



# BENEATH THE VEIL

A One-Round D&D Core LIVING GREYHAWK™ Adventure

Version 1

by Ed Greeley

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In the crumbling ruin of Istivan's west end lives a young boy who, if the star's don't lie, will either grow to become the greatest prophet of the god Celestian that Oerth has ever know, or become the next foul tyrant of the age. Quested to retrieve the boy and bring him to the Plinth of the Conjunction in the Barrier Peaks, your adventure takes a dangerous turn at the very start. The boy has been kidnapped by a dangerous demon-worshipping cult. An adventure for characters level 3-12. The second adventure in the Gloom and Disunion Cycle.

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

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This is an RPGA® Network scenario for the DUNGEONS & DRAGONS® game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

### PREPARATION

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

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core rulebooks during certain times of play. For example, usually the players are not free to consult the *DUNGEON MASTER'S Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Text that appears in shaded boxes is player information, which you may read aloud or paraphrase as appropriate. Text in sidebars contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are pro-

vided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

### SCORING

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

*1-No-vote scoring:* The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

*2-Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.

*3-Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

## LIVING GREYHAWK LEVELS OF PLAY

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

- 1) Determine the character level for each character participating in the adventure.
- 2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

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

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at playing at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as

challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

## TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in the City of Greyhawk. All characters pay two Time Units to participate in the adventure. Adventure's Standard Upkeep costs 24 gp. Rich Upkeep costs 100 gp, and Luxury Upkeep costs 200 gp.

## ADVENTURE SUMMARY AND BACKGROUND

The prophecies of the Celestian Loremaster Crolister Durgu are some of the most vague but revered soothsayers in the Oeridian tradition. Durgu's canon has the distinction of being some of the most interpreted and reinterpreted selections of prophecies in Flanaess. Anytime there is a historical event of significance (that is, usually where there is an event significant suffering) Durgu's works are dusted off and his cryptic phrases are seen as a revelation by this crotchety

scholastic or that.

There are few scholars as crotchety as Kven Dillip of Niolo Dra (and second cousin of the Lord Mayor), and when he heard tales of a child being born in Istivin with the mark of Celestian. He was even more intrigued to find that the child was born on the 17th day of Wealsun 587 CY. Why? Because of this Passage of Durgu's:

*Under the towers of abyssal shadows, in the streets east, under the nine and the handmaid-en are all half risen they are over it, the Starchild comes to sing the song of prophecy or fall under blood-drenched corruption—this babe is the pendulum between revelation and tyranny.*

It has long been known by learned circles that the bright blue wandering star called Celestian's Sister is actually a group of nine stars that form a perfect octagon. Astrologer's typical call

this celestial grouping "The Nine." Durgu's prophecy seems to imply that the Starchild, a messianic figure in Celestianite teaching, will be born on the night Nine's convergence major—astrologer's jargon for a night when the Nine appears directly over Celene for a full night—an event that occurs only every other century. The last time it occurred

was the 17th day of Wealsun 587.

Frankly, few adventurers know about The Nine, its convergence major, or even the Starchild—what they do know is that Kven Dillip has offered a reward to anyone willing to take the child from Istivin to Plinth of the Conjunction in the Barrier Peaks. The only problem is that Kven doesn't even know the boy's name. He learned that the boy was born almost five years after the fact, and has used some divination spells to confirm that truth, but divinations of any other fact about the supposed Starchild have been blocked. In the end, while much tavern talk and tall tales across the Flanaess have been devoted to the quest for the Starchild, relatively few adventurers have gone in search of the boy, and none thus far have found him

### ADVENTURE START

Read or paraphrase the following to the players:

*So, are you going to search for the Starchild? You have heard the question more than a dozen times in the last fortnight. They say that the brother of the Mayor of Niolo Dra has offered a king's ransom to find Celestian's child and take him to the Plinth of the Conjunction that stands atop the highest mountain in the Barrier Peaks. There are so few concrete details about the quest it almost seems a fool's errand...or just maybe it is a quest of legendary proportions. The questions stands, will you go to search for the Starchild?*

The player's must decide whether or not their characters wish to search for the Starchild. If they don't, well, there's no adventure. If they do, and all of them have not already played COR2-04 *Birthday Bash*, this adventure costs them 3 TUs to play, as it takes them an extra week to track down Jerrad Thelema, the uncle of Issran Thelema, the boy born in Istivan with the mark of Celestian, the Starchild.

Once that is done, read or paraphrase the following.

*Jarrad slumps, dropping his head into his hands and starts to weep. "They took him, those foul inhuman fiends. They took him beneath the Veil. I can only assume my poor nephew's dead, his soul damned to the Abyss forever.*

*The jerks up and looks at you, his bloodshot eyes set in the black circles of sleepless nights. Through clenched teeth he growls: "avenge me! Make them pay for denying to me the very thing that makes me complete."*

Pretty dramatic, eh? Jarrad has 6 ranks in perform, and 8 ranks in Bluff. He use to be a second-rate actor performing in the theaters of Niolo Dra, but his addiction to the drug Tanbrosh put him in the debt of many petty drug lords and pushers and he fled home to his native Istivian where he benefited from his brother's patience and good name for a number of years.

He never quite kicked his Tanbrosh habit, though, and after his brother died of stroke, Jarrad squandered his broth-

#### A KING'S RANSOM? BROTHER OF THE MAYOR? ASTROLOGY?

There are many discrepancies and bits of esoteric lore attached to the talk about the quest for the Starchild. Most of this is due to the strange origins of the story and the fact that by the time it reaches the characters' ears, it has go through many telling. Most characters will attempt to ascertain answers to questions based on their own skill set, while others will seek out answers from this sage or that. The following are some guidelines on how characters may be able to find out the actual facts behind the quests, but feel free to allow any reasonable method for extracting better information by use of spell or connections.

**Knowledge (nobility):** Characters may attempt a check (DC 25) to ascertain that the Mayor of Niolo Dra had only one brother, and that man has been dead since the Greyhawk Wars. Only those with 5 ranks or more in this skill can find out that while the mayor has no brothers, he does have a cousin—Kven Dillip, a scholar of astrology and devote of Celestian—and he is the one offering the reward, and there is no way that he could possibly be granting a king's ransom. Hiring a person with 5 ranks in Knowledge (nobility) costs 25 gp.

**Knowledge (astrology):** Characters with at least 5 ranks of knowledge knows about the prophecy of Durgu, and all about the Starchild. Finding someone who does costs 25 gp.

**Knowledge (religion):** Characters can attempt a check (DC 15) to realize the significance of the Star Child to the Celestian faith. They will also know that the star child is supposed to be born with the mark of Celestian—the god's symbol on his left breast.

**Gather Information:** A successful check (DC 20) gleans that the star child was supposed to be born years ago, and is actually a 5-year-old child now.

**Bardic Knowledge:** A successful check (DC 15) gives the same information as a Gather Information check, while a great success (DC 20) grants the character all but the astrology knowledge. If the bard succeeds by a DC 30, he or she knows all of the sidebar's information.

er's modest savings, his good name, and his son.

Jarrad sold his nephew to a group of cultists for a surprisingly small amount of Tanbrosh, but that's wages of addiction.

The fetid transaction occurred a little over a week ago, and the drugs Jarrad gained lasted until the day before the characters arrived, and now Jarrad is deep into withdraw and has nothing more to sell or trade for Tanbrosh. Though he tells the characters that the house that they found him in is the house he shared with his nephew, that's a lie. He now lives in a run down shack—he is now squatting in one of the worst parts of town.

