

Where Dark Elves Rule

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Contents

Introduction

This adventure is the first in an ongoing series that can be played individually or as part of a campaign. It is designed to challenge high-level characters using the d20 system of role-playing. This module is designed for use with standard races, but it can easily be altered to accommodate non-standard races or monster class characters. However, the adventure directly involves Drow Elves, and this race should not be used for player characters due to game balance issues.

The adventuring party should consist of five to seven characters that are single classed and from 13th to 15th level. Multiclass characters should have a total character class level of from 16th to 18th level.

The party should consist of a diverse mix of character classes. At least one cleric, a rogue, and a mage are recommended. Characters with powerful combat abilities are strongly suggested; this is a fast paced adventure filled with battle and the need for split second decision-making. However, there will be a few opportunities for the characters to rest and recover during this adventure.

The characters travel to an alternate world to obtain a unique item for a sorcerer. Although the alternate world is very similar to their current world, here the Dark Elves rule the surface world. (See the Background History section below.)

Casting Spells

This world allows non-natives to be extremely strong in magic. Sorcerers and wizards will find out that any spell cast is magnified by a factor of four. All spells will function as though they are four levels higher, have four times the range, four times the duration, and cause four times the damage. Spell save DC checks are also given a +4 bonus for each spell level. This feature only applies to characters casting normal arcane spells (clerical spells function as usual). Magic items (weapon, scroll, potion, wand, etc.) function normally. Beings native to this world merely cast spells under the normal rules, as the magical weave of this world was altered in such a manner as to allow only beings from other planes or worlds to tap into the weave with greater effectiveness. (See Background History next.)

Background History

According to the ancient tome the "Gods War" by Greymalkyn the Sage:

A thousand years ago, the land was lush and plentiful. All nations prospered in relative peace and harmony except for the "Dark Ones" that lurked in the darkness below. The Dark Ones made war upon the surface dwellers, but their greatest enemy was the brightness of the sun.

One day, the skies filled with storms and darkness the like of which none had ever seen. The world trembled and quaked, causing great devastation. It truly seemed that the end of the world had come. Clerics and priests seeking solace from their deities were the first to learn about the war among the gods.

The goddess of the Dark Ones had carefully plotted and conspired to seize control of the Elven pantheon and destroy any who stood in her way. As the Queen of Treachery took control of the remaining Elven gods, her children, the Dark Ones rose up from the depths to wage total war upon the surface dwellers. To ensure her children's success, the new Queen of Treachery darkened the sunshine to a purple color that could not stop them from conquest of the entire world.

The Good deities at first attempted to resist the Queen of Treachery's efforts at total conquest and rule. But as the Gods War continued to rage, it became clear that Evil was winning. Many gods saw wisdom in retreating, only to return another eon. The ones that stayed behind subtly altered the very weave of magic that encompasses the world. It lessened the powers of mages (and the abilities of those with innate spell abilities) to call forth magical spells. This effectively prevented the Dark Queen from making changes to benefit her children even more.

With the departure of nearly all of the Good-aligned gods came the extinction of the earthbound races that followed these deities. Gone are the faerie folk, the mer-folk, the sea Elves, most of the half-folk, and nearly all of the fey Elves. Humans have managed to avoid extermination, but their numbers are nowhere near as plentiful as they once were.

The only major race that has consistently stood strong against the Dark Elves is the Dwarven nations. Deep within their mountain strongholds, they refuse to fall to the conquering Dark Ones. Their numbers have dwindled to the point where they cannot launch an effective offensive and gain the upper hand. They only wait for each new attack upon their soil to defend what is theirs.

The only hope for the oppressed races of this world is the fulfillment of an ancient prophecy. This prophecy tells of a group of powerful beings that come from beyond to lead this world into a new age by defeating the Dark Elves and casting their goddess from her throne. It speaks of a great war that will unite all of the remaining races against the vileness of the Dark Ones, driving them back into their underground realm.

The Sorcerer Eridian

Eridian is the 20th level sorcerer who created the magical dimensional mirror that acts as a gateway to other realms. During his journeys into the many worlds that the mirror revealed, he sustained severe injuries. He survived only because of intervention by the mirror itself. The results of his injuries have left him crippled and unable to continue adventuring. He is confined to a wheelchair and must hire adventurers to fulfill his quests for rare and unique items that are of interest to him. Despite his handicap, Eridian is formidable and can hold his own against almost anything that threatens him.

Eridian Vulcanis, 20th level Human Sorcerer

Abilities: STR 16, DEX 14, CON 10, INT 18, WIS 15, CHA 13

Hit Points: 68 hp

Initiative: +2 (DEX)

AC: 24 (+2 DEX, +5 Ring of Protection, +5 Robe of the Archmagi, +2 Luck)

Speed: 20 ft. (Wheelchair)

Base Attack Bonus: +10/+5

Saves: Fort +7, Ref +7, Will +13

Skills: Alchemy +20, Concentration +20, Diplomacy +7, Gather Information +5, Hide +5, Intuit Direction +5, Knowledge (arcana) +20, Listen +10, Move Silently +5, Scry +20, Search +5, Sense Motive +5, Spellcraft +20

Languages: Common, Elven, Gnome, Dwarven, Draconic, Undercommon, Orc

Feats: Combat Casting, Craft Staff, Craft Wand, Craft Wondrous Item, Empower Spell, Silent Spell, Still Spell

Special Abilities: SR 17, Summon Familiar

Alignment: Neutral Good

Spells per day: 8/8/7/7/7/7/6/6/6

Spells known: 9/5/5/4/4/4/3/3/3/3

Magic Items: Ring of Protection +5, Glove of Storing (x2), Robe of the Archmagi, Staff of the Magi, Staff of Power, Amulet of Proof against Detection and Location, Cube of Force, Orb of Storms, Ring of Spell Turning

Familiar: "Nevermore" the Raven

Hit Dice: 20d8 (34 hp)

Initiative: +2 (DEX)

Speed: 10 ft., Fly 40 ft. (Average)

AC: 24 (+2 Size, +2 DEX, +10 Natural)

Attacks: Claws (+10/+5 melee)

Damage: Claws 1d2-5

Face/Reach: 2-1/2 ft. by 2-1/2 ft./0 ft.

Special Qualities: SR 25, Speaks Elven

Saves: Fort +6, Ref +6, Will +12

Abilities: STR 1, DEX 15, CON 10, INT 15, WIS 14, CHA 6

Skills: Listen +6, Spot +6

Feats: Weapon Finesse (Claws)

Special Abilities (Familiar): Alertness, Improved Evasion, Share Spells, Empathic Link, Touch, Speak with Master, Speak with Animals of its Type, Spell Resistance 25, Scry on Familiar
Alignment: Neutral

The Summons and an Offer

*You each arrive alone at a rather modest looking keep following a personalized invitation to examine an opportunity for wealth and adventure. You are met at the castle gate by two guards who examine your invitation and then direct you to a central courtyard. There, a well-dressed man escorts you to a large hall that seems to serve as a dining area. A large table waits, covered with dozens of dishes of food. The aroma of the food makes your mouth water and your stomach growls in protest. Placed around the table, are **seven** chairs (make this the exact number of adventurers in the party). Servants stand ready to dish out servings of the cuisine onto fine plates. The gentleman who escorted you into the hall asks that you be seated, get to know each other, and enjoy the meal. He informs you that the master of the keep will be here momentarily.*

The food is the best you've ever eaten. The meat is extremely tender and full of flavor; the vegetables crisp and the fruit succulent. The servants cater to your needs, making sure your drinks and plates remain full until you can simply bear no more. Satiated, you sit back and discuss the possible reason for the summons you all carry.

"I trust you find the meal satisfactory," a resonant voice echoes through the hall. Moments later, a man sitting in a wooden chair with wheels to each side appears at the head of the table, seemingly condensing from the air. At first glance, he appears nothing more than an ordinary nobleman. But closer inspection shows this man to be much more than what meets the eye. He is dressed in colored robes of rich fabric, and appears to be middle-aged. His hair is black, with gray highlights at the temples and more flecks of gray throughout his closely trimmed beard. His handsome face possesses the ruggedness of a man who has seen much in his life. His steel blue gaze seems to peer right through your soul.

"My name is Eridian," he says with a warm heartfelt smile. "Welcome to my home. I trust your journeys were without incident." Everyone murmurs in agreement. He continues, "Let us get down to business since many of you have made long treks to get here." He takes a wheel into each hand and rolls himself toward the great fireplace along the wall. He stops a few feet away, pulls out a smoking pipe from a pocket, and lights it from a brand.

"Before I deliver my business proposition, I want to give you a little information so you will have an understanding of what I expect of you. I am a



sorcerer, as you may have surmised. There was a time in the not-so distant past when I traveled the lands and adventured much like you. But my heart has always been set on researching new spells and creating wondrous magical items. Many years ago, I created my masterpiece and legacy; a mirror that allowed me to not only to view other realms and planes, but also travel there and back effortlessly.

“Exploring these new worlds, I was able to learn new forms of magic and acquire important items for study. Eventually, I found myself in a land that was far from hospitable. While I managed to escape with my life, you can see it wasn’t without a price. My injuries were quite severe and some of them were permanent. No amount of healing or restoration has been able to bring me back to what I was before that day. I no longer have the use of my legs and must be content to use this wheeled chair for everyday movement.

“I can no longer adventure, but I have found there to be an ample supply of adventuring companies and individuals looking to make their mark on the world and find riches and wealth untold. I hire these to go on missions for me into other worlds. Usually, the quest is simply to bring back items of little practical value to anyone but myself. However, on occasion, I must send them on more dangerous quests for objects of power.

“This is why I have summoned you here. I am in need of individuals with some experience. Individuals who possess the powers and abilities to meet my challenge without getting themselves mere minutes after arriving in the other world.”

Eridian scrutinizes each of you, as though he were taking measure of something unseen. Seemingly satisfied, he nods to one of his servants. The servant brings a long box to the table, opens it, and hands each of you a vellum scroll.

“Before you,” Eridian begins, “is a formal legal document outlining the terms of your charter with me. If

you agree to my terms, you will sign it and seal it with a drop of your blood. The contracts will then be safely stored away.

“My terms are quite simple. For one year, you will serve as specialists acting under my orders. You will be sent on missions to acquire specific items or perform various other duties, such as serving as my bodyguards. At the end of the one-year period, each of you will be paid handsomely: 10,000 pieces of gold for your services.

“This castle will serve as your home and our base of operations while you are under contract. Each of you will have a room of fit for a noble and all the food and drink you desire. You will have access to my libraries for study and research. You may train with my soldiers so that your combat skills are honed to a razor’s edge. The woodlands that surround this keep are open to hunting



if you so desire. You may come and go as you please—provided you remain within the boundaries of my lands.”

Eridian pauses to puff on his pipe. “In addition to the 10,000 gold pieces, any monetary treasure acquired during the quests you are sent on is yours to keep unless I tell you otherwise. All other objects brought back will be turned over to me. If I have no use for them, they will be returned for you to use as you wish. Any attempt at deceit or treachery will be met with swift and harsh punishment. If you break the terms of this charter, you will **at the least** forfeit the 10,000 pieces of gold and be promptly removed from my domain.”

He pulls the pipe from his mouth and smiles widely. “I know some of these terms seem rather harsh, but I can assure you that when the year is over you will see wealth far above the 10,000 gold pieces.”

Wheeling his chair back to the table, Eridian says, “If any of you do not want to be a part of this offer, then I wish you well in your journeys ahead. One of my servants will see that your mount is readied and that you have sufficient supplies for the road.

I will take my leave of you now so that you may discuss my offer and its terms amongst yourselves. Once the charter is signed, a servant will bring you to me.” In the blink of an eye, he once again vanishes from your sight.

The characters are free to discuss the charter. DMs should use this opportunity to encourage role-play interaction and discussion among party members (especially if there are new players in the group). The remaining servants in the room provide no information other than that Eridian is a good master to serve and that many other adventurers have signed charters through the years, some coming back repeatedly. Eventually, the PCs should sign the agreement and commit themselves to one year of service to Eridian. Once they have done that, a servant guides them to a room in a different part of the castle. There he opens a door and ushers the party in.

Master Study/Mirror Room

As you step through the doorway into this room, you are awestruck over what you see. The room is immense. On the other side of the room, about 40 feet away, is the curved outer wall of the castle. Huge glass windows present a magnificent and stunning view of the forest and the mountains beyond. Centered on the wall to your left is a mirror at least ten feet tall and eight feet wide. The wall on the right is filled with shelves that exhibit numerous works of art. There are enormous bookshelves filled with all manner of tomes that run right and left from the doorway you are standing in. A large desk sits near the corner where the windows and the shelves full of art objects meet. A marble table about 12 feet long stands between the

mirror and the windows. Placed decoratively throughout the entire room are exquisite statues and other statuary. At last, you notice Eridian sitting behind the desk with a look of bemusement on his face.

“This room is quite striking, isn’t it? I spend much of my time here so I endeavor to make it as pleasing as possible. Besides, Mira has a fondness for fine art. Isn’t that right my dear?”

A rich and lovely feminine voice fills the room, “Yes, that is quite true. I do enjoy gazing upon exquisite things.”

Eridian chuckles as he wheels himself in front of the mirror and gestures toward it. “My good associates,” he says, “Let me introduce you to my legacy and my dearest companion, Mira the Magnificent.”

“Well met brave adventurers. Eridian has informed me that you will be traveling to the Otherlands.”

“The Otherlands is how Mira refers to all worlds other than this one.”

He then makes a more personal introduction of each of you to Mira, startling each of you with the depth of his knowledge about your past and abilities. Clearly, this man has done research on you. It isn’t very long after you converse with Mira before you realize how truly unique she is. It also doesn’t take long to realize that there is much more going on between her and Eridian than is being said.

DMs can choose to role-play out the socializations between the group, Eridian and Mira, or quickly move on.

After a brief period of socializing, Eridian changes the subject to the upcoming assignment.

“Your first mission is to enter an ancient temple ruins and retrieve a gem known as ‘The Heart of the Goddess’. This is a diamond the size of a man’s head, imbedded in a statue dedicated to an evil goddess. The room where the gem lies has been empty of life every time it has been Scryed, but those ruins themselves are home to many monsters and traps long forgotten.

Mira will open a gate near where the temple entrance lies. It will be up to you to locate the two stone statues that mark the entrance. Once you have found and retrieved the gem, you must return to the exact place where you first stepped through. When you have arrived, Mira will reopen the gateway home.

Eridian is actually testing the party. Mira is capable of opening a gate next to the ruins but Eridian wants to observe how resourceful the PCs are. If any



party member asks why a gate cannot be opened next to the temple or in the room containing the gem, Eridian replies, "There are limitations to Mira's powers." As soon as the party is prepared and ready, Mira will open the gateway.

Mira begins to glow and pulse slightly as her surface darkens. Swirling fog forms within the mirror, followed by flashes of lightning. Within moments, the fog spills out onto the floor near you. There is an audible "pop" as though a cork has been released from a bottle. Mira's voice echoes inside your mind, "Step through to the Otherlands, and begin your quest."

Arriving in the Dark Elves' World

The trip through the dimensional gate is not an easy one. Flashes of intense light repeatedly blind you and a great roaring sound echoes through your ears as you are thrust violently through to the other side. Everyone is thrown to the ground or falls to their knees, stunned and disoriented. Your bodies protest the ordeal that they have just been put through. You experience pain like you've never felt before and never want to feel again. One by one, your senses begin to return allowing you to grasp your surroundings. The sorcerer didn't bother to mention this aspect of traveling through the mirror...

PCs take no real damage from the dimensional jump, but they undergo intense pain and a temporary short-circuiting of the nervous system as a side effect. DMs should feel free to play this up depending on party class composition. Characters should be a little unsteady when they first get to their feet, much akin to "getting your bell rung" from a hard impact.

You have landed in a small clearing surrounded by forest. It is dark but the night sky is lit by a full moon. One you don't recognize. Everything is quiet except for the occasional cries of a night bird. The moon's light is bright enough to travel by without needing another light source. A small trail leads west from the clearing. Fifty yards beyond the clearing, the woods open up to show that you are on the side of a mountain overlooking the torch lights of a vast city along a seashore. The visual beauty of the city, combined with the ocean and the stars leaves you in awe.

If the DM desires, the characters can be allowed an opportunity to avoid being surprised by the Dark Elf patrol.

The moment of peace you were enjoying is shattered when a voice from behind issues a barking command, startling everyone. It is a very authoritative command, designed to provoke an instant response.

If any player character speaks Undercommon, he understands what the Dark Elf says: "Stand where you are and make no sudden moves!" followed a few moments later with "Turn around slowly!"

Turning slowly around, you see eight ebony skinned Elves with white hair surrounding you on three sides, two of the Elves standing on the path from which you came. All of the Dark Elves are dressed as warriors. The taller of the two on the path carries a wand in one hand, and a small hand crossbow in the other. The second wields a sword in one hand and has a similar wand in the other. They share a brief look of surprise when they see your faces for the first time, as if you were the last thing they expected to find tonight.

The leader of this group continues to speak (if no one in the group speaks Undercommon, the Drow switches to Common), "Listen and do exactly I as command and you might live another night. Very slowly and carefully, unbuckle or drop your weapons on the ground. You are now our prisoners. Do anything other than what I say and your throats will be slit and your bodies left for the scavengers. Do you understand?"

If the racial makeup of the party includes both Dwarves and Humans, then add:

As the Drow Elves look you over, the lead one says, "Humans and Dwarves conspiring against us. Interesting. I thought you Dwarves were content to hide in your little holes and whimper in fear."

Stats for Drow Patrol (EL 12)

Drow Traits (Ex): Spell Resistance 11 + class level, +2 racial bonus to Will saves against spells and spell-like abilities, Spell-like abilities: 1/day - Dancing Lights, Darkness, and Faerie Fire (cast as Sorcerer equal to the Drow's character level), Darkvision 120 ft., Light Blindness (Ex), and Exotic Weapon Proficiency (Hand Crossbow).

Elven Traits (Ex): (See Common Traits for Drow Encounters, Appendix I.)

Poisoned Arrows: (See Common Traits for Drow Encounters, Appendix I.)

4th level Fighter (8) – Seekers

Abilities: STR 11, DEX 13, CON 10, INT 12, WIS 10, CHA 8

Hp: 30

Initiative: +1 (DEX)

AC: 13 (Leather Armor)

Speed: 30 ft.

Base Attack Bonus: +4

Attacks: Longsword +6 melee, Hand Crossbow +5 ranged

Damage: Longsword 1d8+3, Hand Crossbow 1d4+1 (poison)

Saving Throws: Fort +4, Ref +1, Will +1 (+2 racial bonus due to Drow Traits)

Skills: Balance +1, Climb +3, Listen +4, Move Silently +2, Search +4, Spot +4
Languages: Undercommon, Common
Feats: Blind-Fight, Dodge, Exotic Weapon Proficiency (Hand Crossbow), Point Blank Shot, Weapon Focus (Longsword), Weapon Specialization (Longsword)
Special Abilities: Spell Resistance 15, Drow Traits, Elven Traits
Alignment: Lawful Evil
Magic Items: Longsword +1
Challenge Rating: 5

6th level Fighter (1) – Second-in-Command

Abilities: STR 12, DEX 15, CON 10, INT 12, WIS 10, CHA 9
Hp: 45
Initiative: +6 (+2 DEX, +4 Improved Initiative)
AC: 15 (+2 DEX, +1 Leather Armor)
Speed: 30 ft.
Base Attack Bonus: +6/+1
Attacks: Longsword +9/+4 melee, Hand Crossbow +8/+3 ranged
Damage: Longsword 1d8+5, Hand Crossbow 1d4+2 (poison)
Saving Throws: Fort +5, Ref +2, Will +2 (+2 racial bonus due to Drow Traits)
Skills: Balance +2, Intimidate +2, Jump +2, Listen +4, Move Silently +3, Search +4, Spot +4, Swim +1
Languages: Undercommon, Common
Feats: Blind-Fight, Dodge, Exotic Weapon Proficiency (Hand Crossbow), Improved Initiative, Point Blank Shot, Power Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword)
Special Abilities: Spell Resistance 17, Drow Traits, Elven Traits
Alignment: Lawful Evil
Magic Items: Longsword +2, Wand of Fear (23 charges), Hand Crossbow +1, Leather Armor +1
Challenge Rating: 7

8th level Fighter (1) – Patrol Leader

Abilities: STR 12, DEX 13, CON 10, INT 14, WIS 11, CHA 10
Hp: 60
Initiative: +5 (+1 DEX, +4 Improved Initiative)
AC: 15 (+1 DEX, +2 Leather Armor)
Speed: 30 ft.
Base Attack Bonus: +8/+3
Attacks: Longsword +11/+6 melee, Hand Crossbow +9/+4 ranged
Damage: Longsword 1d8+5, Hand Crossbow 1d4+3 (poison)
Saving Throws: Fort +6, Ref +2, Will +2 (+2 racial bonus due to Drow Traits)
Skills: Climb +4, Intimidate +2, Jump +8, Listen +6, Move Silently +4, Search +5, Spot +5

Languages: Undercommon, Common, Goblin
Feats: Blind-Fight, Dodge, Exotic Weapon Proficiency (Hand Crossbow), Improved Initiative, Point Blank Shot, Power Attack, Precise Shot, Weapon Focus (Longsword), Weapon Specialization (Longsword)
Special Abilities: Spell Resistance 19, Drow Traits, Elven Traits
Alignment: Lawful Evil
Magic Items: Longsword +2, Hand Crossbow +2, Leather Armor +2, Wand of Magic Missiles (3rd level – 20 charges)
Challenge Rating: 9

The characters have the option of surrendering to the Elves, trying to escape, engaging them in combat, or any combination of the three options. Both the DM and the players are encouraged to come up with an original idea or plan of action. If combat occurs, remember to employ the enhanced effects of magic in this world.

