle that attacks them or a character adjacent to them with a readied action. Each tentacle has an AC of 20, a hardness of 5, and a number of hit points equal to its attack bonus. If brought to zero hit points that tentacle is destroyed but the others continue to function. Wounded tentacles recover one hit point per hour until back to full hit points.

These weapons are specifically attuned to the priestesses of Lloth. Anyone who picks up the rod who does not venerate the spider goddess is immediately attacked by all of the tentacles. This assault continues each round until the rod is put down.

Caster Level: 8th (emerald), 10th (scarlet), 12th (purple); *Prerequisites:* Craft Rod, *animate objects* (all), *hold person* (emerald), *poison* (scarlet), *harm* (purple);

Market Price: 10,000 gp (emerald), 14,000 gp (scarlet), 22,000 gp (purple).

Half-Golem Template

Half-golems are the results of good-intentioned actions taken too far. While the application of a poultice infused with curative herbs or the casting of a spell can save the life of an injured or diseased person, only powerful magic can replace a missing limb. Such magic is often beyond the reach of the ordinary person working in a quarry or a mill, or scything a field of grain, who suffers the loss of one or more limbs.

Arcane artisans applied their knowledge of golem construction to come up with a way to restore such a person to wholeness. While the initial results were promising, there was a limit to the effectiveness of the technique – many people who received one or more new limbs through this process proved unable to withstand the trauma of the transformation and became permanently evil as a result. Individuals of evil intent now exploit this limitation, purposely creating ravaging, unholy crosses between living beings and golems.

Construction

There are two steps to making a half-golem. The first is constructing the limbs, and the second is attaching the limbs.

Molding a limb from clay, preparing one made of flesh, carving it from stone, or forging it from iron requires an appropriate skill (see the specific half-golem descriptions for details) and can be done by anyone. Infusing a formed limb with magic requires the Craft Wondrous Item and Craft Magic Arms and Armor feats. It takes one month to complete the magical rituals. The creator must labor for at least 8 hours each day in a specially prepared laboratory or workroom. The chamber is similar to an alchemist's laboratory and costs 500 gp to establish.

When not working on the rituals, the creator must rest and can perform no other activities, just as if he or she were creating a golem. As with a golem, if the creator is personally constructing the limbs, he or she can perform the building and the rituals together.

Once created, the limbs are treated as spell completion items. Any character capable of casting the appropriate level of spell (see specific descriptions) can attach the limb. All that's left to do is perform the final gestures and speak the words needed to imbue the limb with magic. All the limbs to be attached to a particular body must be of the same type – it's not

possible, for instance, to attach a limb made of iron to a half-golem that already has a new limb made of stone. Any such attempt automatically fails, leaving the second type of limb unattached.

The Danger

Each time a limb is attached to his or her body, the recipient makes a Will save. The DC of the save varies according to the number of new limbs the character has received

	Save DC
First new limb	15
Second new limb	19
Third new limb	25
Fourth new limb	33
Fifth new limb	43
Sixth new limb	55

A character who succeeds at all the save he or she is required to make takes on the attributes of a half-golem as described below – except that the character retains his or her alignment, gains a +4 bonus to Constitution, and does not change type or gain construct traits. As soon as the character fails one of these required saves, he or she becomes a half-golem of neutral evil alignment. The character then has no Constitution score and the character's type changes to construct, granting him or her construct traits. A neutral evil half-golem retains the memories and knowledge of its former life, but its personality becomes murderous and cruel. It demonstrates the hatred of flesh creatures common to elementals, and it seeks methods appropriate to its class to slaughter as many flesh creatures as possible.

Creating a Half-Golem

“Half-golem” is a template that can be added to any animal, beast, giant, humanoid creature, magical beast, or monstrous humanoid (referred to hereafter as the character). There is no minimum level of Hit Dice requirement to become a half-golem. The character's type changes to construct once a Will save is failed. Each half-golem takes on the characteristics of a particular type of golem (flesh, clay, stone, or iron) as described later in this section.

A half-golem's abilities are primarily those of the character with the following exceptions.

Hit Dice: Same as the character

Intiative: Same as character –1 to account for the half-golem's reduced Dexterity (See Abilities, below)

Speed: Same as character, but a half-golem cannot run.

AC: A half-golem replaces any natural armor bonus it may have had with a new bonus according to its type (see the table below). The change to Dexterity (see Abilities, below) also effects the half-golem's Armor Class.

Attacks: Same as character.

Damage: Same as character.

Face/Reach: Same as character.

Special Attacks: Same as character (and see the table below).

Special Qualities: Same as character; plus construct traits (upon a failed Will save), damage resistance (see table below), and others by type (see table below).

Saves: A half-golem gains a +2 racial bonus on Fortitude saves; otherwise same as character.