Most of what pathetic Jarrad tells the characters is a lie, but some characters may have a hard time finding that out this is the case.

*Piercing Jarrad's Lies:* Characters have a chance to gain a hunch that Jarrad is lying. Behind the screen attempt a Sense Motive check. These are opposed against Jarrad's Bluff (his Bluff is +11, and he gains a +3 circumstance modifier for being believable). Feel free to roll these checks even before the game starts. If a character succeeds at the check, you have three options to clue them in on the Bluff:

1- Tell a character "while there is nothing strange or contradicting about his story, something there is something that strikes you as oily about Jarrad—you have a bad felling about him." This approach works best for paladins, fighters, clerics, and characters with high Wisdom scores.

2- Have the character notice strange small glass vials scattered here and there around the room. Have them attempt either an Alchemy or an Intelligence check, give a character who has played the *Return to the Temple of Elemental Evil II* LIVING GREYHAWK Event during the Origins 2001 Games Expo a +4 circumstance modifier to the roll. A success (DC 25) reveals that the vials are those that the drug Tanbrosh is usually stored in. Those who fail the check still have the opportunity to ask Jarrad about the vials, which provokes a violent reaction, and causes the addict place himself suspect. This approach works best for rogues, gnomes, wizards, druids or those with high Intelligence scores

3- For bards, have them attempt a bardic knowledge check. A successful attempt (DC 20) will remind the bard of a Jarrad Thelema, who used to be an actor in Niolo Dra of some repute. A rate of higher success (DC 25) reminds a bard that Jarrad Thelema is also said to be an addict.

Of course if a character aces the check (beats Jarrad's Bluff by 15 points or more), a "he's lying" will do. If none of the characters beat Jarrad's Bluff, they have no idea he is lying without the use of magical aid, and even then Jarrad tries not to lie. He typically play's a verbal shell game with his favorite drug and his nephew, applying "that what he loves the most" or "the light of my existence" and other platitudes to Tanbrosh, while seeming to refer to his lost kin.

Even after the characters determine that Jarrad is lying, it takes some effort to make him admit that he sold his nephew to cultists—he is still in denial about the affair. But if pressured enough (either by a couple of successful Intimidation checks, or some really good roleplaying) he squeals everything.

Whether or not the character find out the junkie is lying, he gives them directions to the Veil tavern. If the characters have not found out his secret, he is hoping that the characters can destroy the cult. If that occurs, Jarrad plans to raid the rubble for all the Tanbrosh he can carry.

**Development:** Once the characters gain all the information they need (or can extract) from Jarrad, the adventure proper begins ticking. Basically the characters have only 30 hours to save the Starchild before a half-drow half-dragon named Aurzzuat eats the Issran. Aurzzuat dwells in the bottom-most level of a drow complex that sits under the seedy Veil tavern. The owners and regular patrons of the Veil are a group of demon worshiping cultists who worship Eilatana, the succubus consort of Aurzzuat—these are the cultists that the despicable Jarrad sold Issran to.

The cultist, under Eilatana's instruction, threw the child down the Font of Sacrifice, after they did so the half-dragon's minions transported the child to his lair. When the characters assault the Veil, a scant day after the "sacrifice," Aurzzuat is in the midst of his special cooking ritual, only needing another day until it's complete. If the characters can traverse the sewers under The Veil tavern, reach the drow complex and defeat Aurzzuat before he gobbles Issran, they may have the opportunity to deliver him to the Celestians at the Plinth of the Conjunction, and gain their "king's ransom." If not, well...

### What's Tanbrosh?

The drug Tanbrosh comes from a flower native to the Lower Volverdyva Valley and Kron Hills. When properly prepared, it becomes a powerful narcotic. Characters using Tanbrosh gain a +2 bonus to Strength and Constitution, but a -2 penalty to Wisdom. The addition to Tanbrosh is so powerful than a character denied his or her daily dose suffers a -4 penalty to all ability scores on the first day, and is catatonic the next. By the third day the character is dead.

A dose in Istivian typically costs 1 gp.

Tanbrosh addition is difficult to cure. It either requires a *neutralize poison* spell, which completely eliminates the addiction, or a series of skill checks. The first is a Heal check (DC 19) to determine what the problem is. The second is an Alchemy check (DC 26) to develop an antitoxin that allows the addict to free him or herself slowly of the need for the addictive substance. This process takes 1d4+1 weeks for each person treated.

Tanbrosh first appeared in the adventure *Return to the Temple of Elemental Evil* by Monte Cook.

## THE VEIL

Following Jarrad's directions, and not tarrying, the characters arrive at the tavern prior to sundown (the equivalent to 7 p.m. real-world time), which is a busy time for most taverns, but things don't start to liven up in the Veil until well after dark, and stay busy until almost dawn.

*Nestled between a seemingly abandoned tenement, and a smelly tannery is the leaning and warn tavern named the Veil. On its sign is a dancing Baklunish woman wearing a single veil, which wraps around her body strategically concealing her wiles.*

**Delay**

Use this sidebar, or some similar method to track the amount of time the characters have to find and rescue Issran the Starchild. Once they reach 30 hours, the half-dragon eats the child, and while the characters can extract vengeance, nothing less than a dissection and a resurrection will bring the child back.

As a default, treat each numbered encounter as a 15-minute block. This will include travel time to the encounter, any combat and searching involved. If the characters really take their time searching, taking 20 on checks, and so on, increase the time to a as much as an hour.

If they get side tracked in the sewer use the same defaults, but also ask how far reach into the sewer. As it states in Appendix III, random encounter checks should be made each half hour.

Keep in mind, to get back hit points naturally characters must have a day (24 hours of rest).

Hour	
	1
	2
	3
	4
	5
	6 Midnight Day One
	7
	8
	9
	10
	11
	12 Sunup Day Two
	13
	14
	15
	16
	17
	18 Highsun Day Two
	19
	20
	21
	22
	23
	24
	25 Sundown Day Two
	26
	27
	28
	29
	30 Midnight Day Two

The Veil stands amid the rubble and shanties of Istavian's west end. The tavern has a dark reputation even in this, the shadiest section of the city. Character's who take the time to ask around (1 hours) easily find (Gather Information DC 12) that its neighbors gossip that evil and chaotic rituals take place in the basement of the tavern.

Allow the characters to breach the Veil tavern any way they choose, but keep track of how long it takes them to do it—the clock is ticking.

**Tavern Features:** Unless stated otherwise the doors in the tavern are simple wooden doors, and the walls are either wood or superior masonry walls. The windows have no glass, only shutters that are almost always closed and barred.

◆ **Simple Wooden Door:** 1 in. thick; Hardness 5; hp 10; Break (DC 13).

◆ **Window Shutter:** 1 in. thick; Hardness 5; hp 5; Break (DC 11).

◆ **Wooden Wall:** 6 in. thick; Hardness 5; hp 60; Break (DC 20); Climb (DC 21).

◆ **Superior Mason Wall:** 2 ft. thick; Hardness 8; hp 90; Break (DC 35); Climb (DC 20).

**1. Common Room**

The common room of the Veil holds five long tables amid worn wooden pillars. The floor to this place is covered with smelly hay and sawdust.

Most of the inhabitants are Tanbrosh addicts, and will be wary of the characters if approached, especially if the characters look out of place. If Lurrig is attacked, they come to his aid, and fight to the death. Many of them depend on Lurrig

and his supply of Tanbrosh to stay alive.