Once the PCs win the battle against the patrol, read the following:

The element of surprise was on your side. Despite the odds, the Drow were not prepared for such resistance against their orders, and your fighting skills were more than a match for them... You realize there could be more patrols and your actions might draw them here to investigate. You need to find a safe place where you can talk amongst yourselves and determine your next course of action.

A second trail leads north up the mountain. If the party follows that trail, they eventually come to an outcropping overlooking the section of forest where they originally arrived. A successful Search or Spot check (DC 15) reveals the entrance to a cavern well hidden behind some brush. The opening is just big enough for the largest member of the party to squeeze inside. The cavern goes straight about 20 feet before making a 90 degree turn to the left (west) and then opening into a large natural chamber approximately 30 feet by 25 feet with a ten foot ceiling. Characters may take reasonable precautions to secure the entrance from enemies. They may also use this time to rest and prepare any needed spells for the next day as they formulate their next move.

Surprise Revelation and Ambush

Even though the PCs are aware of some of the events and happenings in this world, many things should still shock them. Regardless of whether the group posted a guard outside or not, the first time they witness the sunrise should cause at least some outward display of shock and disbelief.

As you draw closer to the mouth of the cavern, the hair on the back of your neck begins to stand. Something is very wrong. Fear grips your heart momentarily. Where is the morning sunlight? The sky is clear, the sun is up, and you should be seeing its



light streaming into the cavern mouth! Instead, when you look out to the trees and rocks beyond the opening, there is an evil purple-colored cast to everything.

Stepping outside the cavern entrance, you look to the east to see the sun glowing a light purple, and only casting subdued lighting. Not only does everything look darker but there are more Shadows and they are much harder to see into. There is a certain stillness to the air, creating an element of apprehension.

A slight movement out of the corner of your eye catches your attention. You turn to stare off into the Shadow around the trees. Something isn't right within that Shadow. You realize that you are seeing a section of silvery mane. A Dark Elf is crouched within that Shadow! Looking around, you try to assess the situation. There are many more Drow slipping through the brush, trees, and rocks, working to outflank your party. Their movements are lightning-fast. It is difficult enough to keep track of a single Elf, let alone count how many there are, but one thing you are sure of: there are many more than eight this time.

Composition of Drow Battle Squadron

Drow Traits (Ex): Spell Resistance 11 + class level, +2 racial bonus to Will saves against spells and spell-like abilities, Spell-like abilities: 1/day - Dancing Lights, Darkness, and Faerie Fire (cast as Sorcerer equal to Drow's character level), Darkvision 120 ft., Light Blindness (Ex), and Exotic Weapon Proficiency (Hand Crossbow).
Elven Traits (Ex): (See Common Traits for Drow Encounters, Appendix I.)
Poisoned Arrows: (See Common Traits for Drow Encounters, Appendix I.)

10th level Fighter (17)

Abilities: STR 12, DEX 15, CON 10, INT 14, WIS 12, CHA 11

Hp: 70

Initiative: +6 (+2 DEX, +4 Improved Initiative)

AC: 17 (+2 DEX, +3 Leather Armor)

Speed: 30 ft.

Base Attack Bonus: +10/+5

Attacks: Longsword +13/+8 melee, Hand Crossbow +14/+9 ranged

Damage: Longsword 1d8+5, Hand Crossbow 1d4+4 (poison)

Saving Throws: Fort +7, Ref +3, Will +3 (+2 racial bonus due to Drow Traits)

Skills: Climb +3, Hide +3, Jump +2, Listen +7, Move Silently +5, Search +7, Spot +7, Swim +1

Languages: Undercommon, Common, Elven

Feats: Blind-Fight, Dodge, Exotic Weapon Proficiency (Hand Crossbow), Improved Initiative, Point Blank Shot, Power Attack, Precise Shot, Sunder, Weapon Focus (Hand Crossbow), Weapon Focus (Longsword), Weapon Specialization (Longsword)

Special Abilities: Spell Resistance 21, Drow Traits, Elven Traits

Alignment: Lawful Evil

Magic Items: Leather Armor +3, Longsword +2, Hand Crossbow +3

Challenge Rating: 11

12th level Fighter/5th level Mage (3)

Abilities: STR 13, DEX 16, CON 11, INT 15, WIS 12, CHA 12

Hp: 92

Initiative: +7 (+3 DEX, +4 Improved Initiative)

AC: 19 (+3 DEX, +4 Leather Armor)

Speed: 30 ft.

Base Attack Bonus: +14/+7/+2

Attacks: Longsword +17/+10/+5 melee, Hand Crossbow +20/+13/+8 ranged

Damage: Longsword 1d8+5, Hand Crossbow 1d4+5 (poison)

Saving throws: Fort +9, Ref +5, Will +8 (+2 racial bonus due to Drow Traits)

Skills: Balance +2, Climb +4, Concentration +6, Hide +4, Intimidate +5, Jump +5, Knowledge (arcana) +5, Listen +6, Move Silently +7, Scry +2, Search +7, Sense Motive +5, Spellcraft +4, Spot +5, Swim +2

Languages: Undercommon, Common, Dwarven
Feats: Blind-Fight, Combat Casting, Dodge, Exotic Weapon Proficiency (Hand Crossbow), Far Shot, Improved Initiative, Leadership, Maximize Spell, Mobility, Point Blank Shot, Power Attack, Spell Penetration, Weapon Focus (Hand Crossbow), Weapon Focus (Longsword), Weapon Specialization (Longsword)

Special Abilities: Spell Resistance 28, Drow Traits, Elven Traits

Alignment: Lawful Evil

Magic Items: Longsword +2, Leather Armor +4, Hand Crossbow +4

Spells/day: 4/4/3/1

Challenge Rating: 18

14th level Cleric (Priestess) (1)

Abilities: STR 11, DEX 13, CON 10, INT 13, WIS 17, CHA 14

Hp: 81

Initiative: +1 (DEX)

AC: 14 (+1 DEX, +3 Ring of Protection)

Speed: 30 ft.

Base Attack Bonus: +10/+5

Attacks: Dagger +11/+6 melee or ranged, Hand Crossbow +14/+9 ranged

Damage: Dagger 1d4+2, Hand Crossbow 1d4+4 (poison)



15th level Wizard (War Mage) (1)

Abilities: STR 11, DEX 11,
CON 10, INT 18, WIS 14, CHA
7

Hp: 40

Initiative: 0

AC: 12 (+2 Ring of Protection)

Speed: 30 ft.

Base Attack Bonus: +7/+2

Attacks: Dagger +9/+4 melee or
ranged

Damage: Dagger 1d4+2

Saving Throws: Fort +5, Ref +5,
Will +9 (+2 racial bonus due to
Drow Traits)

Skills: Alchemy +10, Balance +5,
Bluff +5, Concentration +10,
Disable Device +5, Intimidate +5,
Knowledge (arcana) +13,
Knowledge (religion) +5, Listen
+4, Scry +10, Search +4, Spellcraft
+10, Spot +3

Languages: Undercommon,
Common, Elven, Dwarven,
Abyssal

Feats: Combat Casting, Craft
Wand, Empower Spell, Extend
Spell, Exotic Weapon Proficiency
(Hand Crossbow), Maximize
Spell, Quicken Spell, Silent Spell,
Spell Penetration, Still Spell
Special Abilities: Spell

Resistance 26, Drow Traits, Elven Traits,
Summon Familiar, Scribe Scroll

Alignment: Lawful Evil

Magic Items: "Special" Wand of Teleport (15
charges), Staff of Passage (30 charges), Ring of
Invisibility, Cloak of Major Displacement,
Dagger +2, Ring of Protection +2

Spells/day: 4/5/5/5/5/4/3/2/1

Challenge Rating: 16

Characters have one round to determine their course of action before the Drow attack. Players should each provide detailed explanations as to what their character is doing and where that character is positioned in the scheme of the battle.

The combat should proceed normally from this point, with one exception. If any PC does not take cover back inside the cavern, one round after the battle begins; they are enclosed in magical darkness. The DM has several different options available to him, depending on the direction he wishes the adventure to go. The party members can easily find themselves split up if they are teleported to the Drow dungeon during combat. Or the DM can choose not to equip the wizard or priestess with the teleport wands (See the Getting Zapped section just below). If the wands are not involved, then the Drow Battle Squadron should be making every effort to exterminate the PCs

Saving Throws: Fort +9, Ref +6, Will +9 (+2 racial
bonus due to Drow Traits)

Skills: Concentration +10, Listen +6, Move Silently
+5, Scry +6, Search +4, Sense Motive +2,
Spellcraft +5, Spot +4

Languages: Undercommon, Common

Feats: Combat Casting, Exotic Weapon Proficiency
(Hand Crossbow), Lightning Reflexes, Maximize
Spell, Point Blank Shot, Spell Penetration

Special Abilities: Spell Resistance 25, Drow Traits,
Elven Traits

Alignment: Lawful Evil

Magic Items: "Special" Wand of Teleport (30
charges), Rod of Negation (8 charges), Ring of
Invisibility, Ring of Protection +3, Dagger +2,
Hand Crossbow +3

Spells/day: 6/6+1/5+1/4+1/4+1/3+1/2+1

Domains: Evil, Law

Challenge Rating: 15

Battle
Squadron

and will fight to nearly the last Elf. The major exception to this will be the wizard, who retreats once it is clear that the battle is lost.

If the PCs are forced to retreat without killing all of the dark Elves, they should find themselves being relentlessly pursued. They should feel harried and hunted like a rabbit when a fox is in pursuit. Allow them to occasionally find shelter from their pursuers so they have a moment to gather their wits and come up with a plan of action.

Getting Zapped

This description details what the characters would see when one of their party is hit by the special wand of teleport carried by war mages or priestesses. The Dark Elf remains invisible while the fighters engage an enemy. If the mage or priestess determines that there would be value in capturing one of the party, they use the special wand to zap that individual, becoming visible only during the attack. The individual is allowed one Will saving throw (DC 22) to fend off the effects of the wand. If the save fails, they are teleported to a dungeon cell inside the Drow main temple (Areas 80-82). If they succeed in the saving throw, then they are able to stave off the effects of the wand and remain where they stand, but they have a momentary vision of the inside of the cell.

Use the following description when a Drow bearing one of these wands attacks a character:

A shrill noise fills the air. You turn in the direction of the sound to see a Drow dressed in robes standing approximately 30 feet behind (insert PC's name here) with a wand in his hand. A beam of greenish light emanates from the tip of the wand, striking (name) squarely in the back. Agony masks (name)'s face, his hands thrown high in the air, his whole body awash with a green glow.

The character makes a Will save at DC 22 (Spell Resistance does apply).

If the character fails his save then:

For a brief moment, (name) has a look of concentration and determination but then that gives way to a bloodcurdling scream, as he throws his head back in pain. Sheer torture is written across his visage as the greenish glow turns blood red. Suddenly (name) vanishes from his center, expanding outward to his extremities. Only a negative afterimage remains as he disintegrates before your very eyes.

It is likely that the other players will believe that this character was just killed by the mage or priestess. The DM should play out the battle as though the character has been killed and not inform that player of the true situation until there is an appropriate break in the gaming session.

The player should be told privately that their character has been teleported to another destination (Areas 80-82) that will be dealt with later. No-

tify him that roleplaying his anger at 'losing' his character will be rewarded with bonus points, while leaking the information that his character is not dead will result in losing points.

The "zapped" PC should do nothing that would indicate to the group that his character has not been disintegrated. A suggestion would be to have an independent gaming session just for the player of the captured character so he may still contribute to the adventure in ways that would not be immediately apparent. In the meantime, however, it is advisable to have him assist you by running some of the monsters or NPCs the group encounters.

The Temple Area

Many areas on the map are not addressed in this module. DMs are encouraged to develop these areas and flesh out the temple even more. If the characters seem to be breezing through easily, add more encounters and traps or increase the number of denizens living here.

While inside the abandoned section of the temple and later, the Dark Elf complex, the DM should roll encounter checks based upon the location of the party and the following timetable:

- Abandoned sections of the temple: every four hours
- Outer reaches of the Dark Elf tunnels: every two hours
- Inside the Dark Elf community or highly traveled areas: every hour

Use the following encounter charts for all areas near the Dark Elf community (See Appendix I for encounter statistics):

Inside the Dark Elf Community Encounter Chart:

- 01-10 – Dark Elf child (0-level)
- 11-20 – 1d3 1st level Clerics (Acolytes)
- 21-30 – 1d6 Humanoid Slaves (DM may select race – treat as 0-level)
- 31-40 – 1d3 4th level Fighters (Seekers)
- 41-50 – 1d4 1st level Fighters (Guards)
- 51-60 – 1d3 12th level Clerics (Priestesses)
- 61-70 – No Encounter
- 71-80 – 1d3 4th level Fighters (Seekers)
- 81-90 – 1d2 15th level Wizards (War Mages)
- 91-00 – 1d4 16th level Cleric/4th level Fighter (Avenger Priestesses)

Outside the Community Encounter Chart

01-20 – No encounter
21-40 – 1d4 4th level Fighters (Seekers)
41-60 – 1d3 6th level Clerics (Priestesses)
61-80 – 1d4 Seekers & 1d2 7th level Wizards (Battle Mages)
81-90 – 1d2 15th level Wizards (War Mages)
91-00 – 1d3 12th level Fighter/5th level Sorcerer (Battle Commanders)

Outside the Temple (EL 15)

A game path guides your way up the mountainside. A break in the tall pines reveals a modest sized clearing. Directly in front of you are two ten-foot tall statues. Set into the side of the mountain between them is a set of large wooden double doors. One of the doors is partially open and tilted at an odd angle, hanging from one hinge. Each of the statues depicts Elven warriors ready for combat and look recently sculpted.

A successful Knowledge check (DC 15) shows the armor and weapons on the statues to be consistent with Drow warriors. Detect Magic will show the statues to be magical in nature due to an enchantment that keeps them looking like new. The statues are actually stone golems with orders to attack and kill any non-Drow Humanoid that comes within ten feet of each of them.

Stone Golem, Large Construct

Hit Dice: 16HD (138 hp)
Initiative: -1 (DEX)
Speed: 20 ft. (Can't run)
AC: 26 (-1 Size, -1 DEX, +8 Natural)
Attacks: 2 Slams (+18 melee)
Damage: Slam 2d10+9
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Slow
Special Qualities: Construct, Magic Immunity, Damage Reduction 30/+2
Saves: Fort +5, Ref +4, Will +5
Abilities: STR 29, DEX 9, CON —, INT —, WIS 11, CHA 1
Challenge Rating: 13
Alignment: Neutral
Slow (Su): Can use slow (same as the spell) as a free action once every two rounds. The effect has a range of ten feet and a duration of seven rounds, requiring a successful Will save (DC13) to negate.
Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Magic Immunity (Ex): Immune to all spells, spell-like abilities, and supernatural effects, except as follows: A transmute rock to mud spell slows it (as the slow spell) for 2d6 rounds with no saving throw while, transmute mud to rock heals all lost hit points. A stone to flesh spell does not actually change the golem's structure but makes it vulnerable to any normal attack for the following round (this does not include spells, except those that cause damage). The golems activate instantly when non-Drow come within ten feet, and cease attacking and resume their original positions if characters retreat beyond the clearing or into the temple.

Inside the Temple

1. Entry Chamber

This room measures 120 feet in length and 150 feet in width at its largest point. To fully explore this room should take the party the better part of an hour. Since the room is engulfed in darkness, revelations are made slowly as they progress farther into this chamber.

Supporting the ceiling overhead are four massive stone pillars spaced evenly across the center of the chamber. An open pit is centered directly between the pillars and while is five feet deep, holding three feet of stinking, stagnant water. Characters who lack darkvision or an adequate source of light must make a successful Spot check (DC 15) to see the pit. Those who fail the Spot check must make a Balance check (DC 20) or fall in the water.

The DM should then make a secret Fortitude roll (DC 16) for the character. Failure means contracting the Blinding Sickness disease that will manifest itself in 1d3 days. At that time, the infected character begins to take 1d4 temporary Strength damage each day, making a daily Fortitude roll to try to end the disease (DC 16). However, each time the character takes more than one point damage, an additional Fortitude save is required to avoid being permanently blinded because of the disease. The disease only ends once the character has made a successful daily roll.

Slipping past the partly open door, you enter a large room mostly shrouded in darkness. The only source of light is what comes from the outside. There are passages that run both to the east and to the west and you can just make out the outline of two pillars ahead of you. The stone floor is covered with dirt and dust. Boot tracks from Humanoids, various animals, and some other creatures are exhibited throughout the visible area. There is also the prominent track of a large reptilian creature. Scrap marks in the dust and on the stone indicate that both doors have been opened in the past. As you move farther into the room and away from the entrance, the dirt and dust gradually lessens until you can no longer follow any of the tracks.

Any PC who attempts to identify the reptilian tracks must make a Knowledge (planar) or Knowledge (nature) check at DC 40 in order to know that they are Slaad prints.

A Blue Slaad named Gronkk makes his home in this temple. Many years ago, he encountered the Drow that use this temple and was impressed by their level of malevolence and cruelty. Forming an alliance with them, he now fights for sport in a gladiator-style arena for the sheer pleasure of killing. In return for making those who wager upon him quite wealthy, he is allowed to live in the abandoned upper levels and kill any non-Drow who enters through the main temple doors. Since those he fights are often captured spies or prisoners, he has developed a taste for fresh Dwarf meat.

If the party has engaged the golems, he will be aware of their presence. He will use his spell-like abilities to ambush and incapacitate the single most threatening party member while engaging the others in melee.

Gronkk – Blue Slaad (Variant – Large Head/Bigger Brain – +4 INT)

Large Outsider (Chaotic)

9HD monster/4th Fighter

HP: 122

AC: 18 (-1 Size, +2 DEX, +7 Natural)

Initiative: +6 (+2 DEX, +4 Improved Initiative)

Speed: 30 feet

Attacks: 4 Rakes (+15 melee), Bite (+13 melee), or by weapon (+4 melee)

Damage: Rake 2d6+4, Bite 2d8+2 (Disease), or by weapon

Face: 5 ft. by 5 ft./10 ft.

Special Attacks: Spell-like abilities, Disease, Summon Slaad

Special Qualities: Fast Healing 5, Resistances

Saves: Fort +13, Ref +12, Will +5

Abilities: STR 19, DEX 15, CON 17, INT 10, WIS 6, CHA 10

Skills: Balance +4, Climb +14, Intimidate +4, Jump +15, Listen +8, Move Silently +9, Sense Motive +4, Spot +8, Speak Language (x2):

Common, Undercommon

Feats: Combat Reflexes, Deflect Arrows, Dodge, Improved Initiative, Improved Unarmed Strike, Multiattack

Challenge Rating: 13

Alignment: Chaotic Neutral

Spell-like Abilities: At will – *Hold Person*, *Passwall* and *Telekinesis*. These abilities are as the spells cast by a 10th level sorcerer (save DC 10 + spell level).

Disease (Ex): The bite of a blue Slaad can cause a terrible transformation. Affected creatures must succeed at a Fortitude save (DC 17) or be infected with a disease that transforms the victim over the next week into a red Slaad. The infected creature

can attempt a new save each day to throw off the infection. If the infected being is an arcane spellcaster, the disease instead produces a green Slaad.

Summon Slaad (Sp): Once per day a blue Slaad may attempt to summon another blue Slaad with a 40% chance of success.

Along the east wall is a locked door (Open Locks DC 25) that opens into a hallway (Area 6). A successful Open Locks skill check (DC 25) will pick the lock. Characters may elect to force the door by performing a Strength check (DC 18).

A secret door along the west wall leads to Area 7. Characters actively searching for the door must roll higher than DC 30 to locate it.

As characters approach the northwest corner of the room, read:

A statue looking exactly like the ones that guarded the temple entrance suddenly looms before you. It does not make any movements nor does it give any indication of life. Behind it lies a corridor heading deeper into the mountain. To your right, you can make out the outline of an altar.

(The northeast corner of this room is identical in description with the exception of the altar being to the character's left.)

The statue is not a golem but radiates the same kind of magic as the ones the party encountered before. At the center of the north wall is an altar that was once dedicated to the god that the builders of this temple worshipped. It has since been vandalized and desecrated by the Drow. Behind the altar is an alcove containing a one-way secret door (Search DC 35) that will close behind the party once they enter the corridor it reveals (Area 8).

2. East Passage

This dark passage is quite large and extends many feet before opening into another sizeable room.

The passage is 30 feet wide and 130 feet long and leads directly to Gronkk's lair.

3. Gronkk's Lair

This room was originally used as a gathering room for celebration feasts. It now serves as Gronkk's lair. Measuring 100 feet wide by 110 feet deep, it is large enough for a creature of his size to be quite comfortable. If party members have avoided combat with the Golems and haven't made any noise, then they will find Gronkk here. If he is present, he attacks the characters as soon as they enter his lair (see above for Gronkk's stats).

The passage opens into another vast room. Glancing around, the first thing to catch your eye is row upon row of various skulls, lining the south wall like a trophy collection. There is a large pile of furs arranged like a bed in the northwest corner. Against the north wall are three large chests and a long table. Hanging above the chests and table are all manner of

pole arms. Another large table sits against the east wall next to three barrels and a pile of clothing on the floor.