Abilities: Half-golems have -2 Dex, +4 Con (or no Con upon a failed Will save), -6 Int, +0 Wis, and -6 Cha. Strength varies by type (see the table below). The number of limbs attached does not alter a half-golem's Strength score.

Skills: Same as character, modified by new ability modifiers. The drop in Intelligence does not retroactively remove skill points spent.

Feats: Same as character.

Climate/Terrain: Same as character.

Organization: Solitary, pair, or squad (5-20)

Challenge Rating: Same as character +3.

Treasure: Standard.

Alignment: Same as character (if all Will save succeed) or always neutral evil (if any Will save fails).

Advancement: By character class.

Half Golems Traits	Clay
Natural Armor	+7
Special Attacks	Wound
Damage Reduction	10/silver
Special Qualities	Berserk, haste, immune to piercing and slashing
Strength	+8
Magic Immunity	As clay golem

Combat

A half-golem fights as the character from which it is created. Half-golems are usually straightforward, unobtrusive combatants that rely on their great strength to win the day. They rarely use teamwork or cooperation even when banded together.

Construct Traits: A half-golem is immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it

also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A half-golem has darkvision (60-foot range).

Magic Immunity: Half-golems completely resist all magical and supernatural effects, except as noted in the appropriate golem descriptions (see *Monster Manual*).

Clay Half-golem

A clay golem has a grotesquely distorted musculature, such as an over large chest, arms attached by thick knots of muscle at the shoulder, stubby fingers, or arms that hang almost to the ground. Its features often appear partially melted. Typically it drips bits of clay, and its slimy replacement "flesh" coats its weapons.

Berserk (Ex): A clay half-golem that takes damage in combat flies into a berserk rage the following round, attacking wildly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and -2 AC. A clay half-golem cannot end its berserk state voluntarily. If the clay half-golem is a barbarian, the bonuses and the penalties are cumulative with the barbarian rage class feature.

Wound (Ex): The damage a clay half golem deals doesn't heal naturally. Only a spell of 6th level or higher with the healing descriptor (such as *heal*) can repair it.

Haste (Su): After it has engaged in at least 1 round of combat on a given day, a clay half-golem can use *haste* upon itself once during that day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Immunity to Slashing and Piercing (Ex): Slashing and piercing weapons, whether normal or magical, deal no damage to a clay half-golem.

Construction

A clay limb must be sculpted from a single block of clay weighing at least 100 pounds. The carving requires a successful Craft (sculpting) or Craft (mason) check (DC 20). The rituals cost 12,000 gp and 240 XP and require *geas/quest* and *animate objects*. Attaching the limb requires the ability to cast 6th-level divine spells.

Appendix E – Treasure Worksheets

Part A – The Dungeon

APL 8

Item	Value	Acquired?
Area 2		
<i>Potion of cure mod</i> x6	30 gp each	_____
<i>+1 huge greatsword</i>	195 gp	_____
<i>+1 greataxe</i>	190 gp	_____
<i>Potion of invisibility</i>	30 gp	_____
Area 3		
<i>Bracers of armor +1</i>	85 gp	_____
<i>Ring of protection +1</i>	165 gp	_____
<i>Potion of cure mod</i>	30 gp	_____
<i>Potion of haste</i> x2*	60 gp each	_____
<i>Wand of Melf's Acid Arrow</i> *	150 gp	_____
Area 5		
<i>Vest of escape</i> *	165 gp	_____
Area 7		
<i>+1 Huge Greataxe</i>	195 gp	_____
<i>ring of protection +1</i>	165 gp	_____
<i>gauntlets of ogre power</i> *	335 gp	_____
<i>cloak of resistance +1</i>	85 gp	_____
<i>brooch of shielding</i> (101 chrgs)*	125 gp	_____
<i>potion of cure serious</i> x2*	60 gp each	_____
Area 8		
<i>+1 heavy mace</i>	190 gp	_____
<i>drow chain</i> *	460 gp	_____
<i>+1 small steel shield</i>	95 gp	_____
<i>potion of cure mod</i> x5	30 gp each	_____
<i>potion of wisdom</i>	30 gp	_____
<i>scroll of deeper darkness</i>	30 gp	_____
<i>scroll of prayer</i>	30 gp	_____
<i>Bracers of armor +2</i>	330 gp	_____
<i>wand of fireball</i> *	190 gp	_____
<i>drow sleep poison</i> x6*	30 gp each	_____
TOTAL	_____	_____
Max Cap	1,875 gp	_____