**Creatures:** Before sunset there are only half a dozen patrons in the common room; after, the number triples.

**ALL APLS (EL 3 OR 7)**

◆ **Tavern Toughs:** Mix male and female human Com1; hp 9, 8, 8, 7, 7, 6 (9, 9, 8, 8, 8, 8, 7, 7, 7, 6, 6); see Appendix I.

**2. Behind the Bar**

Lurrig, the bartender dwells behind the door from almost sundown to sunup. He takes care of any transaction in the tavern—whether it is for swill ale, Tanbrosh, or a gambling debt. Late in the evenings he usually plays dice games with some of his cronies, but he plays these games at the bar. This half orc is gruff with customers, and downright hostile to strangers. He protects the secrets of the cult activities below with his life, knowing he will not live long after he gives them up. If it seems he and his patrons will be easily overcome, he sprints to the dry storage (below) open the secret door and warns the cultists in the caves below the tavern.

◆ **Lurrig:** Male half-orc War2; hp 10; see Appendix I.

**3. Kitchen**

The kitchen of the Veil cooks more Tanbrosh than it does food. Yevern, a gnome alchemist prepares the drug during the daylight hours. Yevern stays out of any trouble whenever he can, being both a coward and an opportunist. If the character treat him well (Diplomacy DC 15) he even tells then about the secret door in the dry storage.

◆ **Yevern:** Male gnome Exp3; hp 8; see Appendix I.

**4. Dry Storage**

Various supplies, both for the bar, and for the Tanbrosh production are kept in this small chamber. It also hides a secret door that leads to the cult caves under the bar. A successful Search check (DC 20) finds the door that is opened by pushing on a faux facing of a cabinet.

**5. Secret Room**

This secret room is dank and filled with profane graffiti devoted to the decadent nature of the cult below devoted to the decadent worship of Eilatana the succubus. Use your imagination when describing the markings, but keep the sensibilities of your players in mind when you describe it.

Unless the characters are taking pains to be stealthy, the cultists hear anyone entering this room and at least one comes to welcome the newcomers within a round.

**6. Entrance Cavern**

As the character descend the stone stairs into the cult's entrance cavern, they see the flickering of the strange scarlet *continual flame* torches that flank the Font of Sacrifice in the chamber beyond. If the cultists are aware of the invaders, they hide behind the stalagmites and walls border-

ing this room and area 4, attempting to gain surprise.

**Cavern Traits:** The walls of the cavern are hewed stone, as are the floors.

◆ **Hewed Stone Walls:** Hardness 8; hp 540; Climb (DC 22).

◆ **Hewed Stone Floors:** A Balance check (DC 13) is required if someone attempts to run across the surface of these floors. Those failing the check fall, halting their movement, and requiring a move-equivalent action to stand again.

## 7. The Font of Sacrifice

The font of sacrifice is the focus point for the cult's worship. Sacrifices (usually children) are dropped down the font on a strict schedule dictated by Eilanana, and are picked up by the drow and taken to Aurzzuat.

The entire cave is covered by depraved graffiti glorifying the cult's evil mistress. There are always cultists here to protect the font.

### APL 2 (EL 1)

➤ **Neophyte Eilatana Cultists (3):** Mix male and female Com1; hp 7, 6, 6; see Appendix I.

### APL 4 (EL 3)

➤ **Lesser Eilatana Cultists (3):** Mix male and female War2 (3); hp 20, 17, 12; see Appendix I.

➤ **Lesser Eilatana Adept:** female human Adp2; hp 10; see Appendix I.

### APL 6- 10 (EL 5)

➤ **Eilatana Cultists (3):** Mix male and female Rog3 (3); hp 22, 20, 17; see Appendix I.

➤ **Eilatana Adept:** female human Adp5; hp 10; see Appendix I.

**Tactics:** These fanatical folks are arrogant, confident in the power of their mistress to defend them—which is really too bad, since they usually do not have a chance against a group of smart and powerful characters. More often than not they rush into attack, not using cunning or strategy.

**Treasure:** APL 2—Loot—1 gp; APL 4 to 12—Loot—3 gp, Magic—divine scroll of *obscuring mist* (4 gp).

**Development:** While devoted to their mistress, at their base these cultists are hedonists and egoists and crack easily under pressure in a hopeless situation. If characters are able to corner one or two of these characters (or at APL 12 the character defeat Eilatana, which will be a great demoralizing factor for the cultists) and question them about Issran, they tell the characters "I am sure we threw him down the well, we have sacrificed many children" and act as remorseful as possible in order to get the characters to let them go. None of the cultists know anything about the drow force that lies beyond the font.

The font itself, molded in disgusting scenes of demons devouring innocents, is too small for characters large than



Small size characters to drop down, but the bulk of it is ceramic, and can be destroyed with a little effort.

◆ **Font of Sacrifice:** 2 in thick ceramic; hardness 2; hp 25; Break (DC 20).

Once broken the font allows access to the sewers below to a single Medium-size character each round. The drop is 20 feet down, and leads to Beneath the Veil area 1 (below).

## 8. The Lower Cavern

The lower cavern of the complex is the lair of Eilatana (when she is here—only APL 12), or whatever fiendish minions she has lounging around. They wait until they here the sounds of conflict in either area 7 or 8 before the approach. At lower APLs the chamber is empty.

### APL 8 (EL 5)

➤ **Abyssal Skulkers (3):** hp 12, 10, 8; see Appendix I.

### APL 10 (EL 7)

➤ **Shadow Mastiffs (2):** hp 33, 30; see Monster Manual.

### APL 12 (EL 9)

➤ **Eilatana the Succubus:** hp 33; see Monster Manual.

**Tactics:** These creatures support the main defense effort in area 7, but are more cunning than their human companions. If possible, Eilatana attempts to *teleport without error* away before she is slain. Warning her lover and the drow of the character's pending arrival. In that case she will be encountered again in Aurzzuat's lair at the end of the adventure.

## BENEATH THE VEIL

### 1. Under the Font

*Twenty feet below the font is the slick floor of a secondary sewage tunnel. Sewage floats in from both the north and the south, congregates in a pool and then flows down into a collapsed sewer tunnel where the refuge flows east.*

This crosstunnel is uninhabited. The only thing to find here are clues of activity. Every so often the dark elves come here to collect the cult's sacrifice, which they take down to Aurzzuat, or to gain progress reports from Eilatana. Overconfident, the drow are none too careful to cover the tracks of their passage, and their footsteps can be discovered with a successful Track or Search check (DC 20), showing that they come in and go only through the semi-collapsed tunnel traveling east. Medium-size and smaller creatures must crawl to navigate the tunnel and reach area 2 (below). If the characters decide to search the other tunnels, see Appendix III for encounter and delay information.

### 2. Dangerous Crosstunnel

*The collapsed tunnel continues to narrow, until human-size folk must shimmy a crawl to follow the refuge stream. The tunnel eventually opens up into a larger chamber in the sewer. There is not light in the chamber, but you can hear running water, and can smell the horrible stench of rotting offal coming from the chamber beyond.*

The large chamber beyond is a sewer crosstunnel chamber.

The drow have modified it to keep other sewer denizens out of their domain, and to keep in a monstrous guard. The only unbarred way in an out of the crosstunnel chamber is by way of the collapsed tunnel, and from the sewer tunnel directly across it, which leads to the Drop of Spiders (area 4, below). Due to the blockage and the monster guard this place is a disgusting clog of refuse. It lies so thick on the floor that it counts as mud for the purpose of movement (x1/2 movement; see *Hampered Movement* in *Player's Handbook* Chapter 9).

The other two entrances into the tunnel are securely barred, allowing entrance to the tunnels beyond to Tiny or smaller creatures.