Any party member who examines the trophy wall will notice nearly 200 individual skulls of all shapes, sizes, and species. A successful Knowledge (nature) check (DC 20) will identify the more unusual ones as Minotaur, Giant, Goblin, and Ogre. The predominant numbers of skulls are smaller, and Humanoid. A second Knowledge check (DC 25) will reveal those skulls to be Dwarven or Elven. There is a 20-foot wide secret door (Search DC 40) located on the east wall very near the south corner. Gronkk uses this door to access a passage that takes him to the lower level gladiator arena.

The three chests are locked with heavy padlocks. The lock mechanism is simple and can easily be picked (Open Locks DC 15). The contents of the first chest are: 500 gp, 3000 pp, a bag of assorted gems collectively worth 5000 gp, and an iron box. Inside the iron box is a gold scarab amulet that radiates magic. (The amulet is actually a Scarab of Death)

The remaining two chests contain personal items of Gronkk's that are of no value or importance. The table along the north wall is eight feet long and two unusual pieces of armor rest on it. They are a breastplate and a helm (both nonmagical) that were specially forged to fit Gronkk's form.

Between the table and barrels along the east wall is a 4 ft. by 4 ft. pit cover. The pile of clothes mostly covers the rotted wood planks that make up the pit covering. These clothes are what remains from Gronkk's last meal and have yet to be thrown in the Waste Pit (Area 4). Any character that searches the clothes must make a Spot check (DC 35) to notice the door. Characters that fail to see the planks have a 90% chance of stepping onto them and falling through into the pit below. The PC may make a Reflex save (DC 30) to avoid completely falling in. Any character who fails his save falls 11 feet to the bottom of the Waste Pit landing in ankle deep sludge and sewage (taking 1d6 falling damage).

4. Waste Pit

Your fall, while brief, is still quite painful when you land. The nauseating smell of raw sewage and decay assails your nostrils. Luminescent lichens growing on the walls provide a limited amount of light for you to see by. You see are in a pit approximately 30 feet square with a round ceiling starting eight feet above you. But, brushing the filth from your face and garb best as you can, you mostly only notice that you are standing in an ankle deep pool of sewage. The hole you fell through is directly overhead.

DMs should perform a secret Fortitude roll (DC 12) to determine if the character has contracted Filth Fever disease due to contact with the sewage. If contracted, the character will take 1d3 Dexterity and 1d3 Constitution points of temporary damage in 1d3 days and every day after until a successful save is rolled.

The pit is home to a Gray Ooze that acts as a garbage and waste disposal for Gronkk. As soon as the party member recovers from his fall and stands, the Ooze attacks. It will continue to press the attack until the PC escapes or it is killed.

Due to the high concentration of methane gases in the pit, any flame will ignite those gases and generate the equivalent of a 3d6 explosive fireball. Any PC(s) inside the pit take full damage with no saving throw (magical protections or immunities apply). Any character gazing down into the pit must make a successful Reflex save (DC 18) or take half damage as flames shoot up out the hole.

Gray Ooze

Large Size Ooze

Hit Dice: 7HD (58hp)

Initiative: -6 (-5 DEX, -1 Size)

Speed: 10 feet

AC: 4 (-5 DEX, -1 Size)

Attacks: Slam (+4 Melee)

Damage: Slam 1d6+1 and 1d6 acid

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Improved Grab, Acid, Corrosion,

Constrict 1d6+1, and 1d6 acid

Special Qualities: Blindsight, Cold and Fire

Immunity, Ooze, Camouflage

Saves: Fort +5, Ref 0, Will 0

Abilities: STR 12, DEX 1, CON 11, INT —, WIS 1, CHA 1

Challenge Rating: 7

Alignment: Neutral

Improved Grab (Ex): To use this ability, the ooze must hit with his slam attack. If it gets a hold, it can constrict.

Acid (Ex): Secretes a digestive acid that quickly dissolves organic material and metal. Any melee hit deals out acid damage as well. The ooze's acid touch deals 40 points of damage per round to wood or metal objects. Armor or clothing dissolves and becomes useless immediately unless it succeeds at a Reflex save (DC 19). The acid cannot harm stone. Any nonmagical metal or wooden object that strikes a gray ooze also dissolves immediately unless it succeeds at a Reflex save (DC 19).

Constrict (Ex): A gray ooze deals automatic slam and acid damage with a successful grapple check. A held opponent's clothing and armor suffer a -4 penalty to Reflex saves against the acid.

Camouflage (Ex): It takes a successful Spot check (DC 15) to recognize motionless gray ooze for what it really is.

5. West Passage

Your way becomes blocked after only 80 feet. The cavern ceiling has caved in completely sealing this passage.



6. Hall of Death

The musty smell of death leaks out as you open the door. This straight, musty hallway extends due east. On opposite sides of the hallway, about 30 feet away, are two closed doors.

6a. The door to this room is locked (Open Locks DC 20). Characters who listen at the door (Listen DC 30) can hear restless pacing inside. A Bodak roams the room anxiously looking for its freedom. He was trapped in this room by Dark Elf clerics in the hopes intruders would encounter him. (DMs concerned about the party's strength at this point may wish to place a warning sign in Undercommon on the door.)

Bodak

Medium-size Undead

Hit Dice: 12d12 (100 hp)
Initiative: +6 (+2 DEX, +4 Improved Initiative)
Speed: 20 ft.
AC: 15 (+2 DEX, +3 Natural)
Attacks: Slam (+6/+1 melee)
Damage: Slam 1d8+1
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Death Gaze
Special Qualities: Damage Reduction 15/Silver, Fire and Acid Resistance 20, Electricity Immunity, Sunlight Vulnerability, Flashbacks
Saves: Fort +7, Ref +11, Will +15
Abilities: STR 13, DEX 15, CON —, INT 6, WIS 12, CHA 12
Skills: Listen +13, Move Silently +14, Spot +15
Feats: Dodge, Improved Initiative, Lightning Reflexes, Weapon Focus (Slam)
Challenge Rating: 11
Alignment: Chaotic Evil
Death Gaze (Su): Death, range 30 ft., Fortitude negates DC 15. Humanoids who die from this attack are transformed into Bodaks in one day.
Sunlight Vulnerability (Ex): The slightest touch of sunlight burns a Bodak's impure flesh. Each round of exposure to the direct rays of the sun deals one point of damage to the creature.
Flashbacks (Ex): From time to time, a Bodak sees something that reminds it of its almost-forgotten life. At the start of every encounter, there is a 5% chance that it notices something about an opponent that causes it to recall its life. If this happens, the Bodak takes no action for one round and thereafter suffers a -2 morale penalty to all attacks directed at that opponent.
Undead: (See Common Traits for Undead Encounters, Appendix I.)

This room contains nothing more than bits of broken wood, a broken desk, and other scattered debris.

6b. Beware...

This door is unlocked and opens easily. This room resembles a classroom with benches arranged in rows and a wooden desk near the front. Lying on the floor is the dried husk of a fey Elf, his blood staining the floor where he fell. The words "Beware Dark Ones" has been scrawled onto the floor next to him in what looks like his own blood.

If characters search the body, they find a ring of protection +2, a wand of light (3 charges remaining), and a scroll with the 4th level arcane spell Contagion.

6c. Burnt Out Room

There is no door on this room. The inside walls shows signs of charring and blackening.

A successful Knowledge (arcana) check at DC 15 reveals evidence that a powerful fireball has been detonated in this room sometime in the recent past.

6d. Safe Haven

This room shows signs of once serving as a storage room. There are also empty food containers, candle wax traces, and other evidence that others may have used the room as a place of rest and recovery.

Characters may safely use this room to rest and recover any needed spells.

6e. An "Efreeti" Surprise

This ancient oaken door has been reinforced with iron banding and securely bars the way into this room. There is a single keyhole set on each side of the door with runes inscribed above them.

The runes are in Dwarven and serve to warn those whose greed is greater than their common sense. The door has a hardness of 5, 60 hit points, and a break DC of 30. The left lock contains a mechanical needle trap (Search DC 30/Open Locks DC 30/Disable Device DC 25) tipped with the venom of a Spider Eater. Any rogue failing to discover the trap takes 1d2 points of damage (+8 ranged attack) in addition to potential side effects of the venom. The DM should make a secret saving throw (Fortitude DC 17) followed by a second save one minute later. The affected character takes no initial damage regardless of the outcome. However, failure of both rolls results in immediate paralysis lasting 1d8+5 weeks.

The right lock also contains a mechanical needle trap (Search DC 30/Open Locks DC 30/Disable Device DC 25) tipped with Pseudodragon poison. Failure to spot this trap results in 1d2 points of damage (+8 ranged attack) along with the effects of the venom. Again, the DM should make two separate secret fortitude saves (DC 12). If the initial save fails, the character becomes unconscious for 1d4 minutes. Failure of the second saving throw means the character falls unconscious for 1d3 days.

Once the characters succeed in opening the door, read the following:

As soon as you enter this room, you see a chest about two feet in height sitting against the far wall. Beside it lies the armored skeleton of what appears to be a Dwarf. There is a hole in his plate armor the size of a man's fist about where his heart would have been. A

Dwarven war axe lies propped beside him. As you approach closer, there are several gold coins scattered on the floor near and around the chest. There are even a few coins along the right wall corner to the right of the chest.

The Dwarf was killed in battle as part of a strike force attacking the temple nearly a hundred years ago. The Dark Elves have placed his body here as part of an elaborate trap designed to trap the greedy thief. There is nothing of interest on the Dwarf and nothing radiates magic if Detect Magic is cast on the room.

The chest is locked and is trapped so that a cloud of Gorgon breath vapor is blown into the face of the person who opens the lid (Search DC 30/Open Locks DC 15/Disable Device DC 30). The DM should make a secret Fortitude save (DC 17) for the rogue. If he fails his save, the rogue is petrified as the spell Flesh to Stone cast by a 12th level sorcerer.

Inside the chest are three bags of gold coins (300 gp each) and an empty bone scroll tube. The chest bears a second trap that is armed as soon as the lid is raised. Unless the character (most likely a rogue) specifically states he is looking for a second trap, the DM should make a secret Will save (DC 20). If the roll is successful, the character is alerted that something is amiss and gains a +2 bonus on a Search check to discover the trap (DC 28). If he locates the trap, he may then attempt to disarm it (Disable Device DC 25). If the saving throw fails, however, the character is only allowed a Reflex save (DC 26) once the trap is activated. As soon as any of the items in the chest are moved, a razor sharp blade springs out from the underside of the lid (+9 melee attack) and the lid slams back down upon the arms or hands of the person reaching inside causing 6d6 points of damage (and possibly severing one or more limbs).

The final trap in this room involves the coins that are scattered on the floor. As a rule, players tend to be greedy and won't turn down the opportunity to pick up even a few free coins. They do so without incident until the final coin. Once the final coin is picked up, the magical trap releases a bound Efreeti who springs forth and takes over 100 years of rage and frustration out on the character who picked up that coin.

Efreeti

Large Outsider (Evil, Fire, Lawful)

Hit Dice: 15d8+30hp (115hp)

Initiative: +7 (+3 DEX, +4 Improved Initiative)

Speed: 20 ft., fly 40 ft. (perfect)

AC: 18 (-1 Size, +3 DEX, +6 Natural)

Attacks: Slam +20/+15/+10

Damage: Slam 1d8+9 and 1d6 Fire

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Spell-like Abilities, Heat

Special Qualities: Plane Shift, Telepathy

Saving Throws: Fort +12, Ref +15, Will +12

Abilities: STR 23, DEX 17, CON 14, INT 12, WIS 15, CHA 15

Skills: Bluff +12, Concentration +20, Escape Artist +13, Intimidate +15, Listen +14, Move Silently +13, Sense Motive +11, Spellcraft +11, Spot +11

Feats: Alertness, Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes

Alignment: Lawful Evil

Challenge Rating: 15

Plane Shift (Sp): Has the ability to enter any of the Elemental planes, Astral plane, or Material plane, transporting up to six creatures (provided they have linked hands).

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

Spell-like Abilities: At will – *Produce Flame* and *Pyrotechnics*; 1/day – grant up to three wishes (to nongenie only), *Detect Magic*, *Enlarge*, *Gaseous Form*, *Invisibility*, *Permanent Image*, *Polymorph Self*, and *Wall of Fire* (all cast as 18th level Sorcerer; save DC 12 + spell level).

Heat (Ex): An Efreeti's red-hot body deals 1d6 points of additional fire damage whenever it hits in melee, or (when grappling) each round it maintains a hold.

Fire Subtype (Ex): Immune to fire, takes double damage from cold except on a successful save.

A successful Search check (DC 25) may tip off the rogue to the presence of a trap. He may detect the slight smell of sulfur in the air or the fact that the floor is slightly warmer near the coin. Moving the coin even a little without picking it up will uncover the tiny shaft that holds the Efreeti prisoner, without releasing it.

7. Passage to the Depths

The panel in the wall slides back to reveal a hidden passage. The corridor extends due west with another corridor heading north about 30 feet away. There is a closed door on the left directly across from the northern corridor intersection. The main hallway then extends another 40 feet before turning right.

7a. The door to this room is locked (Open Locks DC 25) and has Magic Mouth cast upon it. Anyone who touches the door without uttering the command word causes the mouth to appear and speak the following in common: "Defilers and thieves! Your doom



is sealed!" The room is empty with only a table and six chairs present to try to seal their doom. (Spice it up by rolling dice and pretending to consult a chart.)

7b. There is a trap set in the ceiling of this corridor only ten feet after it turns to head north. Released by a pressure plate switch on the floor, a 10-foot square block on granite drops to crush anything below it. An intricate system raises the block back into place and resets the pressure plate two rounds after activation. A character actively searching for possible traps who makes a Search skill roll (DC 25) will spot bloodstains on the rocky floor. If successful, they must make a second Search roll (DC 20) to locate the pressure plate. PCs who find the pressure plate may attempt to Disable Device (DC 20). If a character fails to spot the pressure plate while searching or does not succeed in disabling it, the block falls, crushing anyone inside the ten foot square for 4d10 points damage. Magical items make a saving throw (DC 20) or are crushed. A successful Reflex save (DC 20) results in 1d4 injuries, sustained while wildly leaping ten feet to narrowly avoid being crushed.

7c. The corridor ends at a set of stairs leading down to the next level.

7d. Urn Room

The door to this room is barred but not locked. Inside is a room lined with shelves containing sealed urns of all shapes, sizes and materials.

This room was designed to catch the overly curious in its clutches. Several of the urns contain some form of disease, imprisoned creature, magical trap, or poison. Each time a character opens an urn, roll percentile dice and consult the table below:

Urn Contents Table

- 01-20 - Urn is empty
- 21-40 - Urn contains a disease (see below)
- 41-60 - Urn releases an imprisoned creature (see below)
- 61-80 - Urn contains magical spell trap (cast by 16th level Sorcerer, see below)
- 81-00 - Urn releases a poison

If the urn contains a disease, the DM may select one of the following two (or substitute with one of his own choosing):

Cackle Fever (DC 16); 1-day incubation period; 1d6 temporary points of Wisdom damage each day the saving throw is missed. Symptoms include disorientation, high fever, and frequent bouts of hideous laughter.

Mindfire (DC 12); 1-day incubation period; 1d4 temporary points of Intelligence damage each day the saving throw is missed. Symptoms include stupor and the sensation that your brain is burning.

If the urn contains an imprisoned creature, a SkinWraith is released and attacks the party. (Note: the DM may substitute a different creature.)

SkinWraith

Medium-size Undead

Hit Dice: 6d12 (40hp)

Initiative: +4 (DEX)

Speed: Fly 30 ft. (Average)

AC: 15 (+4 DEX, +1 Natural)

Attacks: 3 Lashes +7 melee

Damage: Lash 1d4+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Envelop, Improved Grab

Special Qualities: Undead

Saving Throws: Fort +3, Ref +7, Will +3

Abilities: STR 12, DEX 18, CON —, INT 3, WIS 6, CHA 11

Skills: Hide +7, Listen +5, Move Silently +6, Spot +2

Feats: Alertness, Weapon Finesse (Lash)

Alignment: Neutral Evil

Challenge Rating: 5

Undead: (See Common Traits for Undead Encounters, Appendix I.)

If the urn contains a magical spell trap, the DM may select a particular spell or roll a d20 and consult the table below. Note: A rogue may examine the urn to look for signs of a magical trap (Search DC 35) and if one is found, may attempt to disarm it (Disable Device DC 40).

Random Spell Trap Table

- 01 - Acid Fog
- 02 - Bestow Curse
- 03 - Blindness/Deafness
- 04 - Circle of Doom
- 05 - Color Spray
- 06 - Confusion
- 07 - Contagion
- 08 - Destruction
- 09 - Doom
- 10 - Enervation
- 11 - Fire Trap
- 12 - Flesh to Stone
- 13 - Inflict Critical Wounds
- 14 - Inflict Serious Wounds
- 15 - Mind Fog
- 16 - Polymorph Other
- 17 - Reduce
- 18 - Slay Living
- 19 - Tasha's Hideous Laughter
- 20 - Trap the Soul

If the urn releases a poison, the character may be affected by either inhaling it as the lid is opened or by making contact with the poison to his bare skin. The DM may select from the following poisons:

8. Long and Narrow Corridor

The lever you discovered opens a stone door in the alcove in front of you. Behind it lies a passage with a five-foot ceiling that disappears into the darkness.

Poison Trap Table

Poison	Type	DC	Effects (Primary/Secondary)
Archaierai Black Cloud Vapor	Contact/Inhaled	15	Insanity (16 th level Sorcerer) - 3 hours No secondary effects
Black Lotus Extract	Contact	20	3d6 temporary Constitution/3d6 temporary Constitution
Burnt Othur Fumes	Inhaled	18	1 Constitution (permanent)/3d6 temporary Constitution
Carrion Crawler Gland Extract	Contact	13	Paralysis 2d6 minutes/No secondary effects
Chuul Gland Extract	Contact	19	Paralysis 2d3 rounds/No secondary effects
Gorgon Breath Vapor	Inhaled	17	Petrification (as Flesh to Stone - 12 th lvl Sorcerer)/No secondary effects
Medusa Poison	Contact	14	1d6 temporary Strength/2d6 temporary Strength
Mohrg Ichor	Contact	17	Paralysis 1d4 minutes/No secondary effects
Nightcrawler Poison	Contact	22	2d6 temporary Strength/2d6 temporary Strength
Ungol Dust	Inhaled	15	1 Charisma/ 1 Charisma (permanent) +1d6 temporary Charisma
Violet Fungus Poison	Contact	14	1d4 temp. Strength +1d4 temp. Constitution/1d4 temp. Strength +1d4 temp. Constitution

Three rounds after opening, this door closes on it own. It can only be opened from the outside. Any character inside of the passage must find another way out unless someone remains behind to open the door. If any character attempts to break down the 12-inch thick stone door, they must do 180 points of damage before it gives way.

8a. A secret door (Search DC 25) sits on the right. This door leads to the southern tip of the eastern section of the Drow complex.

8b. There are two secret doors here, one on each wall (Search DC 20), that will take the party into the heart of the Dark Elf community.

8c. A ceiling trap activated by stepping on a pressure sensitive stone in the floor. A careful character (Search DC 30) may notice the outline of the stone or possibly the small holes in the ceiling just above it. Characters may avoid the trap if the pressure sensitive stone is jammed (Disable Device DC 25). If the trap is activated, a hail of poison-tipped needles rains down upon the party. Due to the vast number of needles, any character fully within the ten foot square underneath the trap is automatically hit (no Reflex save) while anyone partially inside the ten foot square gets a Reflex save (DC 20) to leap back before being struck. (If a character has Tumble, he may attempt a skill check (DC 20) in lieu of a Reflex save).

The needles are coated with medium-size spider's venom. Any character hit must make a Fortitude save (DC 14) or lose 1d4 temporary Strength points. One minute after the first roll, he must make a second (DC 14) or lose 1d4 Strength points temporarily as the venom surges through him. (The DM makes the sav-

ing throws in secret rather than allowing the player to make them.) Lost points will return at the rate of one point per day.

8d. On the west wall, a secret door (DC 20) leads to the western section of the complex.

8e. A secret door (DC 20) opens in the eastern part of the Drow community.

8f. Faint outlines in the stone are the only visible signs of the chute trap in the floor (Search DC 25). A small lever set inside the hollow of a stone in the wall deactivates it (Disable Device DC 25). Once stepped upon, the floor gives way, dropping at one end. Victims are propelled fifteen feet down a smooth-walled chute into a submerged passage. A successful Jump check (DC 25) or a Reflex save (DC 25) allows characters to leap off the chute to safety. The trap door is counterweighted, and automatically resets itself immediately after activation.

The submerged passage travels east and west. The only source of air is where the chute empties into the passage. Characters with Swim skill (DC 10) may tread water based upon their encumbrance. Those lacking that skill must find a way to remain afloat.

Characters may be rescued if some method of wedging the door open is employed. Once the door is fixed in place, a rope may be lowered to hoist them up. Those who wish to explore the submerged passage will require some magical means of breathing water due to the length of the passage.

The underwater passages and caverns are home to a brood of four Aboleths. PCs exploring the underwater tunnels have a 25% chance every three rounds of encountering an Aboleth.