* - denotes appearing on the AR

APL 10

Item	Value	Acquired?
Area 2		
<i>Potion of cure mod</i> x6	30 gp each	_____
<i>+1 huge greatsword</i>	195 gp	_____
<i>+1 battleaxe and greataxe</i>	190 gp each	_____
<i>Potion of invisibility</i>	30 gp	_____
Area 3		
<i>Bracers of armor +1</i>	85 gp	_____
<i>Ring of protection +1</i>	165 gp	_____
<i>Potion of cure mod</i>	30 gp	_____
<i>Potion of haste</i> x2*	60 gp each	_____
<i>Wand of Melf's Acid Arrow</i> *	150 gp	_____
<i>Cloak of charisma +2</i>	335 gp	_____
Area 5		
<i>Vest of escape</i> *	165 gp	_____
Area 7		
<i>+1 Huge Greataxe</i>	195 gp	_____
<i>ring of protection +1</i>	165 gp	_____
<i>gauntlets of ogre power</i> *	335 gp	_____
<i>cloak of resistance +2</i> *	335 gp	_____
<i>brooch of shielding</i> (101 chrgs)*	125 gp	_____
<i>potion of cure serious</i> x3*	60 gp each	_____
Area 8		
<i>+1 heavy mace of frost</i> *	690 gp	_____
<i>drow chain</i> *	460 gp	_____
<i>+1 small steel shield</i>	95 gp	_____
<i>pearl of power</i> (2 nd)*	335 gp	_____
<i>potion of cure mod</i> x5	30 gp each	_____
<i>potion of wisdom</i>	30 gp	_____
<i>scroll of deeper darkness</i>	30 gp	_____
<i>scroll of prayer</i>	30 gp	_____
<i>Bracers of armor +2</i>	330 gp	_____
<i>wand of fireball</i> *	190 gp	_____
<i>scroll of dominate person</i> *	95 gp	_____
<i>drow sleep poison</i> x6*	30 gp each	_____
TOTAL	_____	_____
Max Cap	3,150 gp	_____

Max Cap 3,150 gp

Part B – The Laboratory

APL 8

Item	Value	Acquired?
Area 2		
<i>Potion of cure mod x5</i>	30 gp each	_____
<i>+1 Handaxe x2</i>	190 gp each	_____
<i>Cloak of Resistance +1</i>	85 gp	_____
<i>Potion of Haste x2*</i>	60 gp each	_____
Area 4		
<i>Ring of Counterspells*</i>	335 gp	_____
<i>Ring of Protection +1</i>	165 gp	_____
<i>Potion of cure mod x3</i>	30 gp each	_____
<i>Potion of invisibility</i>	30 gp	_____
<i>Bracers of Armor +1</i>	85 gp	_____
<i>Wand of Lightning Bolt*</i>	185 gp	_____
Area 6		
<i>Potion of Pro Elements (fire)*</i>	60 gp	_____
<i>Potion of Pro Elements (acid)*</i>	60 gp	_____
Area 7		
<i>Scroll of invisibility sphere</i>	30 gp	_____
<i>Hand of the Mage*</i>	85 gp	_____
Area 8		
<i>Cloak of Resistance +2*</i>	335 gp	_____
<i>Ring of Protection +1</i>	165 gp	_____
<i>Wand of Magic Missile*</i>	65 gp	_____
<i>Potion of cure mod x2</i>	30 gp	_____
<i>Elixir of Arcane Power*</i>	40 gp	_____
<i>+1 Chainmail of Lt. Fortification*</i>	360 gp	_____
<i>Drow Sleep Poison x2*</i>	30 gp each	_____
TOTAL	_____	_____
Max Cap	1,875 gp	

* - denotes appearing on the AR

APL 10

Item	Value	Acquired?
Area 2		
<i>Potion of cure mod x5</i>	30 gp each	_____
<i>+1 Handaxe x2</i>	190 gp each	_____
<i>Cloak of Resistance +1</i>	85 gp	_____
<i>Potion of Haste x2*</i>	60 gp each	_____
<i>Necklace of Fireballs (type 1)*</i>	135 gp	_____
Area 4		
<i>Ring of Counterspells*</i>	335 gp	_____
<i>Ring of Protection +1 x2</i>	165 gp each	_____
<i>Potion of cure mod x3</i>	30 gp each	_____
<i>Potion of invisibility</i>	30 gp	_____
<i>Bead of Force x2*</i>	165 gp each	_____
<i>Bracers of Armor +1</i>	85 gp	_____
<i>Wand of Lightning Bolt*</i>	185 gp	_____
<i>Headband of Intellect +2*</i>	335 gp	_____
Area 6		
<i>Potion of Pro Elements (fire)*</i>	60 gp	_____
<i>Potion of Pro Elements (acid)*</i>	60 gp	_____
Area 7		
<i>Scroll of invisibility sphere</i>	30 gp	_____
<i>Hand of the Mage*</i>	85 gp	_____
<i>Scroll of mislead*</i>	135 gp	_____
Area 8		
<i>Cloak of Resistance +2*</i>	335 gp	_____
<i>Ring of Protection +1</i>	165 gp	_____
<i>Wand of Magic Missile*</i>	65 gp	_____
<i>Potion of cure mod x2</i>	30 gp	_____
<i>Elixir of Arcane Power*</i>	40 gp	_____
<i>+1 Chainmail of Lt. Fortification*</i>	360 gp	_____
<i>Drow Sleep Poison x2*</i>	30 gp each	_____
<i>Cloak of Arachnida*</i>	500 gp	_____
TOTAL	_____	_____
Max Cap	3,150 gp	