➤ **Iron tunnel guards:** 2 in. thick; hardness 10; hp 60; Break (DC 25).

At APLs 8-12, the tunnel guards are also imbued with electrical force

➤ **Electrical force trap:** CR 3; no attack roll necessary; electrical force damage any time the bars are touched (3d10); Reflex save (DC 14) for half; Search (DC 25); Disable Device (DC 25).

The disgusting conditions of this chamber also carry with it another danger: disease. Due to the filth and sewer water that covers the walls, and even drips from the ceiling, anyone who has an exposed physical injury in this room has a chance (Fortitude saving throw DC 12) of contracting filth fever (see *DUNGEON MASTER'S Guide* chapter 3).

The greatest challenge in the room is the guard monster that the drow have placed here:

**Creature:** By magical means the drow have trapped a huge creature in this room. Tormented and intimidated by methods that would turn an orc's stomach, the creature in this room fears the dark elves so much that it will not attack them. It does hungrily and angrily lashes out at any other type of creature entering the room, to gain both food and its own idea of revenge against its unsanitary environments and unfulfilling existence.

### APL 2 (EL 4)

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

### APL 4 (EL 6)

➤ **Otyugh, advanced 10 HD:** hp 90; see Appendix I.

### APL 6 (EL 8)

➤ **Athach, advanced 16 HD:** hp 151; See Appendix I.

### APL 8 (EL 10)

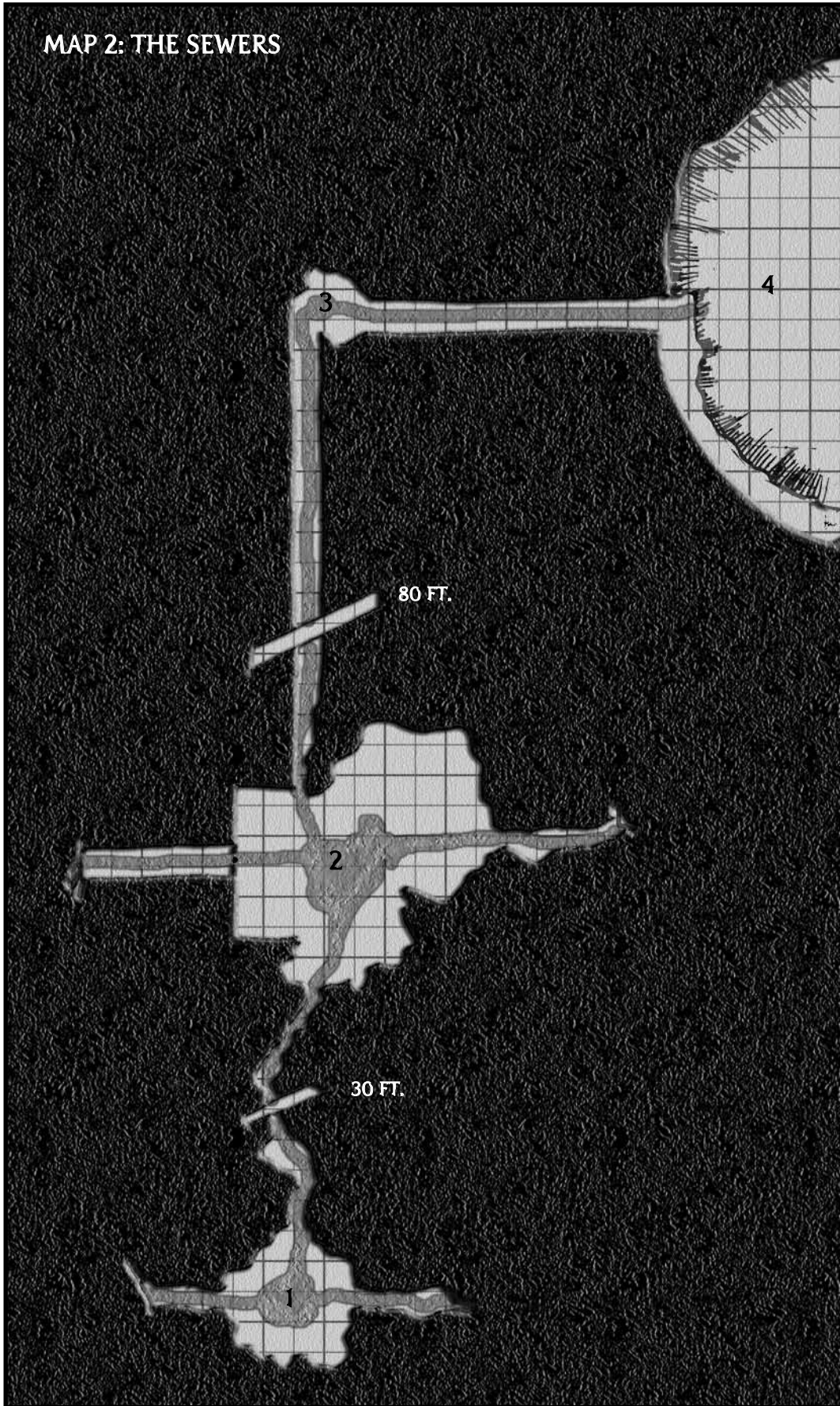
➤ **Athach, advanced 20 HD:** hp 190; See Appendix I.

### APL 10 (EL 12)

➤ **Athach, advanced 24 HD:** hp 228; see Appendix I.



MAP 2: THE SEWERS



## APL 12 (EL 14)

➤ **Athach, advance 28 HD:** hp 266; see Appendix I.

**Tactics:** APL 2 and 4—While the otyugh is hungry and angry it's also a cunning hunter. It hides (+7 Hide) in its refuse waiting for at least two victims to enter the chamber from the collapsed hallway, and then it pounces; APL 6 and above—While slightly more intelligent than an otyugh, the athach doesn't act it with its attack. So crazed with hunger, it attacks the first creature that enters the chamber with relish, and does not relent in its assault until it can have peace enough to eat.

**Treasure:** APL 2—If the characters take the time to Search (DC 20) the otyugh's refuse (15 minutes per attempt) they may find five pieces of malachite (10 gp each); APL 4—If the characters take the time to Search (DC 20) the otyugh's refuse (15 minutes per attempt) they may find two pieces of jasper (50 gp each); APL 6 to 10—The only treasure in the room are the athach's weapons: a +1 Medium-size punching dagger, and two masterwork Medium-size punching daggers; APL 10—The only treasure in the room are the athach's weapons: a +2 Medium-size punching dagger, and two +1 Medium-size punching daggers.

**Development:** Once the characters have defeated or have snuck past the guardians of this chamber, the obvious choice to proceed is the sewer tunnel directly across their point of entrance. Still if they take the time to break down the bars and enter other parts of the sewers, allow them to do so, they will just have to face the dangers and delays that come with that decision (see Appendix III).

If they follow the unbarred tunnel, it leads them to area 3: Warning Trap, below.

### 3. Warning Trap

*As you turn the corner the sound of rushing water grows louder, but you still can't see the source of the sound. What you can see is a small gleam of light coming from a source up the sewer tunnel. The light looks of a more magical nature than natural.*

The light comes from a holy symbol of Pelor enspelled with continual flame and other spells. The holy symbol hangs from the neck of a preserved male human corpse that is nailed to the sewer wall with pitons. When the characters come within 25 feet of the corpse, a raspy voice calls out.