Aboleth

Huge Aberration (Aquatic)

Hit Dice: 8d8+40 (80hp)
Initiative: +1 (DEX)
Speed: 10 ft., Swim 60 ft.
AC: 16 (-2 Size, +1 DEX, +7 Natural)
Attacks: 4 Tentacles (+12 melee)
Damage: Tentacle 1d6+9 and Transformation
Face/Reach: 10 ft. by 20 ft./10 ft.
Special Attacks: Transformation, Psionics, Enslave
Special Qualities: Mucus Cloud
Saves: Fort +7, Ref +3, Will +11
Abilities: STR 26, DEX 12, CON 20, INT 15, WIS 17, CHA 17
Skills: Concentration +16, Knowledge (any one) +7, Listen +16, Spot +16
Feats: Alertness, Combat Casting, Iron Will
Challenge Rating: 7
Alignment: Lawful Evil
Transformation (Ex): A blow from an Aboleth's tentacle can cause a terrible transformation. Affected creatures must make a Fortitude save (DC 19) or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. A transformed creature must remain moistened with cool, fresh water or suffer 1d12 points of damage every ten minutes. A Remove Disease spell cast before the transformation is complete will reverse the effects and restore an individual to normal. Afterward, however, only a Heal or Mass Heal spell can reverse the change.
Psionics (Sp): At will—hypnotic pattern, illusory wall, mirage arcana, persistent image, programmed image, and veil. These effects are as spells cast by a 16th level sorcerer (a save DC is 13 + spell level).
Enslave (Su): Three times/day, an Aboleth can attempt to enslave any one living creature within 30 feet. The target must succeed at a Will save (DC 17) or be affected as though by a dominate person spell cast by a 16th level sorcerer. An enslaved creature obeys the Aboleth's telepathic commands (but will not fight on its behalf) until freed by remove curse or dispel magic, and can attempt a new Will save every 24 hours to break free. The control is also broken if the Aboleth dies or becomes more distant than one mile from its slave.
Mucus Cloud (Ex): An Aboleth underwater surrounds itself with a viscous cloud of mucus roughly one foot thick. Any creature contacting and inhaling this substance in water must make a Fortitude save (DC 19) or lose the ability to breathe air for the next three hours. The affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another Fortitude save continues the effect for another three hours.

8g. The corridor dead ends into a secret door (DC 15) that opens into a large natural cavern.

9. This room once served as a storage room but has long since been empty. Along the back wall is a hidden panel (DC 15) that opens into a small room. Inside that room are the skeletal remains of a Goblin. He has no item of interest or value on him.

10. A Shadow resides in this room and attacks the first living creature that enters. Players should roll for surprise to determine if they are aware of the Shadow's presence moments before it strikes.

Shadow

Medium-Size Undead

Hit Dice: 8d12 (70hp)
Initiative: +2 (DEX)
Speed: 30 ft., Fly 40 ft. (Good)
AC: 13 (+2 DEX, +1 Deflection)
Attacks: Incorporeal touch (+7 melee)
Damage: Incorporeal touch 1d6 temporary Strength
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Abilities: Strength Damage, Create Spawn
Special Qualities: Undead, Incorporeal, +2 Turn Resistance
Saves: Fort +3, Ref +5, Will +9
Abilities: STR —, DEX 14, CON —, INT 6, WIS 12, CHA 13
Skills: Hide +12, Intuit Direction +7, Listen +9, Spot +9
Feats: Dodge, Toughness
Challenge Rating: 8
Alignment: Chaotic Evil
Strength Damage (Su): The touch of a Shadow deals 1d6 points of temporary Strength damage to a living foe. A creature reduced to STR 0 by a Shadow dies.
Create Spawn (Su): Any Humanoid reduced to STR 0 by a Shadow becomes a Shadow under the control of its killer within 1d4 rounds.
Undead: (See Common Traits for Undead Encounters, Appendix I.)
Incorporeal: (See Common Traits for Undead Encounters, Appendix I.)
11. There are four doorways in this empty room. Just inside the southern doorway is a magical trap on the floor (Search DC 25/Disable Device DC 25). Any party member who steps onto the five-foot square is subjected to an electrical discharge. The electrical trap generates a field that causes 6d6 damage for two rounds (but roll damage for each affected creature only once). Players can Reflex save (DC 18) for half damage. Any party member who touches a trapped PC while the trap is active must also Reflex save (DC 16) for half damage as they are subjected to 5d6 electrical damage (similar to 6th level Arcane spell *Chain Lightning*). Other party members touching them incur one die progressively less damage as the charge dissipates through the chain.

12. Dead End

This corridor proceeds north, turns left, and comes to a dead-end after 30 feet.

There is a secret door here (DC 25) that the Dark Elves can use to flank their quarry on this side of the temple.

13. Stone Door

This side passage ends after only 40 feet but there is a stone door reinforced in iron to the south. Examination shows something etched on it.

This door is double locked (Open Locks DC 45) and has a message inscribed upon it (in Undercommon). The message reads, "Open not this door lest ye release the Chaos inside." Directly below the inscription is a *Glyph of Warding*. Only rogues can use a Search skill check to locate this Glyph (DC 28) and disarm it with a Disable Device check (DC 28). The Glyph is set to blast 5d8 points of cold damage (Reflex save DC 14 for half damage) to anyone within ten feet of the door that is not Drow.

Each lock has been set with a magical trap (Search DC 25/Disable Device DC 30). The first calls forth a Blade Barrier directly centered in the ten-foot square in front of the door with a right-slanted rotation. Anyone caught inside the barrier takes 12d6 points of damage. A Reflex save (DC 16) can negate the damage provided the character is able to leave the affected area immediately.

The second lock activates a Flesh to Stone spell upon the individual trying to open it. A Fortitude save (DC 16) completely negates the spell's effects. The Dark Elves have recently imprisoned a Chaos Beast within this room and have taken these measures to "discourage" others from freeing it.

Chaos Beast

Medium-Size Outsider (Chaotic)

Hit Dice: 8d8+8 (55hp)

Initiative: +5 (+1 DEX, +4 Improved Initiative)

Speed: 20 ft.

AC: 16 (+1 DEX, +5 Natural)

Attacks: 2 Claws (+10 melee)

Damage: Claw 1d3+2 and Corporeal Instability

Face/Reach: 5 ft. by 5 ft. to 10 ft. by 10 ft./5 ft.

Special Attacks: Corporeal Instability

Special Qualities: SR 15, Immune to

Transformation, Immune to Critical Hits

Saves: Fort +7, Ref +7, Will +6

Abilities: STR 14, DEX 13, CON 13, INT 10, WIS 10, CHA 10

Skills: Climb +12, Escape Artist +11, Hide +10,

Jump +10, Listen +9, Spot +9, Tumble +10

Feats: Dodge, Improved initiative, Mobility

Challenge Rating: 7

Alignment: Chaotic Neutral

Corporeal Instability (Su): A living creature struck by this creature must make a Fortitude save (DC 15) or become a spongy, amorphous mass.

Unless controlled through an act of will, the victim's shape melts, flows, writhes, and boils.

The affected creature is unable to hold or use any item including clothing, armor, rings, helmets, and backpacks. Large items hamper more,

lowering the creature's DEX score by four. Soft and misshapen feet and legs reduce speed to ten feet, or one-quarter normal, whichever is less. Searing pain repeatedly courses along the nerves, so strong that the creature cannot act coherently. It cannot cast spells or use magic items, and attacks blindly, unable to distinguish friend from foe (-4 penalty on attacks and a 50% chance to miss, regardless of the attack roll).

Each round the creature spends in an amorphous state deals one point of permanent Wisdom drain from mental shock. If the Wisdom score drops to zero, the creature becomes a Chaos Beast itself. A creature with an especially strong sense of self can regain its shape temporarily by taking a standard action to attempt a Charisma check (DC 15). Success reestablishes the creature's normal form for one minute.

Corporeal instability is neither a disease nor a curse and is quite difficult to remove. A Shapechange or Stoneskin spell does not cure the individual but merely fixes their form for the duration of the spell. A Restoration, Heal, or Greater Restoration spell removes the affliction but a separate Restoration spell is necessary to replace any lost Wisdom points.

Immune to Transformation (Ex): No mortal magic can affect or fix a Chaos Beast's form. Effects such as Polymorph or Petrification force the beast into a new shape for a moment, but it immediately returns to its mutable form as a free action.

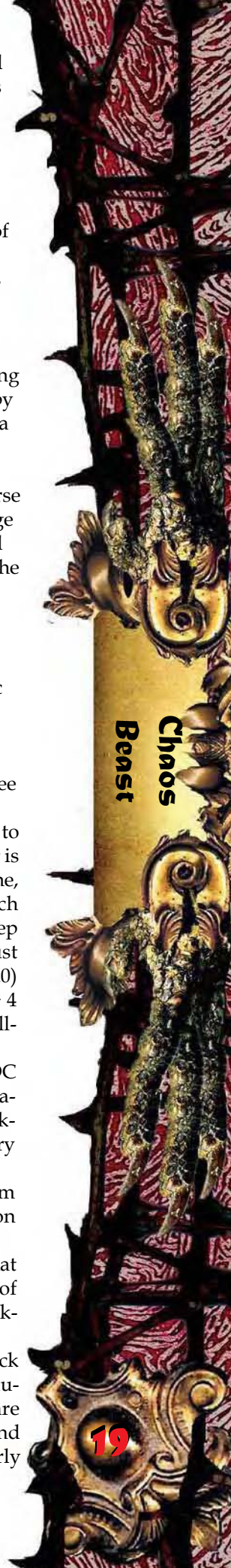
14. The corridor branches off to the north, only to stop after 20 feet. The end ten feet of this corridor is an illusory trap. The floor appears to be normal stone, but it is just an illusion covering a pit trap (Search DC 20/Disable Device DC 20). The pit is 20 feet deep and lined with twelve inch steel spikes sitting just under a foot of fetid water. A Reflex save (DC 20) avoids falling in (+10 melee; 2d4 spikes for 2d4 + 4 points of damage per successful hit/2d6 points falling damage).

The DM should make a secret Fortitude check (DC 18) for a player who comes into contact with the water to determine if she contracts the Blinding Sickness disease described earlier. (See area 1, the Entry Chamber for details.)

15. This room connects to an adjacent room through the western doorway. There is a pit trap on the other side of the doorway (see Area 16).

The walls of this room are covered in murals that depict a great battle between fantastic beings of power. The broken remains of a desk and a bookshelf are the only other things in this room.

Players may attempt a Knowledge (religion) check (DC 15) to try to deduce the significance of the murals. A successful roll tells them that the murals are showing a battle raging between powerful gods and vast armies of demons. The murals were clearly painted in favor of the demons.





16. This room has two doorways in addition to the northern one that connects to the corridor. There is a southern doorway that leads into a small room and an eastern doorway that connects to a much larger room.

This looks as though it may have once served as some kind of library. There are still a couple of intact bookshelves standing along the west wall. What once may have been desks or tables is now nothing more than broken piles of debris. Through the eastern doorway, you can see the walls are painted in the adjoining room. The southern doorway leads to a small empty room.

There is a magical trap set in the floor (Search DC 28/Disable Device DC 28) just inside the eastern doorway. When activated, that ten-foot section of the floor transforms into a pool of acid for three rounds. One round later, the trap resets itself and transforms back into a stone floor. Any character caught in the pool must make a Reflex save (DC 16) or take 10d6 points damage from the corrosive acid as they sink in to their knees. Any nonmagical item contacting the acid is instantly destroyed, and any magical item must make a saving throw (DC 20) or suffer the same fate.

17. A secret door (DC 30) opens into a corridor that runs west and parallel to this corridor and also branches north. It is also used by the Dark Elves to flank their quarry.

18. The trigger plate for a mechanical poison arrow trap rests here (Search DC 25/Disable Device DC 25). When activated, ten poison arrows are shot out of the wall (10 feet to the east of the trap) toward the activation plate.

Each arrow has a +10 ranged attack and does 1d6+1 (x3 critical) points of damage. In addition, any character hit by an arrow must make a Fortitude save (DC 22) or be poisoned. Each arrow has been tipped with Athach venom and deals out 1d6 in temporary Strength damage. On minute later, that character must make a second save or suffer an additional 2d6 temporary Strength damage. (The DM should make these rolls in secret.)

19. A locked door (Open Lock DC 20) seals this room. A small poison needle trap is set within the lock (Search DC 25/Disable Device DC 25). If activated, it has a +8 ranged attack and does 1d2 points damage in addition to its poisonous effect. A player who is pricked must make a successful Fortitude save (DC 16) or suffer the effects of Drider venom. If the character misses his first saving throw, he suffers 1d6 temporary points of Strength damage. One minute later, a second save must be made (DC 16) or he suffers an additional 1d6 points temporary Strength damage. (Again, the DM should roll the saves in secret.)

Waiting inside of the room is a swarm of ten Shadows. Seven of them were former treasure hunters who met their doom here. The Shadows wait until the party enters the room before attacking.

Shadow

Medium-Size Undead

Hit Dice: 9d12 (x2) – (85hp each), 7d12 (x2) – (60hp each), 5d12 (x6) – (35hp each)

Initiative: +2 (DEX)

Speed: 30 ft., Fly 40 ft. (Good)

AC: 13 (+2 DEX, +1 Deflection)

Attacks: 9HD - Incorporeal touch (+7 melee)

7HD - Incorporeal Touch (+6 melee)

5HD - Incorporeal Touch (+5 melee)

Damage: Incorporeal touch 1d6 temporary Strength

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Abilities: Strength Damage, Create Spawn

Special Qualities: Undead, Incorporeal, +2 Turn Resistance

Saves: 9HD - Fort +4, Ref +6, Will +10

7HD - Fort +3, Ref +7, Will +9

5HD - Fort +2, Ref +4, Will +8

Abilities: STR —, DEX 14, CON —, INT 6, WIS 12, CHA 13

Skills: 9HD - Hide +11, Intuit Direction +8, Listen +12, Spot +12

7HD - Hide +10, Intuit Direction +7, Listen

+9, Spot +9

5HD - Hide +10, Intuit Direction +5, Listen

+7, Spot +7

Feats: 9HD - Alertness, Dodge

7HD - Dodge, Lightning Reflexes

5HD - Dodge

Challenge Rating: 9/7/5 respectively

Alignment: Chaotic Evil

Strength Damage (Su): The touch of a Shadow deals

1d6 points of temporary Strength damage to a living foe. A creature reduced to STR 0 by a Shadow dies.

Create Spawn (Su): Any Humanoid reduced to STR

0 by a Shadow becomes a Shadow under the control of its killer within 1d4 rounds.

Undead: (See Common Traits for Undead Encounters, Appendix I.)

Incorporeal: (See Common Traits for Undead Encounters, Appendix I.)

Contrary to the other places you have been so far, this room is relatively intact. There are shelves on the north and east walls that hold several tomes. A large stone table rests in the middle of the room. It looks like there might have been an alchemy lab upon it, but most of the glassware is shattered.

If the party takes the time to closely examine the room, they find a bastard sword with the word "Anarchous" inscribed across the blade lying under the table (+2 Chaotic, Keening), a large steel shield with a blue hue to it in the southeast corner (Lightning Resistance), and a helm lying near it (Helm of Underwater Action).

Examination of the bookshelves reveal nine ancient tomes devoted to herbalism and local ecologies, three related to various religions, and one especially thick tome that seems to detail this world's history. (If PCs

read some of this book, the DM can read or summarize to the players the information contained in the background history.) There are also two ivory scroll tubes on a shelf. The first one contains an ivory wand (*Daylight*, five charges, command word: *Illuminus*). The other holds a piece of parchment with a 9th level Divine spell (*True Resurrection*). Use of an Identify spell will aid the players in determining what these items are.

20. A secret door (DC 25) opens into a passage that eventually leads to the outer edge of the western part of the Drow community.

21. Hall of Murals

The walls of this corridor are filled with all manner of runes and painted murals. Many of the pictures seem to depict the events surrounding the darkening of the sun. The runes are like none the party members have ever seen before and are indecipherable.

A camouflaged pit trap (Search DC 30/Disable Device 30) is set 40 feet down the passage. The illusion of a stone floor covers the opening. A successful Reflex save (DC 25) allows the character to avoid falling 30 feet (3d6 falling damage) before hitting bottom. Once a character hits bottom, a mithril door shoots out of the wall, sealing the opening. All the characters hear water begin to fill the pit. PCs must find a way to disarm the trap, sufficiently damage the door (Hardness 15, 120 hp), or devise another solution to free the trapped player and prevent him from drowning.

The water fills the pit at the rate of five feet per round. A trapped player who can swim (DC10) remains afloat (provided he isn't encumbered) until the pit is completely full. At that point, he must either attempt to hold his breath or have some means of water breathing. When the pit is filled to the brim, the water stops coming in and remains for ten rounds. It then begins to drain away, taking another ten rounds.

At the end of the hall is a heavy stone door framed with the same runes that are also in the corridor walls. There is a carving of the head of a Mind Flayer in the center of the door.

The door is locked (DC 30) but not trapped.

22. The Sanctuary of Tentacus (EL 23)

This room is the sanctuary of Tentacus, The Mad. Tentacus is a Mind Flayer sorcerer that has been affected by a form of insanity. He is being kept under lock and key until he can be cured. When the characters enter this room, there are two other mind flayers plus a Human in chains present. One of the Mind Flayers, Ashon, is a cleric attempting to cure Tentacus. The other, Dremiticus, is an oddity among mind flayers. He has chosen to follow the ways of both a fighter and wizard. Tentacus was his master until madness afflicted him. He is here to prevent Tentacus from harming Ashon. The Human is meant to be food for Tentacus.

Tentacus – Mind Flayer

Medium-Size Aberration

Hit Dice: 8d8 Mind Flayer / 12th Sorcerer (86hp)

Initiative: +6 (+2 DEX, +4 Improved Initiative)

Speed: 30 ft.

AC: 18 (+2 DEX, +3 Natural, +3 Ring of Protection)

Attacks: 4 Tentacles (+8 melee), Dagger (+8/+3 melee)

Damage: Tentacle 1d4+1, Dagger (Disruption)

1d4+2 (Core Rulebook II, p. 186)

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Mind Blast, Psionics, Improved Grab, Extract

Special Qualities: SR 25, Telepathy, Summon Familiar

Saves: Fort +9, Ref +8, Will +17

Abilities: STR 12, DEX 15, CON 11, INT 20, WIS 17, CHA 17

Skills: Alchemy +15, Bluff +8, Concentration +15, Diplomacy +8, Disable Device +5, Gather Information +5, Hide +8, Intimidate +10, Knowledge (arcana) +15, Knowledge (planar) +5, Knowledge (psionics) +14, Listen +14, Move Silently +7, Scry +15, Search +8, Spellcraft +15, Spot +10

Feats: Alertness, Brew Potion, Combat Casting, Craft Wondrous Item, Dodge, Empower Spell, Improved Initiative, Spell Penetration, weapon Finesse (Tentacle)

Challenge Rating: 20

Alignment: Lawful Evil

Spells per day: 6/8/7/7/7/6/3

Spells known: 9/5/5/4/3/2/1

Base Attack Bonus (Sorcerer): +6/+1

Magic Items: Dagger (+2, Disruption), Ring of Protection +3, Rod of Withering, Wand of Dispel Magic

Familiar: Rat

Hit Dice: 12d8 (48hp)

Initiative: +2 (DEX)

Speed: 15 ft., Climb 15 ft.

AC: 20 (+2 Size, +2 DEX, +6 Natural)

Attacks: Bite (+6/+1 melee)

Damage: 1d3-4

Face/Reach: 2-1/2 ft. by 2-1/2 ft./0 ft.

Special Qualities: SR 17, Scent

Saves: Fort +4, Ref +4, Will +8

Abilities: STR 2, DEX 15, CON 10, INT 11, WIS 12, CHA 2

Skills: Balance +10, Climb +12, Hide +18, Move Silently +10

Feats: Weapon Finesse (Bite)

Special Familiar Abilities: Alertness, Improved Evasion, Share Spells, Empathic Link, Touch, Speak with Master, Speak with Animals of its Type



Ashon – Mind Flayer

Medium-Size Aberration

Hit Dice: 8d8 Mind Flayer /12th Cleric of Dark Goddess (145hp)

Initiative: +6 (+2 DEX, +4 Improved Initiative)
Speed: 30 ft.

AC: 15 (+2 DEX, +3 Natural)

Attacks: 4 Tentacles (+8 melee), Mace (+13/+8 melee), Dagger (+11/+6)

Damage: Tentacle 1d4+1, Mace (Unholy – see Core Rulebook II, P. 187) 1d8+4, Dagger 1d4+2
Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Mind Blast, Psionics, Improved Grab, Extract

Special Qualities: SR 25 Telepathy

Saves: Fort +11, Ref +8, Will +17

Abilities: STR 12, DEX 14, CON 10, INT 20, WIS 20, CHA 15

Skills: Alchemy +5, Bluff +8, Concentration +15, Diplomacy +10, Disable Device +5, Gather Information +5, Heal +10, Hide +8, Intimidate +10, Intuit Direction +5, Knowledge (arcana) +9, Knowledge (psionics) +6, Knowledge (religion) +15, Listen +10, Move Silently +7, Scry +10, Search +5, Sense Motive +5, Spellcraft +14, Spot +10

Feats: Alertness, Combat Casting, Dodge, Extra Turning, Improved Initiative, Silent Spell, Spell Penetration, Still Spell, Weapon Finesse (Tentacle)

Alignment: Lawful Evil

Base Attack Bonus (12th Cleric): +9/+4

Domains: Evil, Law

Spells: 6/7+1/5+1/5+1/4+1/4+1/2+1

Magic Items: Heavy Mace (+4, Unholy), Dagger +2, Ring of Evasion, Scroll – 8th level Divine spell Mass Heal, Wand – Polymorph Other (10 charges), Cloak of Arachnida

Dremiticus – Mind Flayer

Medium-Size Aberration

Hit Dice: 8d8 Mind Flayer /6th Fighter/6th Wizard (133hp)

Initiative: +7 (+3 DEX, +4 Improved Initiative)
Speed: 30 ft.