Part C – The Temple

APL 10

Item	Value	Acquired?
Area 4		
Drow Sleep Poison x8*	30 gp each	_____
<i>Potion of Cure Mod x6</i>	30 gp each	_____
<i>Necklace of Prayer Beads*</i>	40 gp	_____
<i>+1 chain shirt x3</i>	105 gp each	_____
Darkwood Shield* x3	20 gp each	_____
<i>Potion of Invisibility x3</i>	30 gp each	_____
<i>Potion of Haste* x2</i>	60 gp each	_____
<i>Bracers of Armor +3*</i>	750 gp	_____
<i>Cloak of Resistance +2*</i>	335 gp	_____
<i>Potion of See Invisible</i>	30 gp	_____
Area 6		
<i>Bracers of Armor +1 x2</i>	85 gp each	_____
<i>Wand of Dispel Magic x2*</i>	185 gp each	_____
<i>Potion of Cure Mod x6</i>	30 gp each	_____
<i>Ring of Protection +1 x2</i>	165 gp each	_____
<i>+1 Rapier x2</i>	190 gp each	_____
<i>ring of the Ram x2 *</i>	145 gp each	_____
<i>Ring of Counterspells x2*</i>	335 gp each	_____
<i>Potion of Fly x2*</i>	60 gp each	_____
Drow Sleep Poison x4	30 gp each	_____
Area 8		
<i>Drow Chain*</i>	460 gp	_____
<i>+1 Large Steel Shield</i>	90 gp	_____
<i>Cloak of Arachnida*</i>	500 gp	_____
<i>Potion of Cure mod x4</i>	30 gp each	_____
<i>Wand of Cure Light*</i>	60 gp	_____
<i>+1 Full Plate</i>	220 gp	_____
<i>Amulet of Natural Armor +1</i>	165 gp	_____
<i>Gauntlets of Ogre Power*</i>	335 gp	_____
Drow Sleep Poison x2	30 gp each	_____
TOTAL	_____	_____
Max Cap		3,150 gp

* - denotes appearing on the AR

APL 12

Item	Value	Acquired?
Area 4		
Drow Sleep Poison x8*	30 gp each	_____
<i>Potion of Cure Mod x6</i>	30 gp each	_____
<i>Necklace of Prayer Beads*</i>	40 gp	_____
<i>+1 chain shirt x3</i>	105 gp each	_____
Darkwood Shield* x3	20 gp each	_____
<i>Potion of Invisibility x3</i>	30 gp each	_____
<i>Potion of Haste* x2</i>	60 gp each	_____
<i>Bracers of Armor +3*</i>	750 gp	_____
<i>Cloak of Resistance +2*</i>	335 gp	_____
<i>Potion of See Invisible</i>	30 gp	_____
<i>Headband of Intellect +2*</i>	335 gp	_____
Area 6		
<i>Bracers of Armor +1 x2</i>	85 gp each	_____
<i>Wand of Dispel Magic x2*</i>	185 gp each	_____
<i>Potion of Cure Mod x6</i>	30 gp each	_____
<i>Ring of Protection +1 x2</i>	165 gp each	_____
<i>+1 Rapier x2</i>	190 gp each	_____
<i>ring of the Ram x2 *</i>	145 gp each	_____
<i>Ring of Counterspells x2*</i>	335 gp each	_____
<i>Potion of Fly x2*</i>	60 gp each	_____
Drow Sleep Poison x4	30 gp each	_____
<i>+1 Studded Leather x2</i>	90 gp each	_____
<i>Slippers of Spider Climb x2*</i>	165 gp each	_____
Area 8		
<i>Drow Chain*</i>	460 gp	_____
<i>+1 Large Steel Shield</i>	90 gp	_____
<i>Cloak of Arachnida*</i>	500 gp	_____
<i>Potion of Cure mod x4</i>	30 gp each	_____
<i>Wand of Cure Light</i>	60 gp	_____
<i>+1 Full Plate</i>	220 gp	_____
<i>Amulet of Natural Armor +1</i>	165 gp	_____
<i>Gauntlets of Ogre Power</i>	335 gp	_____
Drow Sleep Poison x2	30 gp each	_____
<i>Boots of Speed*</i>	665 gp	_____
TOTAL	_____	_____
Max Cap		4,500 gp