*"Help me...help me...help me," a pathetic sounding voice calls out. While the head of the man nailed to the wall barely moves, it looks as though his lips part slightly as the words are uttered.*

The voice and the lip moving is actually a higher-level modified version of the alarm spell. The poor fellow hanging on the wall has been dead for years, but has been preserved by the magic of the holy symbol—a item called *Henzruul's devotional*, see Appendix II. The corpse fakes its cry for help for as long as a size Tiny or larger creature is within 25 feet of it, unless someone dispels the effect (dispel check DC 16). If

the characters decide to either remove the corpse from the wall, or to take the *Henzruul's devotional*, they set off a sonic blast trap.

**Trap:** Each of these traps not only does damage to characters within the blast area, they also alert the forces in and beyond the Drop of Spiders (area 5, below).

## APL 2 (EL 1)

↗ **Sonic Blast Trap:** CR 1; magic device; touch trigger (removing the body or the holy symbol sets it off); no reset; 1d6, Reflex (DC 11) for half; multiple targets (all targets within 5 feet); Search (DC 20); Disable Device (DC 26).

## APL 4 (EL 3)

↗ **Sonic Blast Trap:** CR 3; magic device; touch trigger (removing the body or the holy symbol sets it off); no reset; 3d6, Reflex (DC 11) for half; multiple targets (all targets within 5 feet); Search (DC 22); Disable Device (DC 26).

## APL 6 (EL 5)

↗ **Sonic Blast Trap:** CR 5; magic device; touch trigger (removing the body or the holy symbol sets it off); no reset; 5d6, Reflex (DC 11) for half; multiple targets (all targets within 5 feet); Search (DC 24); Disable Device (DC 28).

## APL 8 (EL 7)

↗ **Sonic Blast Trap:** CR 7; magic device; touch trigger (removing the body or the holy symbol sets it off); no reset; 7d6, Reflex (DC 11) for half; multiple targets (all targets within 5 feet); Search (DC 26); Disable Device (DC 28).

## APL 10 (EL 9)

↗ **Sonic Blast Trap:** CR 9; magic device; touch trigger (removing the body or the holy symbol sets it off); no reset; 9d6, Reflex (DC 11) for half; multiple targets (all targets within 5 feet); Search (DC 28); Disable Device (DC 30).

## APL 12 (EL 11)

↗ **Sonic Blast Trap:** CR 11; magic device; touch trigger (removing the body or the holy symbol sets it off); no reset; 11d6, Reflex (DC 11) for half; multiple targets (all targets within 5 feet); Search (DC 30); Disable Device (DC 32).

## 4. Drop of Spiders

*The sound of rushing water is the loudest here, as the cities sewage mixes with the flow of a subterranean tributary of the Davish, and waterfall's down into this tunnelliike cavern. This foul-smelling cave is inundated with large, moist, spider webs.*

*The sewer tunnel you have been following also empties into the drop. Before the sewage flow descends, the stone of the wasteduct connects to a 5-foot wide path that spirals down into the darkness and spider webs.*

**Creatures:** Smart characters will scan the webs for any sign of spiders. When they do, roll a Hide check for each spider. If possible, the spiders attack when the characters have traversed halfway down the drop by way of the ledge. In higher levels of play, if the characters attempt to fly or levitate down the drop, there is a standard chance they will get caught in the sheets of sticky webbing the spiders have set up roughly ever 15-20 feet down the chasm (see description of webbing in *Monster Manual* Appendix 2: Vermin). If possible the spiders wait to attack after a character becomes trapped in the webbing. Characters that don't spot the spiders don't get a partial action during the surprise round at the beginning of combat.

### APL 2 (EL 2)

➤ **Small Monstrous Spider (2):** hp 5, 4; Hide +14; see *Monster Manual*.

➤ **Medium-size Monstrous Spider:** hp 11; Hide +10; see *Monster Manual*.

### APL 4 (EL 4)

➤ **Medium-size Monstrous Spider (2):** hp 13, 11; Hide +10; see *Monster Manual*.

➤ **Large Monstrous Spider:** hp 22; Hide +6; see *Monster Manual*.

### APL 6 (EL 6)

➤ **Large Monstrous Spiders (4):** hp 28, 24, 22, 22; Hide +6 see *Monster Manual*.

➤ **Huge Monstrous Spider:** hp 55; see *Monster Manual*.

### APL 8 (EL 8)

➤ **Huge Monstrous Spider:** hp 55; see *Monster Manual*.

➤ **Gargantuan Monstrous Spider:** hp 132; see *Monster Manual*.

### APL 10 (EL 10)

➤ **Fiendish Huge Monstrous Spider:** hp 55; see Appendix I.

➤ **Fiendish Gargantuan Monstrous Spider:** hp 132; see Appendix I.

### APL 12 (EL 12)

➤ **Bebilith (3):** hp 120, 112, 105; Hide +11; see *Monster Manual*, Demon entry.

**Tactics:** APL 2-10: Aurzzuat and the drow keep the spiders just hungry enough to act as ravenous guards. When approaching the characters, they will typically use their first action (be it during the surprise round or after) is an attempt to catch characters in their webbing. They will attempt this as long as they are able from the distance of their webs (typically 30 feet away). If they take enough damage (a quarter of their total hit points) or more than half of the characters

they will advance into melee combat attempting to feed. APL 12: The Bebilith's uses the same general tactics as the spiders, with one difference: they tend to flee by way of their plane shift ability before the characters can kill them (when they are dropped to 30 or few hit points, but are still alive). If the Bebilith flee, the character will only gain half the experience points for the encounter—but may have the chance to gain the rest later (see Aurzzuat's Lair, below).

**Development:** If the characters set off the warning trap in area 3, Unnjut observes their decent toward the Grim Barracks, and sets her defenses (see areas 5-10 below). As she observes from a great distance in the darkness (100 to 80 feet), few characters get a chance to spot her attentiveness to their plight. She retreats into the shrine in the Grim Barracks (area 6, below) when the characters come closer than 80 feet.

## 5. Grim Portal to the Grim Barracks

*The ledge path down the spider-infested cavern leads to a portal guarded by a door that is no more than a curtain of black rippling energy that seems to suck the light generated from flame and light. The stone keystone above the portal is decorated with a bronze relief of a fiendish horse's head, and there is strange spidery script haloing the bronze equine. The closer you get to the strange doorway, the more you feel nauseated.*