AC: 17 (+3 DEX, +4 Armor) [Unarmored AC: 16 (+3 DEX, +3 Natural)]

Attacks: 4 Tentacles (+8 melee), Scimitar (+12/+4 melee), Dagger (+11/+3 melee or ranged)

Damage: Tentacle 1d4+3, Scimitar 1d6+7, Dagger 1d4+6 (1d4+3 – Ranged)

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Mind Blast, Psionics, Improved Grab, Extract

Special Qualities: SR 25, Telepathy, Scribe Scroll, Summon Familiar

Saves: Fort +10, Ref +8, Will +16

Abilities: STR 16, DEX 16 CON 13, INT 19, WIS 12, CHA 14

Skills: Alchemy +9, Balance +4, Bluff +4, Concentration +15, Diplomacy +4, Disable Device +4, Gather Information +4, Hide +17, Intimidate +9, Knowledge (arcana) +10, Listen +9, Move Silently +9, Scry +9, Search +7, Sense Motive +4, Spellcraft +9, Spot +9

Feats: Alertness, Ambidexterity, Blind-Fight, Combat Casting, Combat Reflexes, Craft Magic Arms & Armor, Improved Critical (Scimitar), Improved Initiative, Silent Spell, Two-Weapon Fighting, Weapon Finesse (Tentacle), Weapon Focus (Scimitar), Weapon Specialization (Scimitar)

Alignment: Lawful Evil

Challenge Rating: 20

Base Attack Bonus (6th Fighter/6th Wizard): +9/+1
Spells per day: 4/4/4/3

Magic Items (see Core Rulebook II): Leather Armor of Shadow (+2), Scimitar (+2, Speed, Keen), Scimitar (+2, Icy Burst, Keen), Dagger (+3, Returning), Ring of Evasion, Periapt of Wound Closure

Familiar: Raven

Hit Dice: 6d8 (24hp)

Initiative: +2 (DEX)

Speed: 10 ft., Fly 40 ft. (Average)

AC: 17 (+2 Size, +2 DEX, +3 Natural)

Attacks: Claws (+4 melee)

Damage: Claws 1d2-5

Face/Reach: 2-1/2 ft. by 2-1/2 ft./0 ft.

Special Qualities: Speaks Auran

Saves: Fort +2, Ref +4, Will +5

Abilities: STR 1, DEX 15, CON 10, INT 8, WIS 14, CHA 6

Skills: Listen +6, Spot +6

Feats: Weapon Finesse (Claws)

Special Abilities (Familiar): Alertness, Improved Evasion, Share Spells, Empathic Link, Touch, Speak with Master

Alignment: Neutral

Mind Blast (Sp): This attack is a cone 60 feet long. Anyone inside the cone must make a Will save (DC 17) or be stunned for 3d4 rounds.

Psionics (Sp): Astral projection, charm monster, detect thoughts, levitate, plane shift, and suggestion, at will, as if cast by an 8th level sorcerer (save DC 13 + spell level).

Improved Grab (Ex): To use this ability, the Mind Flayer must hit a Small to Large creature with a tentacle attack. If it gets a hold, it attaches the tentacle to the opponent's head. After a successful grab, the mind flayer may try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or Escape Artist check,

but the mind flyer gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

Extract (Ex): A Mind Flyer 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): Can communicate telepathically with any creature within 100 feet that is capable of language.

The door pivots open to a room lit by glowstones. Sitting on a chair to the right about halfway into the room is a Mind Flyer. Another one is bent over him but with his back to you as though he is tending to the one in the chair. The room is a shambles, as if someone had scattered his every possessions all over the floor. The sound of a raven's squawk draws your attention to the left. There you see a Human man dressed in rags with chained arms standing next to a mind flyer like you've never seen. He is larger and more muscular than a typical Mind Flyer. He is also dressed in black armor and wields a scimitar while another is sheathed at his side. A raven, which sits on his shoulder, has alerted him to your presence. "Intruders!" The word echoes through your mind as the other Mind Flyers become aware of you. A second voice sounds in your mind, "Handle them. I am nearly finished."

Dremiticus will now engage the party using his innate abilities, spellcasting, and combat skills in an attempt to overwhelm them. The raven will act to distract any spellcasters. Three rounds after the PCs first engage Dremiticus, Ashon finishes tending to Tentacus and joins combat. The next round, Tentacus becomes fully aware of the events around him and acts. Because of his affliction, there is a possibility that he may not have access to all of his spells. DM should roll percentile dice and consult the following table:

Tentacus Spell Table

01-20 – Only knows half of his spells (3/4/3/3/3/1)

21-40 – Knows only 0-level through 4th (6/8/7/7/0/0)

41-60 – Knows only 4th-6th levels (0/0/0/7/6/3)

61-80 – Knows no spells

81-100 – Has all known spells at his command

During the initial rounds of combat, Rothgar, the captive Human, does nothing but stand there with his head bowed despite any urging from party members. If a player tries to get his attention, he only looks at them dully, without recognition.

If the fight goes against the party and especially if one or more characters are killed, Rothgar stirs, as though weighing something inside him. If a party member is obviously a follower of a Lawful deity (Cleric, Paladin, or openly carries symbol), Rothgar will stare at him intently.

If melee combat lasts more than five rounds, Rothgar makes a decision within himself and jumps into the fray. With a feral snarl, he attacks the nearest

Mind Flyer with his bare hands. The DM should roll initiative for Rothgar and place him accordingly in combat order.

Rothgar

7th level Ex-Paladin

Abilities: STR 13, DEX 11, CON 10, INT 13, WIS 15, CHA 14

Hit Points: 31 (max 56)

Base Attack Bonus: +7/+2

Saves: Fort +5, ref +2, Will +2

Alignment: Neutral

Skills: Concentration +5, Diplomacy +5, Handle Animal +5, Heal +5, Knowledge (religion) +5, Ride +5

Feats: Dodge, Improved Critical (Longsword), Power Attack, Quick Draw

Rothgar has no weapons, armor, or magical items. His mount was killed three months ago when he was captured. He is a fallen Paladin because he compromised his morals while being held captive so he could remain alive. He has killed unarmed prisoners in the arena just for sport because his captors demand it. Rothgar has since realized what he has done and has become depressed and unresponsive to others. The Drow have given him to the Mind Flyers as food.

The Mind Flyers will attempt to flee if either Tentacus or Dremiticus are killed. If the party is successful in killing the creatures and Rothgar still lives, he tells them his story and will join them if asked to do so.

If Rothgar survives the battle, read:

This battle was harsh and bloody. You have sustained severe wounds. The Mind Flyers lay dead before you. Standing over the body of one is the Human captive. He is covered in blood: both his and the enemy's. Panting, you can hear him say, "Slimy squid heads, I said I would kill you all." He looks up at you, and acknowledges you for the first time.

*"Thank you all for bringing me back from the brink. I am Rothgar, follower of truth and overseer of justice. Although, I fear I have far to go before my Patron will accept me again." Rothgar's voice is deep and rich in timbre. His brown hair is long and stringy, his form emaciated from lack of nourishment. He walks over to **(party leader's name)** and bows.*

"I offer my faithful services. You have saved me and I am honor-bound to repay the debt. Allow me to serve and I will defend you with my life." He passes out from exhaustion and falls at your feet.

Once revived, Rothgar will refuse any magical healing attempts. He believes he should endure his wounds as the first step for returning to the road of the Paladin. If the characters tell Rothgar of their quest, he knows the way to the temple but insists that the remaining captive prisoners first be freed. If the characters refuse, he first argues his point trying to win them over, but will reluctantly fulfill his oath



and act as a guide even if they refuse. If during the journey, he saves the life of a party member, then he will stop and announce the debt repaid. He will then give verbal directions and depart to attempt to free the prisoners.

If Rothgar is killed during battle:

The battle was harsh and bloody. Despite your wounds, the Mind Flayers succumbed to your blades and magic. The Human captive lies dead in the corner, his body crumpled like a rag doll. Know that he died a true warrior.

Party members who search the room (DC 20) find a secret compartment in the south wall. Inside this small space is an iron box. The box is not locked and contains eight vials of various colored liquids. Six of the vials are potions of Cure Moderate Wounds, one is a potion of Water Breathing, and the last is a potion of Love. Also inside the compartment is a bone scroll with the 8th level Arcane spell, Clone.

23. Pool Room

There are glowstones posted around this room to give it minimal light. The room itself is approximately 50 feet wide by 70 feet long with doorways in the southeast corner and southwest corner. A large pool of water rises to form a rough semi-circle 20 feet out from the north wall.

There is a ceiling trap above the southeast doorway. Players actively searching the room must surpass DC 20 to locate and then disable the trap. Failure to find or disable the trap causes a large net to drop. All characters inside a ten-foot radius of the trap must make a Reflex save (DC 16) or be grappled by the net (STR 20). A contact poison has been smeared on the net. Any PC caught inside of the net or that touches the net with bare skin, must make a Fortitude save (DC 16 – DM should roll) or become completely paralyzed for 2d3 rounds.

The pool leads to an underwater passage. Players will require some magical means of breathing if they wish to explore it. There is a 30% chance that PCs will encounter a lone Aboleth in the pool or passage.

24. This set of stairs leads down to the arena level. If Rothgar is present, he urges the party to go down these steps and free the prisoners first.

25. This stairwell leads under the central passageway and into the eastern quarter of the complex.

26. Natural Cavern

A huge natural cavern gives a welcome break from the claustrophobic feelings of the passages and corridors. The walls have been smoothed up to a height of ten feet and then covered with all kinds of hideous murals. The ceiling overhead is at least 40 feet away and filled with stalactites. Doorways are visible to the west, north, and east.

The murals are all paintings dedicated to the dark goddess and her glory. If Rothgar is present, he leads the party to the right hand tunnel that leads to the temple.

27. Entrance to the Labyrinth

This passage is essentially one big trap-filled maze. Characters can easily find themselves turned around (unless they take time to map it). If they enter while being pursued, they may often turn a corner only to face a new enemy or fall victim to a trap.

27a. A small brick in the floor (Search DC 25) serves as the trigger to this mechanical trap (Disable Device DC 20). As the character passes between the walls, 25 barbed spears lunge out from each wall (+10 melee – spears are fastened to the trap; 1d8+2 (x3 critical) points damage **per spear**). A Reflex save (DC 20) may be made for half damage (because of the large number of spears involved).

27b. This covered pit (Search DC 30/Disable Device DC 30) hides a nasty surprise. The pit has the illusion of a stone floor cast upon it. Any character that fails a Reflex save (DC 20) falls to the bottom ten feet below (1d6 falling damage). Upon hitting bottom, they notice scattered bones all over the floor. One round after falling in, the real lethality of the trap kicks in. Two *Blade Barrier* spells activate; one three feet from the bottom and the second six feet from the bottom. The trapped characters take 12d6 points damage from each barrier unless they make two successful reflex saves (DC 20).

27c. A 15-foot deep pit exists here (Found on Search DC 15). It is plainly visible unless a player is rounding the blind corner in a hurry. The pit contains four feet of rancid water. Players who lack darkvision or an adequate source of light must make a successful Spot check (DC 15) to see the pit. Those who fail the Spot check need to make a Balance check (DC 20) or fall into the pit. The DM should then make a secret Fortitude roll (DC 16) for the player. Failure means contracting the Blinding Sickness disease described earlier. (See area 1, the Entry Chamber for details.)

27d. A magical ceiling trap (Search DC 30/Disable Device DC 30) awaits any unlucky adventurer who stumbles into it. Any player who enters the designated area must make a Reflex save (DC 22) to avoid the spell beam as it shoots out from the ceiling. If the PC misses his Reflex save, he must then make a Fortitude save (DC 23) or be subject to a *Flesh to Stone* spell.

28. Northern (left) Corridor

The darkness of this tunnel seems blacker than any of the ones you've traveled so far. It is filled with cobwebs and is apparent that it is not used with any frequency. There is a certain coldness to the air as you make your way farther in.

This passage eventually leads to a submerged tunnel that accesses the lair of the Aboleth's.

28a. Locked Double Doors

The tunnel makes a turn south only to end at a set of double doors. There are engravings and runes that are nearly unreadable due to their age. The floor is covered with dust and yet more cobwebs frame these ancient stone doors. Each door is set with two individual keyholes that would indicate double locks.

Engraved on the doors in Undercommon is a warning, "Make no attempt to enter by order of Queen Mephistia, High Priestess of the Sacred One." There are also indecipherable runes, much, much older than the ones written in Undercommon.

Any attempt to open the locked doors without finding and disarming the trigger plate stone (Search DC 40/Disable Device DC 20) will unleash the ceiling trap overhead. When triggered, 20 six-foot long steel blades shoot downward (+10 ranged, 1d8 (x3 critical) points damage), striking any character standing before the door.

The locks themselves are magically trapped (Search DC 40/Disable Device DC 40) and unleash a lightning blast (3 feet wide, 20 feet long) that generates 3d6 points of damage. If a player makes a successful Reflex save (DC 26), he avoids the initial blast. However, there is a 50% chance he will need to make a second save as the lightning bounces off the wall back toward the door. Each lock is individually trapped, so the characters must defeat all four traps before gaining entry.

The heavy doors separate slowly with a loud grinding noise. Cold, stale air escapes as soon as you crack the doors. The smell reminds you of an open grave on a cold winter morning. You can see an open pit in the floor ten feet ahead of you with another set of double doors beyond it.

28b. Open Pit

This pit is 60 feet deep and ten feet wide. There is no visible means of crossing it. At the bottom are row upon row of stone spikes (one hundred in all), each twenty-four inches in height. Any player falling into the pit takes 6d6 falling damage in addition to the possible impalement from the spikes (+10 melee, one medium-sized creature can be affected by 1d6+3 spikes for 1d6+5 points damage per spike).

28c. Slanted Floor Trap (Search DC 45/Disable Device DC 40)

Any player who leaps (or flies) across the pit only to land here activates this magical trap. Upon landing, the character will feel the end of the floor closest to the pit drop three feet forming a sloping ramp down. At the same time, a *Grease* spell activates, making the surface of the ramp extremely slippery. A successful Reflex save (DC 25) is needed to remain standing followed by Jump skill check (DC 35) to leap away from the ramp and out of harm's way.

28d. Stone Doors

The ten-foot tall stone doors seem to be very thick and are barred with three huge iron bars. There are more of the ancient runes here complete with the engraved image of a skull. The air is bitter cold now,

chilling you to your bones and making your breath a fog before you. The smell of death seems to just hang in the frigid air.

On each door, there is a single lock behind each of the bars (a total of six). Each of them bears a mechanical trap (Search DC 30/Disable Device DC 28), although two do not function. When triggered, a thin needle smeared with venom shoots out from a tiny hole just above the lock (+15 ranged, 1d2 points of damage, Fortitude save DC 20). The DM should make a secret saving throw for the player (Failure means the loss of 1d6 temporary Constitution points) followed by a second save on minute later. Failing the second means the loss of an additional 2d6 temporary Constitution points. Once all six locks have been successfully unlocked, the doors open easily into Area 29.

28e. A single floor-based trap sits in this corridor (Search DC 20/Disable Device DC 25) ready to catch the unwary in its clutches. Failure to locate the trigger results in a globe of intense cold extending 20 feet in both directions from the center of the trap. A Reflex save (DC 25) successfully allows a character to avoid the effects of the cold blast (5d6 points damage).

29. Cold Death

A Nightwalker has been imprisoned here for centuries. It will seek to destroy everyone in the group that enters. The ceiling in this room, approximately 30 feet high, is much higher than in the passage or the other rooms. There is no source of light in this room other than what little comes from the hallway or what is carried by the party themselves. The Nightwalker will use the darkness and all of its innate abilities to their fullest advantage to ambush and terrorize the party.

Nightwalker (Nightshade)

Huge Undead

Hit Dice: 30d12 (300hp)

Initiative: +6 (+2 DEX, +4 Improved Initiative)

Speed: 40 ft., Fly 20 ft. (Poor)

AC: 26 (-2 Size, +2 DEX, +16 Natural)

Attacks: 2 Slams (+27/+2 melee)

Damage: Slam 2d6+12

Face/Reach: 10 ft. by 10 ft./15 ft.

Special Attacks: Nightshade Abilities, Crush Item, Evil Gaze

Special Qualities: Undead, Nightshade Abilities

Saves: Fort +12, Ref +14, Will +26

Abilities: STR 35, DEX 14, CON —, INT 20, WIS 20, CHA 18

Skills: Concentration +22, Hide +15, Listen +25, Move Silently +22, Spellcraft +22, Spot +25

Feats: Alertness, Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Dodge, Great Cleave, Improved Critical (Slam), Improved Initiative, Power Attack, Spell Penetration, Sunder

Challenge Rating: 25

Alignment: Chaotic Evil



Chill Aura (Su): All Nightshades radiate a 60-foot-radius aura of utter cold. While this aura does not damage living things, it spoils any food and drink it touches. In addition, it ruins holy water and magic potions, oils, and ointments unless the items succeed at a Fortitude save (DC 22). Items that successfully save cannot be affected by the same Nightshade's aura for 24 hours. This bone-numbing cold is so distinctive that anyone exposed to it once instantly recognizes it in the future.

Spell-like Abilities: At will — *Cause Disease, Charm Person, Cloudkill, Confusion, Darkness, Dispel Magic, Haste, Hold Person, and Invisibility*; once per night — *Finger of Death*. These abilities are as the spells cast by a sorcerer whose level equals the Nightshade's HD total (save DC 14 + spell level).

Summon Undead (Su): A Nightshade can summon undead creatures once every four hours: 2-5 Shadows, 1-2 Wraiths, 1 Spectre, or 1 Ghost. The undead arrive in 1d10 rounds and serve for one hour or until released.

Aversion to Daylight (Ex): Nightshades are creatures of utter darkness. While they loathe all light, if exposed to natural daylight (not merely a daylight spell), they suffer a -4 morale penalty to all attack rolls.

Cold Immunity (Ex): Nightshades suffer no damage from cold.

Resistances (Ex): Nightshades have acid, fire, and electricity resistance 50.

Spell Immunity (Su): Nightshades ignore the effects of spells and spell-like abilities of 6th level or lower, just as if the spellcaster had failed to overcome spell resistance.

Detect Magic (Su): A Nightshade can continuously detect magic as the spell cast by a 20th level sorcerer. It can suppress or resume this ability as a free action.

See Invisibility (Su): A Nightshade can continuously see invisibility as the spell cast by a 20th level sorcerer. It can suppress or resume this ability as a free action.

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

Damage Reduction (Su): All Nightshades have damage reduction 25/+3.

Crush Item (Su): A nightwalker can destroy any weapon or item of Large size or smaller (including magic items, except for artifacts) by picking it up and crushing it between its hands. This is a standard action in which the nightwalker must make a successful disarm attack to grab the item held by its opponent.

Evil Gaze (Su): Curse, 30 feet, Will save (DC 24). Cursed opponents suffer a -4 morale penalty to all attack rolls, checks, and saving throws.

Dispel evil or **remove curse** eliminates the effects.

Undead: (See Common Traits for Undead Encounters, Appendix I.)

As the doors swing inward, you are struck with a bone-numbing cold worse than any you've ever felt before. The room is immersed in total darkness with an air of malevolence and foreboding about it.

30. Mini-Maze

This small maze has only one purpose: to isolate and trap anyone or anything that enters it. The passages make a series of twists and turns until it ultimately dead ends with no where else to go.

30a. The floor here is an illusion that covers a twenty-foot deep pit (Search DC 20/Disable Device DC 20; Reflex save DC 20 or take 2d6 falling damage). There are 20 twelve-inch steel spikes lining the bottom. Characters who fall in are subject to 2d4 spike attacks (+10 melee) for 1d4 +2 points damage per hit.

31. Passage to the Temple of Drow

This tunnel leads to the primary temple of the Dark Elves. Two separate sets of double doors lead into the temple itself.

32. Secret Passage to the Temple

Characters taking the time to search the cavern walls of Area 26 may stumble upon this door (DC 40). When a switch is tripped, the panel slides sideways to reveal the passage. Thirty feet into the tunnel is a ceiling trap (Search DC 25/Disable Device DC 25) designed to drop a portcullis, effectively barring the passage. Any PC standing under the portcullis (+12 melee) takes 3d6 (x2 crit) points damage as it crashes down upon them. If a critical hit is rolled, in addition to the x2 damage the player becomes trapped under the portcullis. The portcullis may be raised with a successful Strength check (DC 28).

33. Hidden Door to the Community

A secret door hidden among the murals (Search DC 20) opens into a tunnel that leads directly into the northern part of the Dark Elf community.

34. The Temple of the Dark Goddess

This temple is testament to the cruel and vile nature of the Drow goddess. The evil here is so strong it has a tangible presence. Everywhere you look are signs of the blackness in her heart. The walls exhibit scenes of the conquest of the heavens and of this world.

Two sets of double doors (20 feet apart) are centered on the west wall. In each corner stands a huge stone statue of a Dark Elf priestess with her arms raised in a worship posture. Glowstones placed every ten feet along the walls bathe the temple in an eerie purple light. There are two doors in the south wall; one is in the southwest corner next to the statue, while the other is toward the far end of the temple.