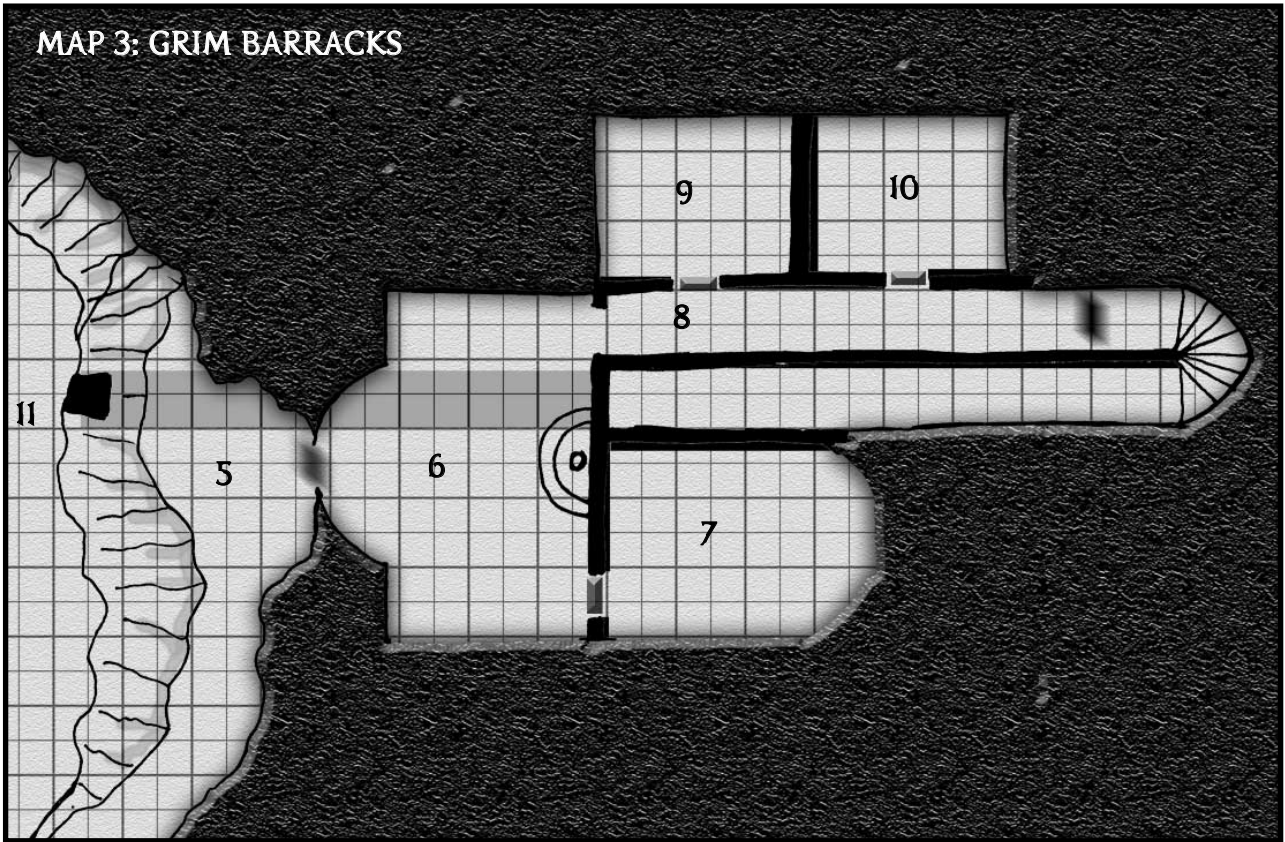
This is the portal to the Grim Barracks, the upper most scouting post for House Noquar of the drow city Erelhei-Cinlu (known more commonly by adventures of the last generation as the Vault of the Drow). The nightmare's head gracing its keystone is the houses devise though only the most learned bard may have stumble upon a story where Noquar was mentioned (bardic knowledge DC 30). If any character knows the Drow language (or succeeds at a Decipher Script check DC 20) they can read the marks. The writing states simply "Noquar the mighty, Noquar the terrible, Noquar your doom."

The portal that leads to the shrine (area 6, below) is a *House Noquar negative energy portal*—a magical door does temporary Constitution damage to anyone who does not wear the *mark of House Noquar*. Conversely, a positive energy burst from a turn undead may neutralize the door for a minute. The power of this particular door is based on the Level of Play:

### APL 2 (EL 1)

➤ **House Noquar negative energy portal:** Does 1d3 points of temporary Constitution damage to anyone who passes and does not bear the *mark of House Noquar*. The portal is neutralized for minute with a turn undead check that would effect 3 HD worth of undead creatures. For purposes of *dispel magic* or similar effects, the door is DC 16.

## MAP 3: GRIM BARRACKS

**APL 4 (EL 3)**

☛ **House Noquar negative energy portal:** Does 1d3 points of temporary Constitution damage to anyone who passes and does not bear the *mark of House Noquar*; The portal is neutralized for minute with a turn undead check that would effect 5 HD worth of undead creatures. For purposes of *dispel magic* or similar effects, the door is DC 18.

**APL 6 (EL 6)**

☛ **House Noquar negative energy portal:** Does 1d6 points of temporary Constitution damage to anyone who passes and does not bear the *mark of House Noquar*; The portal is neutralized for minute with a turn undead check that would effect 7 HD worth of undead creatures. For purposes of *dispel magic* or similar effects, the door is DC 20.

**APL 8 (EL 8)**

☛ **House Noquar negative energy portal:** Does 1d6 points of temporary Constitution damage to anyone who passes and does not bear the *mark of House Noquar*; The portal is neutralized for minute with a turn undead check that would effect 9 HD worth of undead creatures. For purposes of *dispel magic* or similar effects, the door is DC 22.

**APL 10 (EL 10)**

☛ **House Noquar negative energy portal:** Does 1d6 points of temporary Constitution damage to anyone who passes and does not bear the *mark of House Noquar*; The portal is neutralized

for minute with a turn undead check that would effect 13 HD worth of undead creatures. For purposes of *dispel magic* or similar effects, the door is DC 24

**APL 12 (EL 12)**

☛ **House Noquar negative energy portal:** Does 1d6 points of temporary Constitution damage to anyone who passes and does not bear the *mark of House Noquar*; The portal is neutralized for minute with a turn undead check that would effect 15 HD worth of undead creatures. For purposes of *dispel magic* or similar effects, the door is DC 26.

**Development:** Character may also choose to climb down the slop (which is 50 feet down to area 11) the climb DC for the natural rock is 20. If Unnjut is waiting for the attack on the Grim Barracks, and it never comes, she eventually comes to investigate, aiding her master with her forces.

**6. The Shrine**

Beyond the show curtain is a room stylized with frescos and bas-reliefs of powerful and grand spiders and demons feasting on elves and other surface races, with are rendered in grotesque caricatures of their true forms. Directly opposite the entrance sits an alter of black stone beautifully carved in the shape of a black widow spider with a dark elf head—a form that can only represent the infamous Iolth, queen of the spi-

*ders. Flanking the altar and idol is a pair of iron bound doors.*

The entrance area to the Grim Barracks also serves as Unnjut Noquar's personal altar to her goddess. If the characters were able to approach the barracks stealth fully there is only a 10% chance that they Unnjut here praying, otherwise she will be in her quarters (area 8, below). If she was alert to the character's presence by the warning trap in area 3, she is here with her full force of undead, ready to do battle with the invaders.

### APL 2 (EL 3 OR 5)

➤ **Unnjut (APL 2 version):** female elf (drow) Clr2; hp 10; see Appendix I.

➤ **Medium-size zombies (4):** hp 18, 16, 16, 13; see *Monster Manual*.

### APL 4 (EL 5 OR 7)

➤ **Unnjut (APL 4 version):** female elf (drow) Clr5; hp 21; see Appendix I.

➤ **Medium-size zombies (7):** hp 24, 22, 20, 20, 20, 17, 15; see *Monster Manual*.

\*Zombies are boosted by a *desecrate* spell precasted by Unnjut. They each gain +4 hit points, are turned at a -6, and gain a +2 profane bonus to all their rolls. Listed hit points reflect the effects of the spell.

### APL 6 (EL 7 OR 9)

➤ **Unnjut (APL 6 version):** female elf (drow) Clr7; hp 30; see Appendix I.

➤ **Large zombies (7):** hp 48, 44, 37, 37, 37, 29, 25; see *Monster Manual*.

\*Zombies are boosted by a *desecrate* spell precasted by Unnjut. They each gain +4 hit points, are turned at a -6, and gain a +2 profane bonus to all their rolls. Listed hit points reflect the effects of the spell.

### APL 8 (EL 9 OR 11)

➤ **Unnjut (APL 8 version):** female elf (drow) Clr9; hp 39; see Appendix I.

➤ **Large zombies, advanced 7 HD (7):** hp 76, 71, 71, 71, 71, 56, 52; see *Monster Manual*.

\*Zombies are boosted by a *desecrate* spell precasted by Unnjut. They each gain +4 hit points, are turned at a -6, and gain a +2 profane bonus to all their rolls. Listed hit points reflect the effects of the spell.

### APL 10 (EL 11 OR 13)

➤ **Unnjut (APL 4 version):** female elf (drow) Clr11; hp 48; see Appendix I.

➤ **Mohrgs (3):** hp 128, 119, 100; see *Monster Manual*.

\*Mohrgs are boosted by a *desecrate* spell precasted by Unnjut. They each gain +4 hit points, are turned at a -6, and

gain a +2 profane bonus to all their rolls. Listed hit points reflect the effects of the spell.

### APL 12 (EL 13 OR 15)

➤ **Unnjut (APL 4 version):** female elf (drow) Clr13; hp 60; see Appendix I.

➤ **Mohrgs (5):** hp 128, 119, 119, 115, 100; see *Monster Manual*.

\*Mohrgs are boosted by a *desecrate* spell precasted by Unnjut. They each gain +4 hit points, are turned at a -6, and gain a +2 profane bonus to all their rolls. Listed hit points reflect the effects of the spell.

**Tactics:** Wherever possible, Unnjut keeps undead between her and the characters, commanding her minions and aiding them with spells. When she spots spellcasters, she attempts to take them down with her poisoned hand crossbow.

The *House Noquar negative energy portals* also have a secondary function—when undead pass through the door it acts as an *inflict light wounds* cast by a 1st-level cleric. Whenever possible she uses the doors to that effect. At higher APLs she has no problems with fleeing the battle and regrouping with the Three in the long hall. If captured Unnjut is a cunning prisoner. No matter the current status of the Starchild, she insists that the child is alive, and promises to take the characters to him in exchange for her freedom. She instead attempts to set the character up, taking them to Aurzzuat, confident that she and the half-dragon can destroy the intruders if they work together.

**Treasure:** APL 2—loot - 60 gp, Magic - 2 *potions of cure light wounds* (8 gp each), divine scroll of *doom* (4 gp); APL 4—loot - 60 gp, Magic - 2 *potions of cure moderate wounds* (45 gp each), divine scroll of *doom* (4 gp); APL 6—loot - 90 gp, Magic - 2 *potions of cure moderate wounds* (45 gp each), divine scroll of *doom* (4 gp), divine scroll of *animate dead* (56 gp); APL 8—60 gp, Magic - +1 *small steel shield* (123 gp) +1 *morningstar* (345 gp), 2 *potions of cure moderate wounds* (45 gp each), divine scroll of *doom* (4 gp), divine scroll of *animate dead* (56 gp); APL 10—loot—60 gp, Magic - +2 *small steel shield* (573 gp), +1 *chain shirt* (218 gp) +1 *morningstar* (345 gp), 2 *potions of cure sereious wounds* (113 gp each), divine scroll of *doom* (4 gp), divine scroll of *animate dead* (56 gp); APL 12 loot—60 gp, Magic - +2 *small steel shield* (573 gp), +1 *chain shirt* (218 gp) +1 *shocking morningstar* (945 gp), 2 *potions of cure sereious wounds* (113 gp each), divine scroll of *doom* (4 gp), divine scroll of *animate dead* (56 gp); **Note:** This treasure is added on to the treasure in area 8 if the characters confront the drow cleric in her chambers.

## 7. Preserve Chamber

The door to this chamber is usually locked (Unnjut holds the key to this door on her key chain), unless Unnjut has rallied her undead forces to battle invaders within the shrine.

➤ **Iron Door:** 2 in thick; Hardness 10; hp 60; Break (DC 28); Locked with an average (DC 25).

Once the characters have entered, read or paraphrase the following:

*As the door open, a rush of dry foul air hits you.*

If the characters have entered the Grim Barracks sans Unnjut's attention, the undead she stores in this room attack when the door opens, and chase invaders until they are destroyed.

### APL 2 (EL 3)

➤ **Medium-size zombies (4):** hp 18, 16, 16, 13; see *Monster Manual*.

### APL 4 (EL 5)

➤ **Medium-size zombies (7):** hp 20, 18, 16, 16, 16, 13, 11; see *Monster Manual*.

### APL 6 (EL 7)

➤ **Large zombies (7):** hp 44, 40, 33, 33, 33, 25, 21; see *Monster Manual*.

### APL 8 (EL 9)

➤ **Large zombies, advanced 7 HD (7):** hp 72, 67, 67, 67, 67, 52, 48; see *Monster Manual*.

### APL 10 (EL 11)

➤ **Mohrgs (3):** hp 124, 115, 96; see *Monster Manual*.

### APL 12 (EL 13)

➤ **Mohrgs (5):** hp 124, 115, 115, 115, 96; see *Monster Manual*.

## 8. The Long Hall

Modify the following read-aloud text to take into account the characters vision and lighting.

*Opening the door, you can see that this long hall stretches off into the darkness. On the left-hand side of the hall way you spot two doors. One is close to you, and another almost at the edge of your vision.*

This hall leads to a spiral staircase that leads down to another long hall that slopes down to area 11 (see map 3). Just before the character reach the spell, they have to deal with a second negative energy portal.

### APL 2 (EL 1)

➤ **House Noquar negative energy portal:** Does 1d3 points of temporary Constitution damage to anyone who passes and does not bear the *mark of House Noquar*; The portal is neutralized for minute with a turn undead check that would effect 3 HD worth of undead creatures. For purposes of *dis-*

*pel magic* or similar effects, the door is DC 16.

### APL 4 (EL 3)

➤ **House Noquar negative energy portal:** Does 1d3 points of temporary Constitution damage to anyone who passes and does not bear the *mark of House Noquar*; The portal is neutralized for minute with a turn undead check that would effect 5 HD worth of undead creatures. For purposes of *dis-*

### APL 6 (EL 6)

➤ **House Noquar negative energy portal:** Does 1d6 points of temporary Constitution damage to anyone who passes and does not bear the *mark of House Noquar*; The portal is neutralized for minute with a turn undead check that would effect 7 HD worth of undead creatures. For purposes of *dis-*

### APL 8 (EL 8)

➤ **House Noquar negative energy portal:** Does 1d6 points of temporary Constitution damage to anyone who passes and does not bear the *mark of House Noquar*; The portal is neutralized for minute with a turn undead check that would effect 9 HD worth of undead creatures. For purposes of *dis-*

### APL 10 (EL 10)

➤ **House Noquar negative energy portal:** Does 1d6 points of temporary Constitution damage to anyone who passes and does not bear the *mark of House Noquar*; The portal is neutralized for minute with a turn undead check that would effect 13 HD worth of undead creatures. For purposes of *dis-*