A huge altar sits near the east end with an empty throne next to it. Small spiders crawl over the throne and altar with several of them clustered over something on the floor next to the altar. (If PCs brush away the spiders, they find a skull that the spiders have been picking clean.) Standing about ten feet from each corner of the eastern wall is another statue. Each of the two statues resembles a huge spider standing on four legs, with the other four raised to attack. The center of the east wall extends into a 20-foot wide, but rather short passage to the room beyond.

The two statues on the west are Stone Golems set to animate should anyone defile the temple in any manner. The two statues on the east wall turn into huge Stone Golem spiders under the same conditions.

Stone Golem

Large Construct

Hit Dice: 20d10 (150hp) – Elf Statues, 14d10 (80hp)

– Spider Statues

Initiative: -1 (DEX)

Speed: 20 ft. (Can't run)

AC: 26 (-1 Size, -1 DEX, +18 Natural)

Attacks: 2 Slams (+29/+6 melee – 20HD, +18 melee – 14HD)

Damage: Slam 2d10+9

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Slow

Special Qualities: Construct, Magic Immunity, Damage Reduction 30/+2

Saves: Fort +4, Ref +3, Will +4

Abilities: STR 29, DEX 9, CON –, INT –, WIS 11, CHA 1

Challenge Rating: 17

Alignment: Neutral

Slow (Su): Can use slow (same as the spell) as a free action once every two rounds. The effect has a range of ten feet and a duration of seven rounds, requiring a successful Will save (DC13) to negate.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.



Magic Immunity (Ex): Immune to all spells, spell-like abilities, and supernatural effects, except as follows: A transmute rock to mud spell slows it (as the slow spell) for 2d6 rounds, with no saving throw while transmute mud to rock heals all lost hit points. A stone to flesh spell does not actually change the golem's structure but makes it vulnerable to any normal attack for the following round (this does not include spells, except those that cause damage).

There are two secret doors here (each DC 20), one on the north and the other directly opposite it on the south wall. The regular doors on the south wall are access tunnels to the Drow Community.

If Rothgar is with the party, he is unable to act as a guide beyond this point. He only knows the paths from the slave pens to the temple and to the Mind Flayer room.

35. The Heart of the Goddess

Traveling through the brief corridor, you enter what is clearly considered the most sacred place in the temple. All around you are symbols and objects devoted to the Dark Goddess, but most striking is the huge metal statue in the center of the room. A female Dark Elf of striking beauty is shown in a kneeling position. Cupped in her hands and positioned against her body just below her breasts in the largest diamond you have ever seen! The purple lighting reflects off the facets in a most spectacular fashion. This must be the object of your quest.

If the characters tear their eyes away from the diamond to take a closer look at the statue, they see that the 30-foot figure has been sculpted to look like a Dark Elven maiden with hair flowing around her legs. Her head is bowed so she is looking at the diamond she is cradling. Two spiders (each seven feet in diameter) sit to either side of her legs. She is wearing a low-cut sleeveless tunic with a much smaller diamond set in a pendant around her throat.

The room itself contains many incredibly beautiful works of art. Four small coffers that contain gold and gems sit along the east wall (total worth 10,000 gp). Ceremonial jewel-encrusted weapons hang along the south wall. Two secret doors (Search DC 30) may be found on the east wall, they lead to a common passage. Characters may remove any coffers, weapons, or other treasures without incident. However, removal of the Heart of the Goddess is another matter.

The diamond is resting perfectly in her hands. Two magical traps have been set to go off should anyone tamper with the diamond. Any rogue that rolls a successful Search Skill check (DC 31) will spot the first trigger button. A second successful roll will reveal the second activator. Disable Device (DC 40) checks on both traps will give the rogue the necessary information to bypass them.

The first trap to go off will initiate a *Disintegrate* spell that discharges from the smaller diamond "pendant." The thin green beam shoots toward the

specific position where a person would most likely be perched in an attempt to steal the diamond (+13 ranged; Reflex save (DC 24) to avoid completely, failure must make a Fortitude save (DC 28) for 5d6 points damage rather than complete disintegration).

The second trap discharges as a Polymorph Other spell. The focus point of this trap is where an intruder would most likely perch. (Assume a player is inside the target area unless he specifically comes up with a plan that would be otherwise.) The affected player must make a Reflex save (DC 21) to completely avoid the spell. If he fails, he must make a Fortitude save (DC 28) or be polymorphed into a lizard. This spell has been slightly modified to affect only living material and not armor, weapons, etc. Any character affected must wriggle his way free of his possessions.

If the party succeeds in obtaining the "Heart" read the following:

Your efforts have paid off. Slowly, you lift the diamond is lifted from the statue's hands. You cannot believe the size of this thing. It is simply amazing. Your exhilaration is fleeting however, as the eyes of the statue begin to glow red. There is a great groaning noise as the head rises to gaze directly at you. Movement beside the statue catches your attention long enough to show that the two spider statues have begun to make their way toward you. The giant statue becomes mobile and stands moving to reclaim what is being stolen.

The statue is an iron golem that guards over the diamond. As soon as the diamond is removed, it and the two spiders (who are also iron golems) animate and attack.

Iron Golem(s)

Huge Construct/Large Construct

Hit Dice: 50d10 (400hp) – Elf Goddess, 18d10 (100hp) – Spider(s)

Initiative: -1 (DEX)

Speed: 20 ft. (Can't run)

AC: 29 (-2 Size, -1 DEX, +22 Natural) – 50HD / 30 (-1 Size, -1 DEX, +22 Natural) – 18HD

Attacks: 2 Slams (+32/+27 melee – 50HD) / (+23 melee – 18HD)

Damage: Slam 4d6+11 (50HD) / 2d10+11 (18HD)

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Breath Weapon

Special Qualities: Construct, Magic Immunity, Damage Reduction 50/+3, Rust Vulnerability

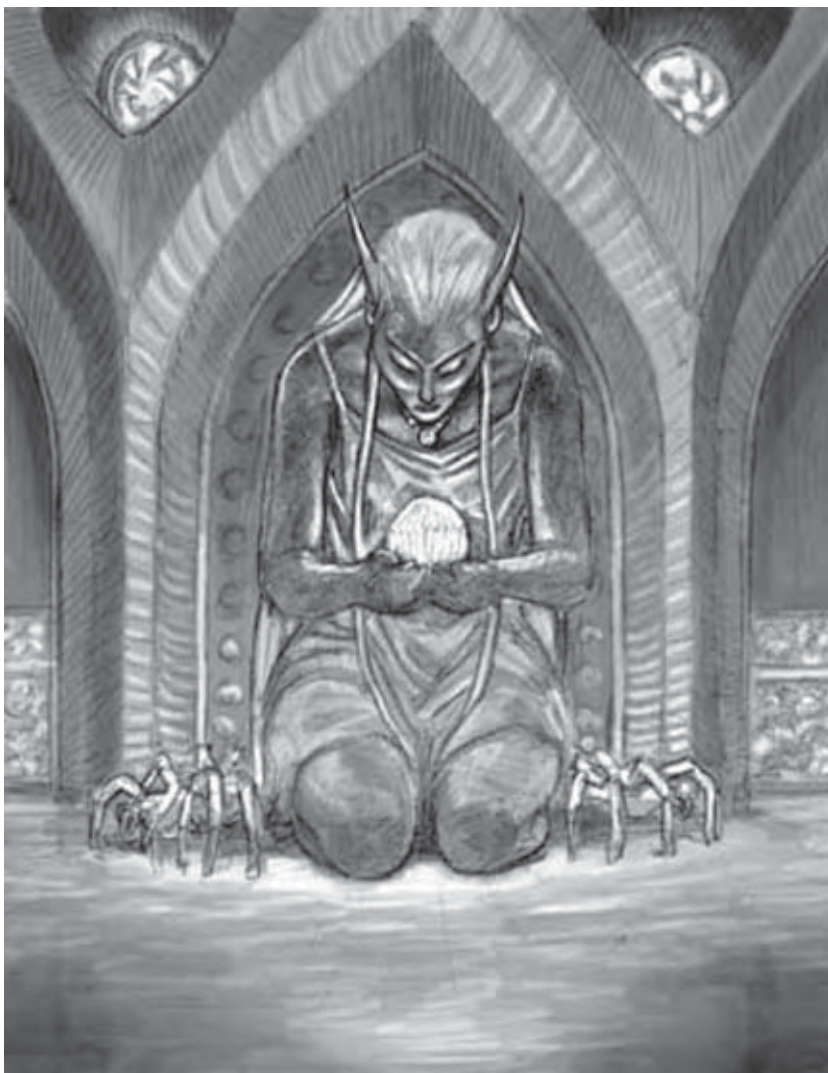
Saves: Fort +6, Ref +5, Will +6

Abilities: STR 33, DEX 9, CON –, INT –, WIS 11, CHA 1

Challenge rating: 45 (50HD) / 13 (18HD)

Alignment: Neutral

Breath Weapon (Su): Used in the first or second round of combat, a cloud of poisonous gas fills a ten-foot cube directly in front of the golem lasting one round, free action every 1d4+1 rounds; make



6th Level Cleric (Priestess) (8)

Abilities: STR 10, DEX 12,
CON 11, INT 12, WIS 13, CHA
9

Hp: 30

Initiative: +1 (DEX)

AC: 12 (+1 DEX, +1 Ring of
Protection)

Speed: 30 ft.

Base Attack Bonus: +4

Attacks: Dagger +5 melee or
ranged, Hand Crossbow +6
ranged

Damage: Dagger 1d4+1, Hand
Crossbow 1d4+2 (poison)

Saving throws: Fort +5, ref +4,
Will +5 (+2 racial bonus due to
Drow Traits)

Skills: Concentration +7, Listen
+5, Move Silently +2, Search +4,
Spot +5

Languages: Undercommon,
Common

Feats: Exotic Weapon Proficiency
(Hand Crossbow), Lightning
Reflexes, Point Blank Shot, Spell
Penetration

Special Abilities: Spell
Resistance 17, Drow Traits, Elven
Traits, Turn/Rebuke Undead

Alignment: Lawful Evil

Magic Items: Dagger +1, Ring of
Protection +1, Hand Crossbow

+1

Spells/day: 5/4+1/3+1/2+1

Domains: Evil, Law

Challenge Rating: 7

4th level Fighter (Seeker) (4)

Abilities: STR 11, DEX 13, CON 10, INT 12, WIS
10, CHA 8

Hp: 30

Initiative: +1 (DEX)

AC: 13 (Leather Armor)

Speed: 30 ft.

Base Attack Bonus: +4

Attacks: Longsword +6 melee, Hand Crossbow +5
ranged

Damage: Longsword 1d8+3, Hand Crossbow
1d4+1 (poison)

Saving Throws: Fort +4, Ref +1, Will +1 (+2 racial
bonus due to Drow Traits)

Skills: Balance +1, Climb +3, Listen +4, Move
Silently +2, Search +4, Spot +4

Languages: Undercommon, Common

Feats: Blind-Fight, Dodge, Exotic Weapon
Proficiency (Hand Crossbow), Point Blank Shot,
Weapon Focus (Longsword), Weapon
Specialization (Longsword)

Fortitude save (DC 17) or initial damage is 1d4 temporary Constitution damage, missing a secondary roll causes death.

Magic Immunity (Ex): Immune to all spells and spell-like abilities, and supernatural effects except as follows: An electricity effect slows it (as the spell) for three rounds with no saving throw. A fire effect breaks any slow effect on the golem and cures one third of all damage it has taken.

Rust Vulnerability (Ex): Is affected normally by rust attacks, such as that of a rust monster or a rusting grasp spell.

One round after the diamond is removed, the four stone golems in the main section of the temple animate and attack. The party must then contend with seven different golems attacking them. The players should take this as a sign to retreat.

Three rounds after the theft of the diamond, the first wave of Dark Elf Priestesses arrive to destroy the temple defilers (aka the party). Eight enter through the two doors along the southern wall and attack the PCs. Two rounds after the Priestesses, the first warriors burst through the eastern double doors.

Golem
Iron

Special Abilities: Spell Resistance 15, Drow Traits, Elven Traits

Alignment: Lawful Evil

Magic Items: Longsword +1

Challenge Rating: 5

If the party still insists on remaining in the temple and fighting it out, have the Dark Elf reinforcements arrive every three rounds with increasing levels of experience. At some point the characters will either fall or attempt to retreat.

(A possible solution to the possibility of killing the entire party would be to cut the adventure short by having Mira open a Gateway next to the PCs so they might make it to safety – see Concluding the Adventure.)

36. Fountain Cavern

A massive natural cavern acts as a junction for several passages. At the center is a fountain ten feet in diameter. The water trickles down a rock formation giving it a serene feeling.

The fountain is enchanted to continually circulate the water and keep it fresh. A secret door (DC 20) on the east wall opens to a central tunnel that leads to the temple's "back door."

37. Stairs to the Arena

These stairs lead down to the lower arena from where the spectators watch the games.

38. Dwellings

These rooms act as whole-family dwellings. The bigger your dwelling, the more prestige your family name has.

39. Ceiling Trap

The trap set here is designed to prevent either access to or escape from the secret tunnel. When triggered, a portcullis falls and blocks the passage (Search DC 25/Disable Device DC 25). Any PC standing under the portcullis (+12 melee) takes 3d6 (x2 crit) points damage as it crashes down upon them. If a critical hit is rolled, in addition to the x2 damage, the player becomes trapped under the portcullis. The portcullis may be raised with a successful Strength check (DC 28).

40. Magical Forcecage Trap

The floor here has been set with a magical *Forcecage* trap (Search DC 32/Disable Device DC 32; Reflex save DC 26 to avoid). Any player who activates this trap may be enclosed in a cage per the spell description.

41. Reverse Gravity Trap

Failure to spot and disarm this trap (Search DC 22/Disable Device DC 22; Reflex save DC 26 to avoid) will result in the character(s) being subjected to *Reverse Gravity*.

42. Magic Missile Ceiling Trap

A wizard having a personal feud with another Dark Elf designed this recently placed trap (Search DC 26/Disable Device DC 26; Reflex save DC 17 to avoid; five missiles at 1d4+1 points of damage each). The creator's intent was to injure and make a point rather than kill.

43. Storage Room

Dust covers what few intact objects remain. An empty barrel sits in the southwest corner and a chair near the door.

A secret door (DC 20) opens into a empty small room on the southern wall.

44. Unfortunate Victim

A ceiling trap has been tripped here. Four scythe-like blades speared the Goblin and pinned him to the floor. He has been dead for some time and is starting to take on the appearance of a dried husk.

45. Acid Fog Ceiling Trap

A successful Search (DC 31) and Disable Device (DC 31) will spot and disarm this magical trap. Failure results in the triggering of an *Acid Fog* spell. An area 30 ft. long is instantly filled with misty vapors that are highly acidic. Anyone caught within the area of effect takes 2d6 points of damage for each round they remain within the fog.

46. Bat Room

A small colony of bats has taken up residence in this room. As the party enters, the bats take flight, exiting through the southern doorway and on out through the temple's exit.

47. Blade Barrier Trap

A stone in the floor triggers a *Blade Barrier* trap centered on a horizontal plane set four feet above the floor.

48. Falling Block Ceiling Trap

Players passing through this corridor may trigger a pressure sensitive brick causing a ten foot stone block to fall straight down (+15 melee) crushing those beneath it. An intricate piston system raises the block back into place and resets the pressure plate three rounds after activation. A character actively searching for possible traps who makes a Search skill roll (DC 25) will spot bloodstains on the rocky floor. If successful, they must make a second Search roll (DC 20) to locate the pressure plate. PCs who find the pressure plate may attempt to Disable Device (DC 20). If a character fails to spot the pressure plate while searching or does not succeed in disabling it, the block falls, crushing anyone inside the ten foot square for 4d10 points damage. Magical items make a saving throw (DC 20) or are

crushed. A successful Reflex save (DC 20) results in 1d4 injuries, sustained while wildly leaping ten feet to narrowly avoid being crushed.

49. Haunted Room

This door is closed but unlocked and opens into a large (40' x 40') room that once served as the living quarters for an Elven sage. The Elf was caught and tortured tragically by Dark Elves when the temple was first conquered. As a result, he has become a Spectre who haunts his former abode. Anyone who enters is perceived as an instant threat by the undead Elf and is attacked.

Spectre

Medium-Size Undead

Hit Dice: 10d12 (90hp)

Initiative: +7 (+3 DEX, +4 Improved Initiative)

Speed: 40 ft., Fly 80 ft. (Good)

AC: 15 (+3 DEX, +2 Deflection)

Attacks: Incorporeal Touch (+11 melee)

Damage: Incorporeal Touch 1d8 and Energy Drain

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Energy Drain, Create Spawn

Special Qualities: Undead, Incorporeal, +2 Turn

Resistance, Unnatural Aura, Sunlight

Powerlessness

Saves: Fort +4, Ref +7, Will +12

Abilities: STR —, DEX 16, CON —, INT 14, WIS 14, CHA 15

Skills: Hide +14, Intimidate +13, Intuit Direction +11, Listen +14, Search +11, Spot +14

Feats: Alertness, Blind-Fight, Combat Reflexes, Improved Initiative

Challenge Rating: 10

Alignment: Lawful Evil

Energy Drain (Su): Living creatures hit by a Spectre's touch attack receive two negative levels unless they succeed a Fortitude save (DC 15) for each negative level.

Create Spawn (Su): Any Humanoid slain by a Spectre becomes one in 1d4 rounds. Spawn are under the command of the Spectre that created them and remain enslaved until its death. They do not possess the abilities they had in life.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a Spectre at a distance of 30 feet. They will not willingly approach nearer than that and will panic if forced to do so; they remain panicked as long as they are within that range.

Sunlight Powerlessness (Ex): Spectres are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it. A Spectre caught in sunlight cannot attack and can take only partial actions.

Undead: (See Common Traits for Undead Encounters, Appendix I.)

Incorporeal: (See Common Traits for Undead Encounters, Appendix I.)

50. Gronkk's Prep Room

This vast room serves as Gronkk's ready room before he fights in the arena. There are all manner of weapons here along with items of luxury. Nine Dark Elven maidens (0-level) serve Gronkk while he is here. A freshwater well sits along the north wall.

51. Warrior Room

The other warriors that fight in the arena games rest and prepare themselves in this room. There is a small statue of the Dark Goddess in the northwest corner that gladiators whisper a last minute prayer to. The remainder of the room is filled with weapons and armor for combat and a few items of luxury for relaxation.

52. Athach Cage

An Athach is caged here. The door (and all other doors to rooms containing monsters in this area) is Arcane Locked and requires either a successful *Dispel Magic* or *Knock* spell to open them.

Athach

Huge Aberration

Hit Dice: 14d8+70 (150hp)

Initiative: +1 (DEX)

Speed: 50 ft.

AC: 20 (-2 Size, +1 DEX, +3 Hide, +8 Natural)

Attacks: Huge Club (+12/+7 melee), 2 Huge Clubs (+12 melee), Bite (+14 melee)

Damage: Huge Club 2d6+8, 2 Huge Clubs 2d6+4, Bite 2d8+4 and poison

Face/Reach: 10 ft. by 10 ft./15 ft.

Special Attacks: Poison

Saves: Fort +9, Ref +5, Will +10

Abilities: STR 22, DEX 12, CON 21, INT 7, WIS 12, CHA 16

Skills: Climb +16, Jump +16, Listen +7, Spot +7

Feats: Multiattack, Multidexterity, Multiweapon Fighting

Challenge Rating: 7

Alignment: Chaotic Evil

(Will only have listed weapons if encountered in arena combat)

Poison (Ex): Bite, Fortitude save (DC 22); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

53. Ettin Cage

This Ettin was originally captured to serve as a quick kill for the Dark Elf gladiators. However, its tenacity for survival has made it a crowd favorite and thus, a valuable asset.



Ettin

Large Giant

Hit Dice: 10d8+20 (80 hp)
Initiative: +3 (-1 DEX, +4 Improved Initiative)
Speed: 40 ft.
AC: 18 (-1 size, -1 DEX, +7 natural, +3 Hide)
Attacks: 2 Greatclubs (+12/+7 melee) or 2 Longspears (+5/+0 ranged)
Damage: Greatclub 1d10+6, Longspear 1d8+6
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Superior two-weapon fighting
Special Qualities: darkvision 90 ft.
Saves: Fort +9, Ref +2, Will +3
Abilities: STR 23, DEX 8, CON 15, INT 6, WIS 10, CHA 11
Skills: Listen +10, Search +10, Spot +10
Feats: Alertness, Improved Initiative, Power Attack
Challenge Rating: 5
Alignment: Chaotic Evil
(Will only have listed weapons if encountered in arena combat)
Superior Two-Weapon Fighting (Ex): An Ettin fights with a weapon in each hand and does not suffer an attack or damage penalty since each of its two heads controls an arm.

54. Troll Cage

Four trolls reside here. They were captured a year ago and participate in every arena combat session due to their regenerative powers. Occasionally, they are allowed to eat the victims.

Troll

Large Giant

Hit Dice: 6d8+36 HD/4th Fighter (100hp)
Initiative: +6 (+2 DEX, +4 Improved Initiative)
AC: 18 (-1 Size, +2 DEX, +7 Natural)
Attacks: 2 Claws (+13 melee), Bite (+8 melee), Greatsword (+4 melee)
Damage: Claw 1d6+6, Bite 1d6+3, Greatsword 2d6 (x2 crit.)
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Rend 2d6+9
Special Qualities: Regeneration 5, Scent, Darkvision 90 ft.
Saves: Fort +15, Ref +5, Will +4
Abilities: STR 23, DEX 14, CON 23, INT 6, WIS 9, CHA 6
Skills: Listen +5, Move Silently +2, Sense Motive +2, Spot +5
Feats: Alertness, Blind-fight, Cleave, Improved Initiative, Iron Will, Power Attack
Challenge Rating: 9
Alignment: Chaotic Evil.
(Will only have listed weapon if encountered in arena combat)

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member quickly by holding it to the stump.

55. Empty Cage

This room is currently unoccupied.

56. Minotaur Room

The ferocity of this Minotaur makes even the Dark Elves wary. He has savagely killed many gladiators over the last month since he was captured. The Drow Queen is close to ordering his death because he is so dangerous. However, Gronkk has requested the honor of meeting him in combat so he may savor the pleasure of killing the Minotaur.

Minotaur

Large Monstrous Humanoid

Hit Dice: 6d8+12/2nd Barbarian (60hp)
Initiative: 0
Speed: 40 ft. (+10 Fast Movement)
AC: 14 (-1 Size, +5 Natural)
Attacks: Huge Greataxe (+11/+4 melee), Gore (+6 melee)
Damage: Huge Greataxe 2d8+4, Gore 1d8+2
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Charge 4d6+6
Special Qualities: Scent, Natural Cunning, Rage 1/day, Fast Movement, Uncanny Dodge (DEX bonus to AC)
Saves: Fort +9, Ref +5, Will +5
Abilities: STR 19, DEX 10, CON 15, INT 7, WIS 10, CHA 8
Skills: Intimidate +7, Jump +8, Listen +8, Search +6, Spot +8
Feats: Great Fortitude, Power Attack
Challenge Rating: 6
Alignment: Chaotic Evil
(Will only have listed weapon if encountered in arena combat)
Charge (Ex): A Minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack that deals 4d6+6 points of damage.
Natural Cunning (Ex): Although not especially intelligent, Minotaurs possess innate cunning and logical ability. This makes them immune to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

57. Stairs

These stairs lead up to the secret passage to Gronkk's lair.

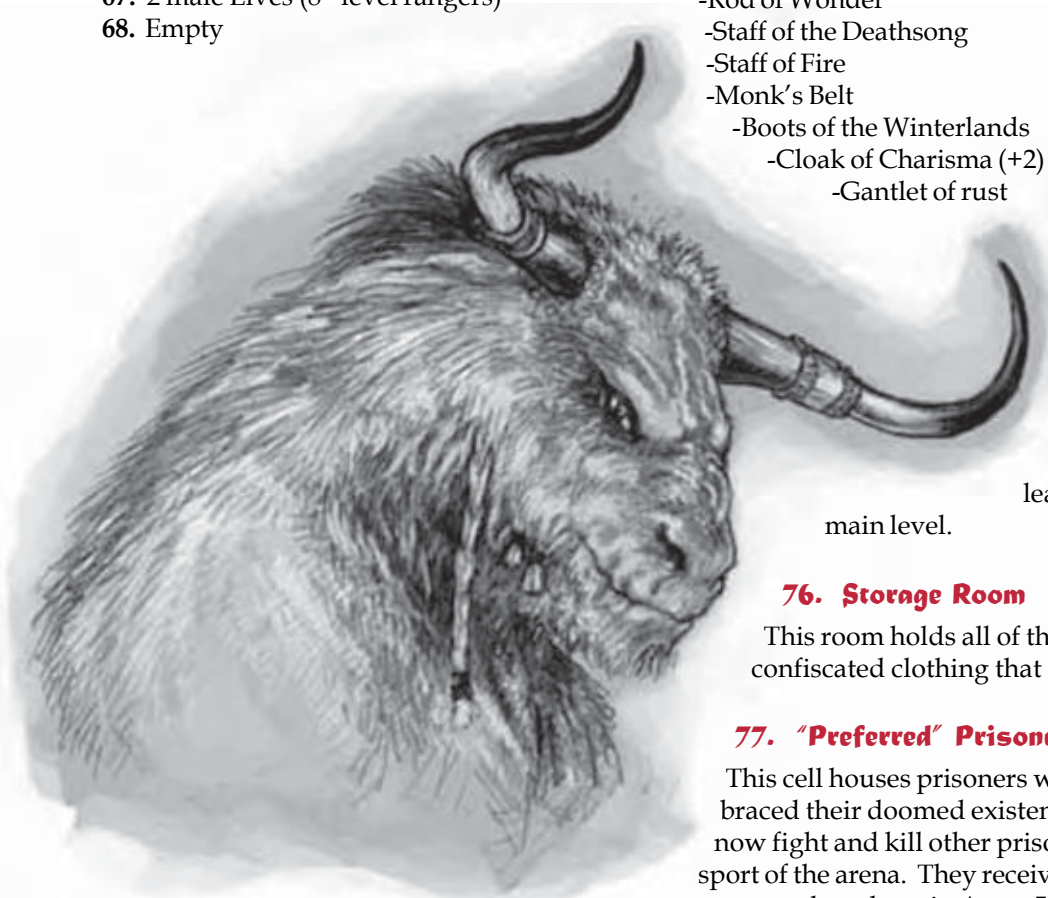
58. Empty Cage

This room is currently empty.

59-69. Prisoner Cells

These cells hold captured Humanoids that are used for arena games, slaves, and any other evil purpose the Drow can devise that requires "expendable" stock. Each cell can hold up to 15 Humanoids before it becomes overcrowded. Most prisoners currently here are severely malnourished and weak (50-70% of their maximum hit points only) and offer little resistance to the Drow.

- 59. 10 Human males (3rd level fighters)
- 60. 4 Bugbears
- 61. 15 Goblins
- 62. 5 Human females (various classes)
- 63. 5 Dwarven males (9th level fighters)
- 64. 15 Kobolds
- 65. 2 Human males (10th level wizards)
- 66. 3 Human males (4th level clerics)
- 67. 2 male Elves (8th level rangers)
- 68. Empty



- 69. 1 Human male (10th level barbarian)

70-73. Isolation Cells

These cells are designed for holding a single individual. If any member of the party has been captured, they may be found here.

74. Equipment Storage

Anyone who is captured and taken to a regular cell has all of their possessions confiscated and stored here until they can be researched thoroughly. In addition to what may belong to the party members, the following items are found here:

- Full plate armor (+4, sonic resistance)
- Large steel shield (+2, bashing)
- Greatsword (+3, bane to aberrations)
- Guisarme (+2, brilliant energy, intelligent) Name: "Illuminari"
 - INT 12, WIS 14, CHA 9, Ego 19
 - Alignment: Chaotic Good
 - Languages: Common, Elven
 - 3 primary abilities: Wielder has free use of *Evasion*, *Detect Magic* at will, and *Locate Object* in a 120 ft. radius.
 - 2 extraordinary abilities: *Heal* 1 time/day; *Haste* (wielder only, 10 rounds) 1 time/day.
 - Special Purpose: Slay Dark Elves
 - Special Purpose Power: *Disintegrate* (DC 16)
- Immovable Rod
 - Rod of Wonder
 - Staff of the Deathsong
 - Staff of Fire
 - Monk's Belt
 - Boots of the Winterlands
 - Cloak of Charisma (+2)
 - Gantlet of rust

- Heward's Handy Haversack
- Pipes of Sounding

75. Stairs

This stairwell leads up to the main level.

76. Storage Room

This room holds all of the prisoner's confiscated clothing that is nonmagical.

77. "Preferred" Prisoner Quarters

This cell houses prisoners who have embraced their doomed existence as slaves and now fight and kill other prisoners for the sport of the arena. They receive better food and treatment than those in Areas 59-73. There is a 50% chance that an individual will attempt to alert the Drow guards when confronted by a PC.

There are 20 Humanoids present in this room (10 Humans, 2 Hobgoblins, 3 Bugbears, and 5 Lizardmen). Individuals tend to associate with their own species rather than intermingle.



78. **Gladiator Equipment Room**

Weapons and armor of every kind are kept inside this locked room (DC 30). All are of masterworks quality and are used by the prisoners in Area 77 for combat inside the arena.

79. **"Preferential" Prisoner Quarters**

This cell is the same as Area 77 except it is unoccupied.

80-82. **Teleport Arrival Cells**

These cells are linked to the special Wands of Teleport that both War Mages and Priestesses carry when part of a Battle Squadron. Characters who are zapped by one of these wands arrive unconscious in one of these cells.

83. **Torture Chamber**

Every imaginable device used for the extraction of information and the creation of pain is present here.

Concluding the Adventure

There are many opportunities in this module for the characters to go beyond the scope of what is laid out. Explore those avenues to your heart's content. Captured characters could spend time in the arena fighting and just trying to survive each round. They could attempt to instill a rebellion among the slaves and prisoners in order to gain their freedom. Every group presents unique solutions and challenges in any gaming session. Do not be afraid to "go with the flow" and let your imagination guide things.

If the party succeeds in escaping the temple with the "Heart of the Goddess" diamond, they should find themselves in a race for their lives to reach the Gateway. The Dark Elf army should be nipping at their heels and making players wonder if their character will survive the day. Roleplay some near misses or even utilize freed and noble NPCs who make a final stand to slow down the pursuit.

Once the characters reach the clearing where they were dropped, their hearts should skip a beat when they notice that the Gateway is not there. Let the Drow surround them, sniping with arrows and assaulting in groups before Mira opens the Gateway. (She may enact a Wall of Force protecting the characters as they enter the Gateway. Or, if the diamond seems safe, she may not.)

If the party is successful, Eridian is true to his word and returns all magic items discovered to the PC's. He identifies the items and provides the characters with any needed healing. They need only wonder when is their next mission...

If the party is not successful, Eridian and Mira still open a gateway and extract the characters from wherever they may be. Eridian is disappointed over

the group's inability to complete the mission and cancels their charter. Each player is given 2000 gp and sent on their way. The only thing these characters are allowed to keep is the gold that was recovered during the adventure.

Further Adventure Hooks

The possibilities are nearly endless regarding what the players can choose to do next. If any members of the party were left behind, a rescue mission can be staged. However, characters will have to convince Eridian (or the mirror) to allow them to go back.

They may simply abandon the other world to its fate and focus on the here and now. Or, the party could return and attempt to change the balance of power against the dark Elves. They may have learned of the prophecy and go back to make contact with the isolationist Dwarves.

If the party members wish to return in order to wage war upon the Dark Elves and fulfill the prophecy, then watch for the second module in this series, tentatively titled, "To Change A World," coming out later in 2002.

Appendix 1:

Encounter Statistics

Common Traits for Undead Encounters

Undead: Immune to mind-influencing effects, sleep, poison, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

In corporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Common Traits for Drow Encounters

Drow Traits (Ex): Spell Resistance 11 + class level, +2 racial bonus to Will saves against spells and spell-like abilities, Spell-like abilities: 1/day - *Dancing Lights*, *Darkness*, and *Faerie Fire* (cast as Sorcerer equal to Drow's character level), Darkvision 120 ft., Light Blindness (Ex), and Exotic Weapon Proficiency (Hand Crossbow).

Elven Traits (Ex): Immunity to magic sleep spells and effects, +2 racial bonus to Listen, Search and Spot checks. (Merely passing within five feet of a secret/concealed door entitles an Elf to a Search check.)

Poisoned Arrows: Fortitude save (DC 17) or falls unconscious. After one minute, the subject must successfully make another Fortitude save (DC 17) or remain unconscious for 2d4 hours.

O-Level Drow Child

Abilities: STR 7, DEX 8, CON 6, INT 7, WIS 5, CHA 7

Hp: 2

Initiative: 0

AC: 10

Speed: 30 ft.

Base Attack Bonus: 0

Attacks/Damage: —

Saving Throws: Fort +0, Ref +0, Will +1 (+2 racial bonus due to Drow Traits)

Skills: Listen +2, Search +2, Spot +2

Languages: Undercommon

Feats: None

Special Abilities: Spell Resistance 11, Drow Traits, Elven Traits

Alignment: Neutral Evil

Challenge Rating: 1

1st Level Cleric (Acolyte)

Abilities: STR 10, DEX 13, CON 10, INT 10, WIS 12, CHA 10

Hp: 8

Initiative: +1 (DEX)

AC: 11 (+1 DEX)

Speed: 30 ft.

Base Attack Bonus: +0

Attacks: Dagger +1 melee or ranged

Damage: Dagger 1d4 +1, Hand Crossbow 1d4

Saving Throws: Fort +2, Ref +0, Will +2 (+2 racial bonus due to Drow Traits)

Skills: Concentration +2, Knowledge (religion) +2, Listen +2, Search +2, Spot +2

Languages: Undercommon

Feats: Exotic Weapon Proficiency (Hand Crossbow), Spell Penetration

Special Abilities: Spell Resistance 12, Drow Traits, Elven Traits, Turn/Rebuke Undead

Alignment: Lawful Evil

Magic Items: Dagger +1

Spells/day: 3/2+1

Domains: Evil, Law

Challenge Rating: 2

1st Level Fighter (Guard)

Abilities: STR 11, DEX 11, CON 10, INT 10, WIS 9, CHA 8

Hp: 10

Initiative: +4 (Improved Initiative)

AC: 12 (Leather Armor)

Speed: 30 ft.

Base Attack Bonus: +1

Attacks: Longsword +2 melee, Dagger +1 melee or ranged, Hand Crossbow +1 ranged

Damage: Longsword 1d8+1, Dagger 1d4+1, Hand Crossbow 1d4

Saving Throws: Fort +2, Ref +0, Will +0 (+2 racial bonus due to Drow Traits)

Skills: Jump +2, Listen +3, Search +3, Spot +3

Languages: Undercommon

Feats: Improved Initiative, Exotic Weapon Proficiency (Hand Crossbow), Weapon Focus (Longsword)

Special Abilities: Spell Resistance 12, Drow Traits, Elven Traits

Alignment: Lawful Evil

Magic Items: Longsword +1, Dagger +1

Challenge Rating: 2

4th level Fighter (Seeker)

Abilities: STR 11, DEX 13, CON 10, INT 12, WIS 10, CHA 8

Hp: 30

Initiative: +1 (DEX)

AC: 13 (Leather Armor)

Speed: 30 ft.

Base Attack Bonus: +4

Attacks: Longsword +6 melee, Hand Crossbow +5 ranged

Damage: Longsword 1d8+3, Hand Crossbow 1d4+1 (poison)

Saving Throws: Fort +4, Ref +1, Will +1 (+2 racial bonus due to Drow Traits)

Skills: Balance +1, Climb +3, Listen +4, Move Silently +2, Search +4, Spot +4

Languages: Undercommon, Common
 Feats: Blind-Fight, Dodge, Exotic Weapon Proficiency (Hand Crossbow), Point Blank Shot, Weapon Focus (Longsword), Weapon Specialization (Longsword)
 Special Abilities: Spell Resistance 15, Drow Traits, Elven Traits
 Alignment: Lawful Evil
 Magic Items: Longsword +1
 Challenge Rating: 5

6th Level Cleric (Priestess)

Abilities: STR 10, DEX 12, CON 11, INT 12, WIS 13, CHA 9
 Hp: 30
 Initiative: +1 (DEX)
 AC: 12 (+1 DEX, +1 Ring of Protection)
 Speed: 30 ft.
 Base Attack Bonus: +4
 Attacks: Dagger +5 melee or ranged, Hand Crossbow +6 ranged
 Damage: Dagger 1d4+1, Hand Crossbow 1d4+2 (poison)
 Saving throws: Fort +5, ref +4, Will +5 (+2 racial bonus due to Drow Traits)
 Skills: Concentration +7, Listen +5, Move Silently +2, Search +4, Spot +5
 Languages: Undercommon, Common
 Feats: Exotic Weapon Proficiency (Hand Crossbow), Lightning Reflexes, Point Blank Shot, Spell Penetration
 Special Abilities: Spell Resistance 17, Drow Traits, Elven Traits, Turn/Rebuke Undead
 Alignment: Lawful Evil
 Magic Items: Dagger +1, Ring of Protection +1, Hand Crossbow +1
 Spells/day: 5/4+1/3+1/2+1
 Domains: Evil, Law
 Challenge Rating: 7

7th Level Wizard (Battle Mage)

Abilities: STR 11, DEX 11, CON 11, INT 14, WIS 10, CHA 9
 Hp: 15
 Initiative: 0
 AC: 11 (+1 Ring of Protection)
 Speed: 30 ft.
 Base Attack Bonus: +3
 Attacks: Dagger +5 melee or ranged, Hand Crossbow +3 ranged
 Damage: Dagger 1d4+2, Hand Crossbow 1d4 (poison)
 Saving throws: Fort +4, Ref +2, Will +5 (+2 racial bonus due to Drow Traits)
 Skills: Alchemy +4, Concentration +4, Knowledge (arcana) +4, Listen +4, Move Silently +2, Scry +5, Search +4, Spellcraft +5, Spot +3
 Languages: Undercommon, Common, Abyssal
 Feats: Combat Casting, Empower Spell, Exotic Weapon Proficiency (Hand Crossbow), Great Fortitude, Spell Penetration

Special Abilities: Spell Resistance 18, Drow Traits, Elven Traits, Summon Familiar, Scribe Scroll
 Alignment: Lawful Evil
 Magic Items: Dagger +2, Ring of Protection +1
 Spells/day: 4/5/4/2/1
 Challenge Rating: 8

8th Level Sorcerer (Battle Commander)

Abilities: STR 12, DEX 14, CON 11, INT 14, WIS 10, CHA 11
 Hp: 25
 Initiative: +2 (DEX)
 AC: 14 (+2 DEX, +2 Ring of Protection)
 Speed: 30 ft.
 Base Attack Bonus: +4
 Attacks: Dagger +6 melee or ranged, Hand Crossbow +4 ranged
 Damage: Dagger 1d4+3 (1d4+2 ranged), Hand Crossbow 1d4 (poison)
 Saving Throws: Fort +2, Ref +2, Will +6 (+2 racial bonus due to Drow Traits)
 Skills: Concentration +6, Knowledge (arcana) +8, Listen +6, Scry +6, Search +5, Spellcraft +4, Spot +5
 Languages: Undercommon, Common, Elven
 Feats: Empower Spell, Exotic Weapon Proficiency (Hand Crossbow), Quicken Spell, Spell Penetration
 Special Abilities: Spell Resistance 19, Drow Traits, Elven Traits, Summon Familiar
 Alignment: Lawful Evil
 Magic Items: Dagger +2, *Wand of Fear* (10 charges), Ring of Protection +2
 Spells/day: 6/7/7/5/3
 Spells Known: 8/5/3/2/1
 Challenge Rating: 9

12th Level Cleric (Priestess)

Abilities: STR 12, DEX 16, CON 11, WIS 14, CHA 10
 Hp: 75
 Initiative: +7 (+3 DEX, +4 Improved Initiative)
 AC: 15 (+3 DEX, +2 Ring of Protection)
 Speed: 30 ft.
 Base Attack Bonus: +9/+4
 Attacks: Hand Crossbow +11/+6 ranged, Dagger +12/+7 melee or ranged
 Damage: Hand Crossbow 1d4+2 (poison), Dagger 1d4+4 (1d4+3 ranged)
 Saving Throws: Fort +8, Ref +4, Will +8 (+2 racial bonus due to Drow Traits)
 Skills: Concentration +10, Knowledge (arcana) +5, Knowledge (religion) +5, Listen +4, Move Silently +2, Scry +6, Search +4, Spellcraft +5, Spot +4
 Languages: Undercommon, Common
 Feats: Combat Casting, Dodge, Exotic Weapon Proficiency (Hand Crossbow), Improved Initiative, Maximize Spell, Spell Penetration
 Special Abilities: Spell Resistance 23, Drow Traits, Elven Traits, Turn/Rebuke Undead
 Alignment: Lawful Evil

Magic Items: Hand Crossbow +2, Ring of Protection +2, Dagger +3
Spells/day: 6/6+1/5+1/4+1/3+1/3+1/2+1
Domains: Evil, Law
Challenge Rating: 13

12th level Fighter/5th level Mage (Battle Commander)

Abilities: STR 13, DEX 16, CON 11, INT 15, WIS 12, CHA 12
Hp: 92
Initiative: +7 (+3 DEX, +4 Improved Initiative)
AC: 19 (+3 DEX, +4 Leather Armor)
Speed: 30 ft.
Base Attack Bonus: +14/+7/+2
Attacks: Longsword +17/+10/+5 melee, Hand Crossbow +20/+13/+8 ranged
Damage: Longsword 1d8+5, Hand Crossbow 1d4+5 (poison)
Saving throws: Fort +9, Ref +5, Will +8 (+2 racial bonus due to Drow Traits)
Skills: Balance +2, Climb +4, Concentration +6, Hide +4, Intimidate +5, Jump +5, Knowledge (arcana) +5, Listen +6, Move Silently +7, Scry +2, Search +7, Sense Motive +5, Spellcraft +4, Spot +5, Swim +2
Languages: Undercommon, Common, Dwarven
Feats: Blind-Fight, Combat Casting, Dodge, Exotic Weapon Proficiency (Hand Crossbow), Far Shot, Improved Initiative, Leadership, Maximize Spell, Mobility, Point Blank Shot, Power Attack, Spell Penetration, Weapon Focus (Hand Crossbow), Weapon Focus (Longsword), Weapon Specialization (Longsword)
Special Abilities: Spell Resistance 28, Drow Traits, Elven Traits
Alignment: Lawful Evil
Magic Items: Longsword +2, Leather Armor +4, Hand Crossbow +4
Spells/day: 4/4/3/1
Challenge Rating: 18

15th level Wizard (War Mage)

Abilities: STR 11, DEX 11, CON 10, INT 18, WIS 14, CHA 7
Hp: 40
Initiative: 0
AC: 12 (+2 Ring of Protection)
Speed: 30 ft.
Base Attack Bonus: +7/+2
Attacks: Dagger +9/+4 melee or ranged
Damage: Dagger 1d4+2
Saving Throws: Fort +5, Ref +5, Will +9 (+2 racial bonus due to Drow Traits)
Skills: Alchemy +10, Balance +5, Bluff +5, Concentration +10, Disable Device +5, Intimidate +5, Knowledge (arcana) +13, Knowledge (religion) +5, Listen +4, Scry +10, Search +4, Spellcraft +10, Spot +3

Languages: Undercommon, Common, Elven, Dwarven, Abyssal
Feats: Combat Casting, Craft Wand, Empower Spell, Extend Spell, Exotic Weapon Proficiency (Hand Crossbow), Maximize Spell, Quicken Spell, Silent Spell, Spell Penetration, Still Spell
Special Abilities: Spell Resistance 26, Drow Traits, Elven Traits, Summon Familiar, Scribe Scroll
Alignment: Lawful Evil
Magic Items: "Special" Wand of Teleport (15 charges), Staff of Passage (30 charges), Ring of Invisibility, Cloak of Major Displacement, Dagger +2, Ring of Protection +2
Spells/day: 4/5/5/5/5/4/3/2/1
Challenge Rating: 16

16th Level Cleric/4th Level Fighter (Avenger Priestess)

Abilities: STR 14, DEX 16, CON 16, INT 18, WIS 18, CHA 13
Hp: 100
Initiative: +7 (+3 DEX, +4 Improved Initiative)
AC: 19 (+3 DEX, Leather Shadow Armor +4)
Speed: 30 ft.
Base Attack Bonus: +16/+7/+2
Attacks: Hand Crossbow +21/+12/+7 ranged, Longsword +21/+12/+7 melee, Dagger +20/+11/+6 melee or ranged
Damage: Hand Crossbow 1d4+5 (poison), Longsword 1d8+8 (Frost 1d6/Chaotic 2d6), Dagger 1d4+4 (1d4+3 ranged)
Saving throws: Fort +14, Ref +6, Will +11 (+2 racial bonus due to Drow Traits)
Skills: Balance +4, Climb +5, Concentration +14, Diplomacy +5, Disable Device +2, Gather Information +4, Hide +14, Intimidate +4, Jump +5, Knowledge (arcana) +10, Knowledge (religion) +10, Listen +7, Move Silently +5, Scry +11, Search +7, Sense Motive +5, Spellcraft +10, Swim +2, Spot +6
Languages: Undercommon, Common, Dwarven, Elven, Abyssal
Feats: Blind-Fight, Combat Casting, Empower Spell, Exotic Weapon Proficiency (Hand Crossbow), Improved Initiative, Point Blank Shot, Power Attack, Precise Shot, Spell Penetration, Sunder
Special Abilities: Spell Resistance 31, Drow Traits, Elven Traits, Turn/Rebuke Undead
Alignment: Chaotic Evil
Magic Items: Hand Crossbow +4, Longsword +4 (Chaos, Frost), Leather Armor +4 (Shadow), Dagger +4, Ring of Evasion, Ring of Invisibility, Rod of Withering, Wand of *Magic Missiles* (9th level - 40 charges), Wand of *Fireball* (10th level - 15 charges), Amulet of Undead Turning, Cloak of Arachnida
Spells/day: 6/6+1/6+1/6+1/5+1/4+1/3+1/3+1/2+1
Domains: Evil, War
Challenge Rating: 21

Appendix 2:

Eridian's Marvelous Mirror of Journeys

aka Mira the Magnificent

The mirror is ten feet tall by eight feet wide. Surrounding the mirror is a supporting structure constructed of oak and valenwood with bands of gold encrusted with gems wrapped around the wood in ornate and intricate patterns. Magical runes and symbols of power have been carved into the wood and gold.

The mirror has been imbued with intelligence and has taken on a decidedly female personality.

(INT: 20, WIS: 13, CHA: 15, Ego: 18, Alignment: Neutral Good) Communication is either through telepathy or speech in a feminine voice.

Primary abilities (Mirror is capable of independent action):

Item can Sense Motive (10 ranks)

Item can Scry (10 ranks)

Item possesses Diplomacy (10 ranks)

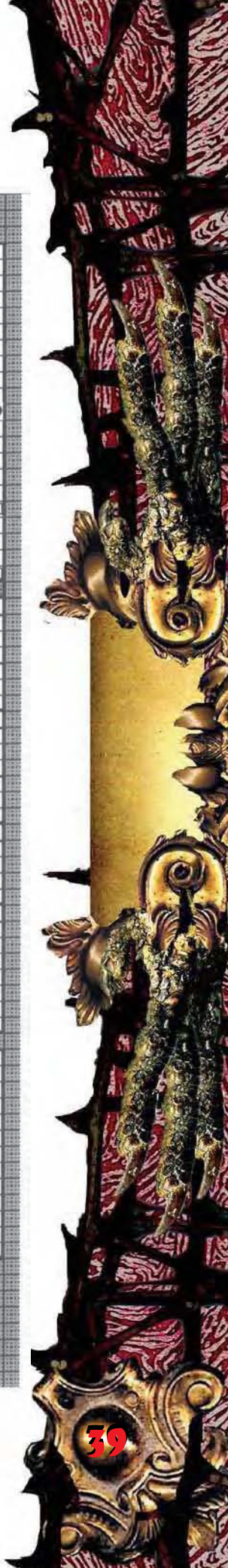
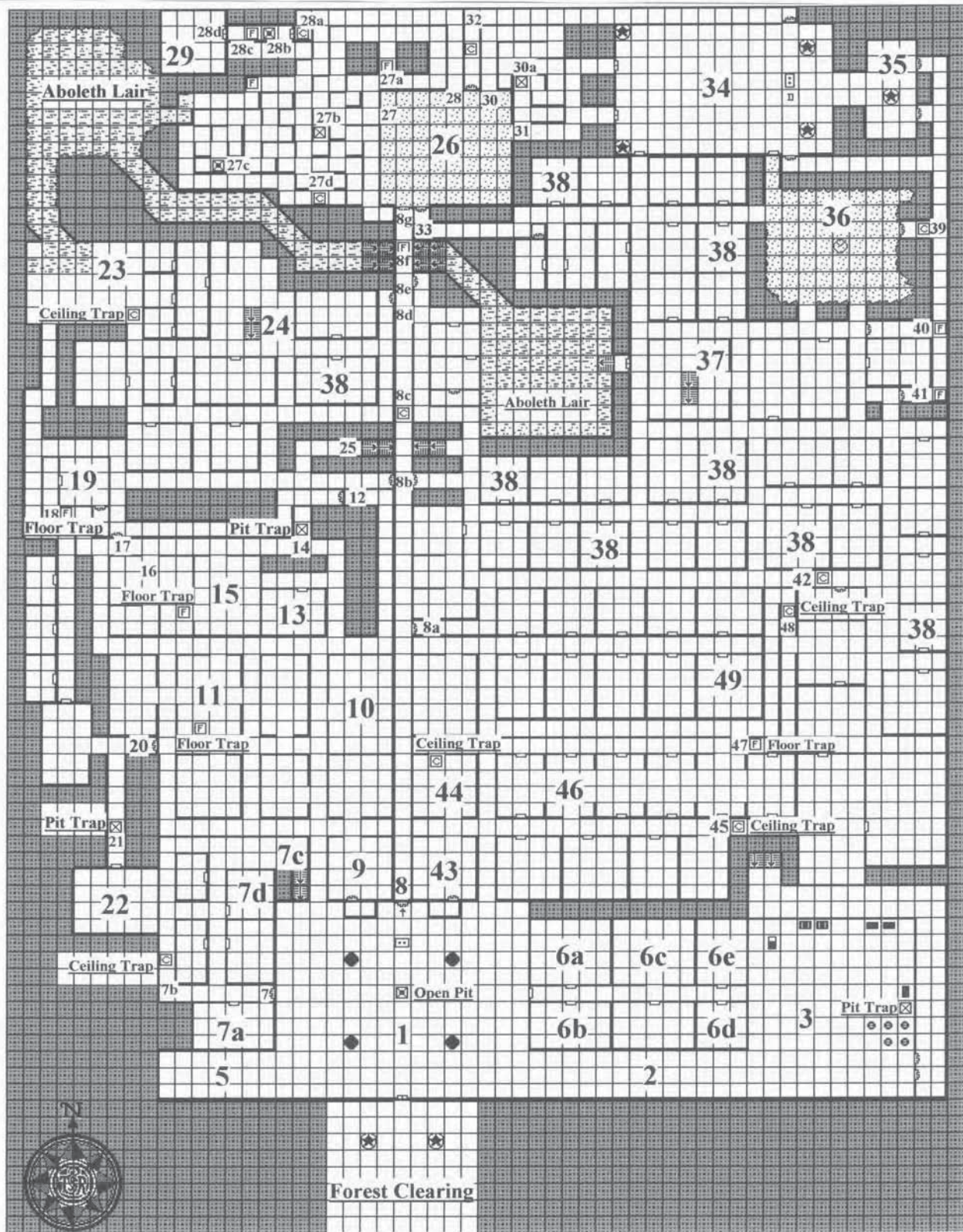
Extraordinary abilities (Mirror is capable of independent action):

Globe of Invulnerability

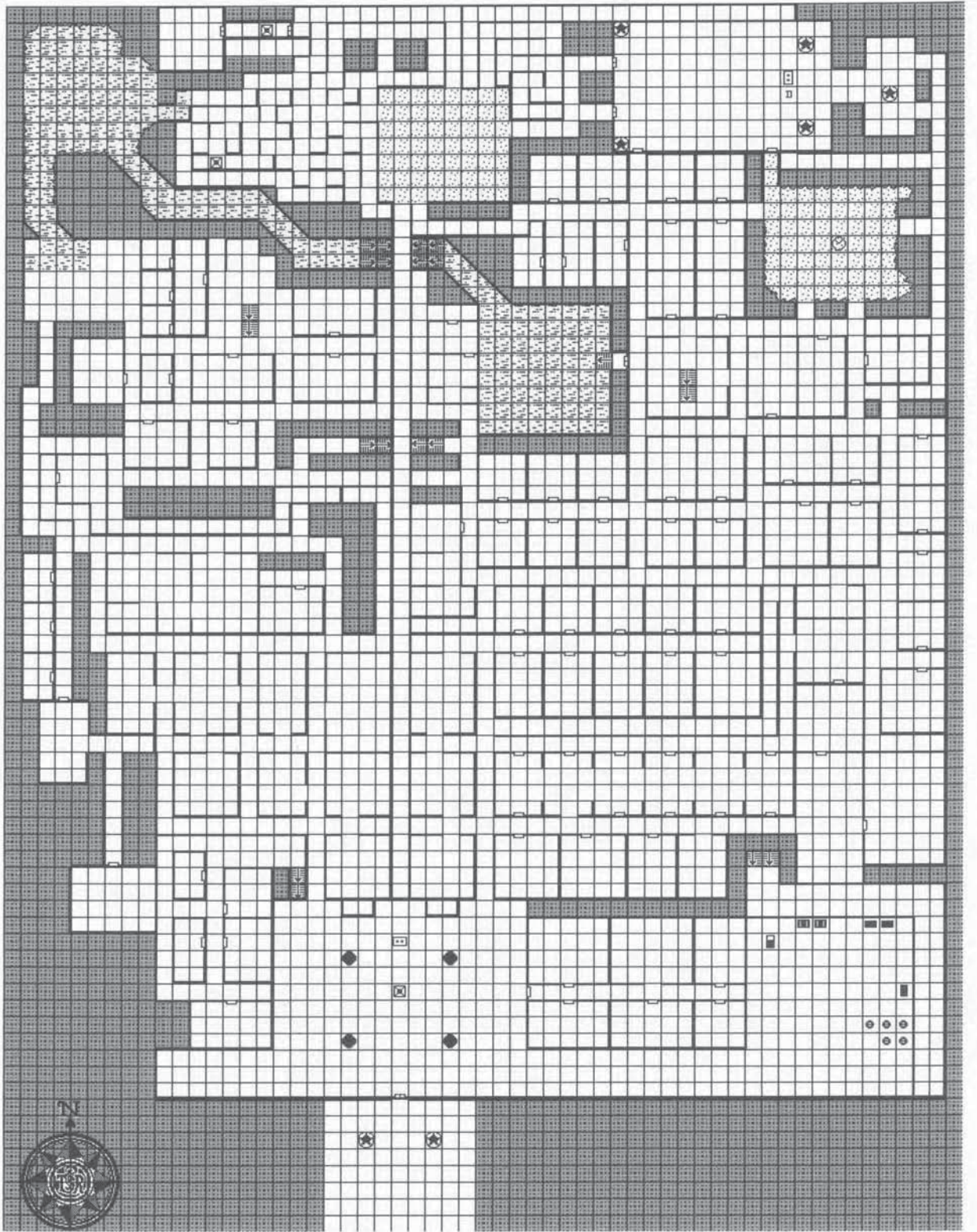
Wall of Force

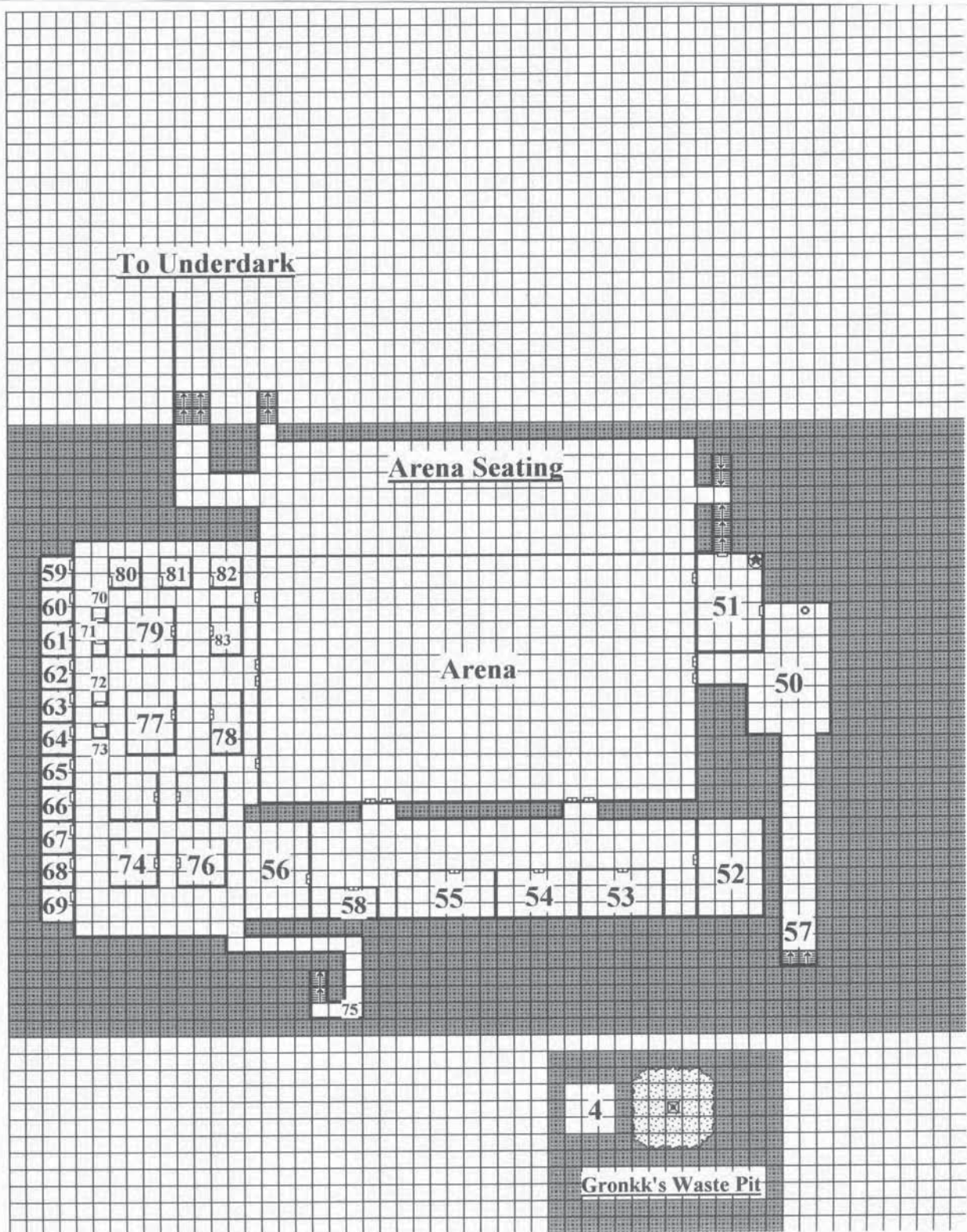
The mirror can utilize any of the above powers and abilities of its own volition. Mira will also respond to requests to use of its powers if she feels favorable toward the person making the request. She has developed a strong emotional attachment toward Eridian and will act to protect him from harm. She also tends to be possessive and jealous toward other females near Eridian. She will be cold toward female characters in the party. If any of the female PCs makes motions toward earning Eridian's affections, Mira will become hostile toward that character and act subtly against her.

The mirror acts as a dimensional gate into alternate times and worlds. The mirror is also capable of Scrying as though a crystal ball. The image being viewed can have its perspective shifted upon command (zoom, change of location, etc.).

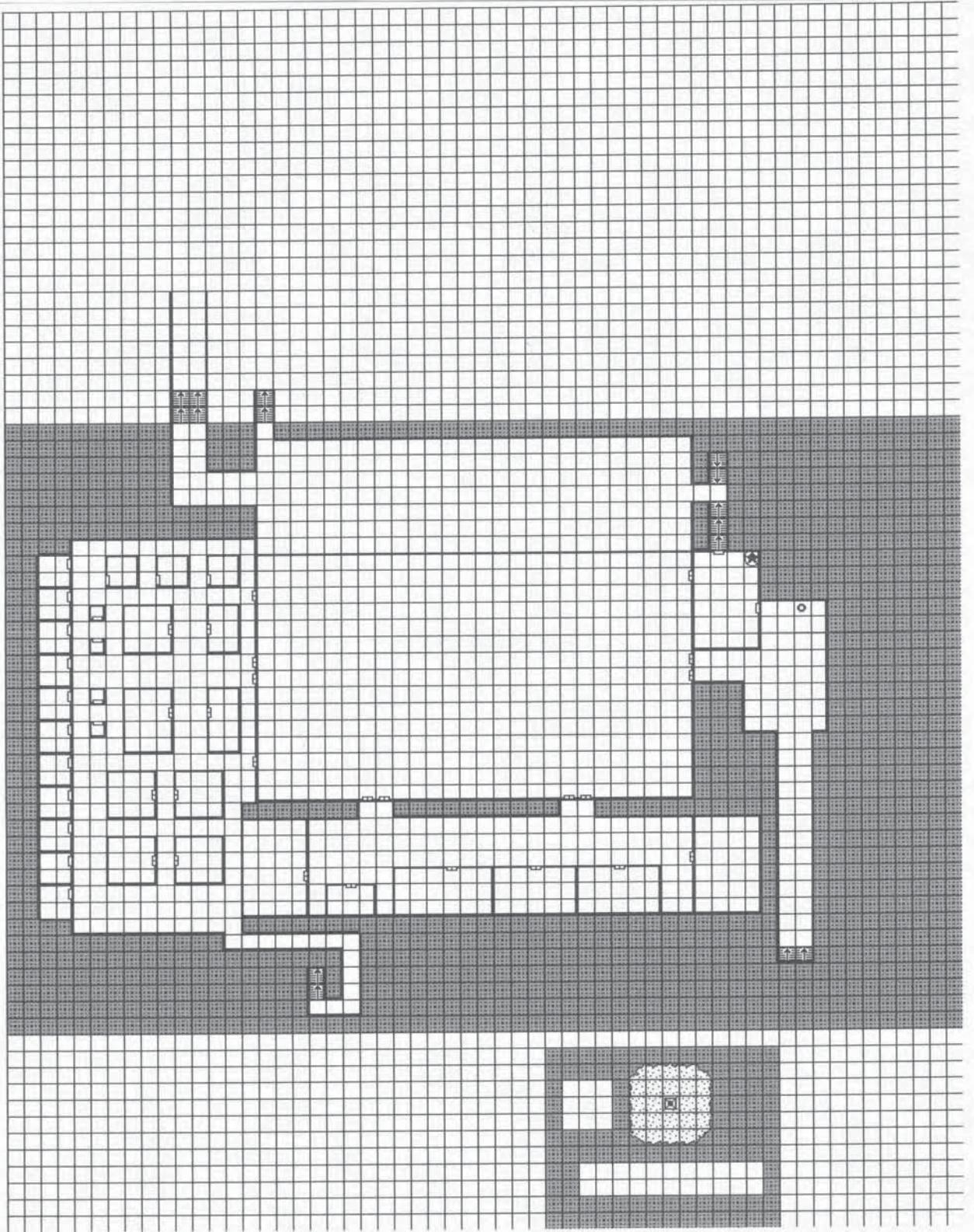


level 1: Player





level 2: Player





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