### APL 12 (EL 12)

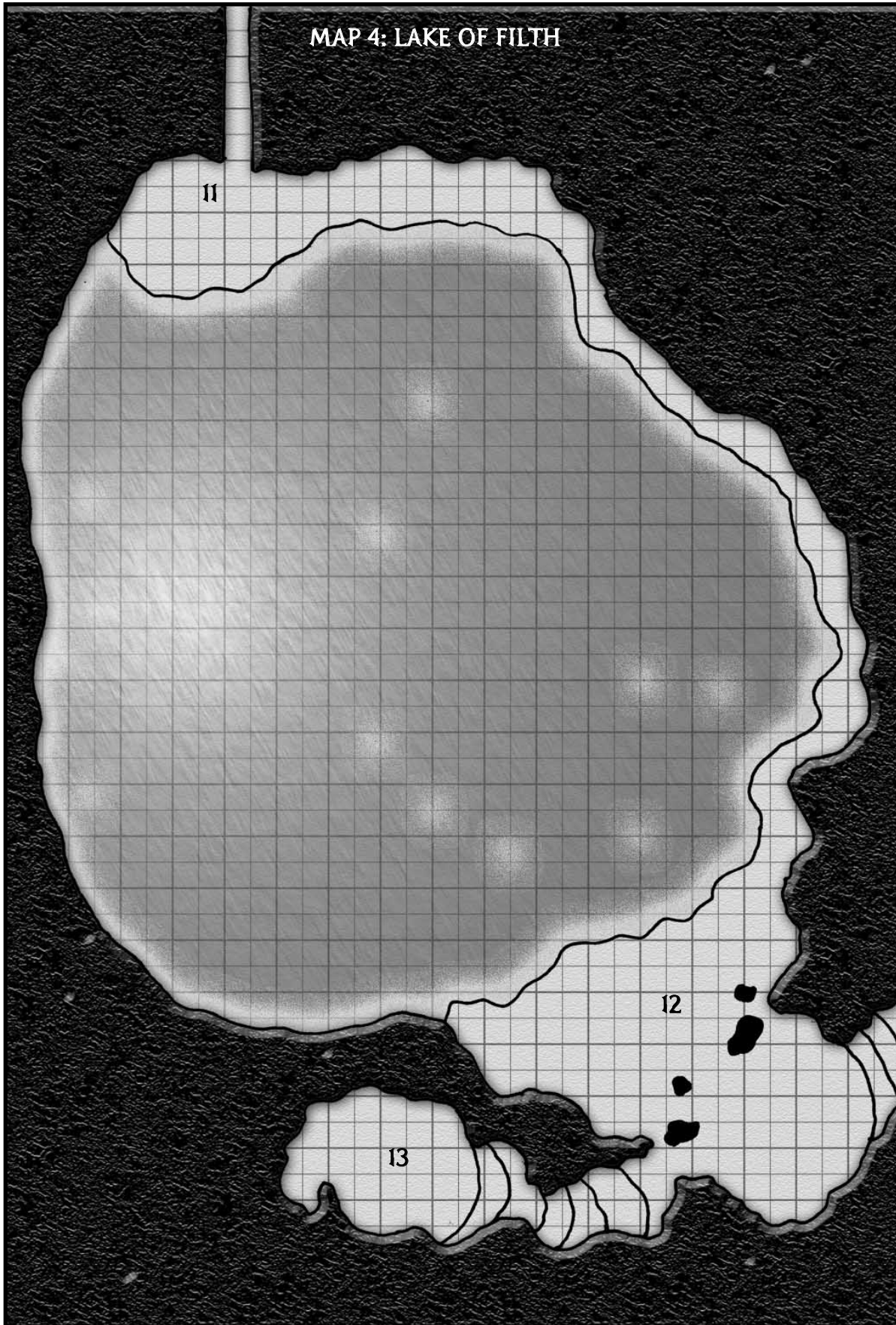
➤ **House Noquar negative energy portal:** Does 1d6 points of temporary Constitution damage to anyone who passes and does not bear the *mark of House Noquar*; The portal is neutralized for minute with a turn undead check that would effect 15 HD worth of undead creatures. For purposes of *dis-*

## 9. Unnjut's Quarters

*For small single chamber in the bowls of the earth, this place is smartly appointed. The walls are decorated with what could be called a beautiful fresco if it weren't for its protagonist—the spider goddess Lolth, who sits in judgment of the drow and surface elves—to horrifying end in the case of the latter. The room also features a fine cabinet made of a strange porous wood, but finely carved, and a push bed covered with silk comforters and pillows.*

If Unnjut was not aware of the character breaching the complex's defenses or not found praying in the shrine, she is be

MAP 4: LAKE OF FILTH



found here. And defends her abode.

### **APL 2 (EL 3)**

➤ **Unnjut (APL 2 version):** female elf (drow) Clr2; hp 10; see Appendix I.

### **APL 4 (EL 5)**

➤ **Unnjut (APL 4 version):** female elf (drow) Clr5; hp 21; see Appendix I.

### **APL 6 (EL 7)**

➤ **Unnjut (APL 6 version):** female elf (drow) Clr7; hp 30; see Appendix I.

### **APL 8 (EL 9)**

➤ **Unnjut (APL 8 version):** female elf (drow) Clr9; hp 39; see Appendix I.

### **APL 10 (EL 11)**

➤ **Unnjut (APL 4 version):** female elf (drow) Clr11; hp 48; see Appendix I.

### **APL 12 (EL 13)**

➤ **Unnjut (APL 4 version):** female elf (drow) Clr13; hp 60; see Appendix I.

**Treasure:** APL 2—loot – 50 gp; APL 4—loot – 75 gp; APL 6 to 12—loot 100 gp.

## **10. Lair of the Three**

*This is a sparsely appointed abode, with only three cots. Whoever dwells in this place, lives light.*

If characters are able to sneak into the Grim Barracks at higher APLs, they encounter Unnjut's three pet assassins here.

### **APL 8 (EL 7)**

➤ **Damus, Hellatate, Vinzorr (APL 8 versions):** male elves (drow) Rog4; hp 19, 16, 15; see Appendix I.

### **APL 10 (EL 9)**

➤ **Damus, Hellatate, Vinzorr (APL 8 versions):** male elves (drow) Rog4/Asn2; hp27, 24, 22; see Appendix I.

### **APL 12 (EL 11)**

➤ **Damus, Hellatate, Vinzorr (APL 8 versions):** female elf (drow) Rog4/Asn4; hp 36, 32, 30; see Appendix I.

**Tactics:** Cunning and patient foes, the trio quaff their potions simultaneously and shadows the characters, waiting for the best moment to strike...most likely aiding their leader, the half-dragon Azzuraut in his lair.

**Treasure:** APL 8—Loot – 135 gp, Magic –3 *potions of invisibility* (23 gp each); APL 10—Loot 135 gp, Magic –3 +1 small steel shield (173 gp each), 3 *potions of invisibility* (23 gp each); APL 12—Loot 135 gp, Magic –3 +1 small steel shield (173 gp each), 3 +1 short swords (345 each), 3 *potions of invisibility* (23 gp each);

## **11. Lake of Filth**

*The long hall leads to the lake of filth, where the sewage of Istivin congregates in a stinking pool by way of the main and many lesser waterfalls from the city's sewer complex. The place is so rank you must push down the bile as its stink reaches you.*

The stink here is so bad that characters must succeed a Fortitude save (DC 15) or be wracked with nausea, suffering a –2 circumstance penalty to all attacks, saves, and skill checks for the next 1d6 minutes. Once a character has succeeded that save, they need not make another, but if the character fails, it must attempt another Fortitude save at the end of each duration until the character does succeed.

If characters attempt to swim across the pool, in this room has a chance (Fortitude saving throw DC 12) of contracting filth fever (see *DUNGEON MASTER'S Guide* chapter 3).

## **12. Aurzzuat's Lair**

*A strange green mist covers the floors and condenses on the ceiling, of this large cavern, making it almost impossible to guess its true size and shape. The four large stalagmites in the middle of this cave are carved with strange glyphs, looking like odd rune-decorated teeth of some great maw.*

The mists are of a strange but non-hazardous gas of the Underdark called *unnaft* by the drow (Bardic Knowledge DC 25, or Knowledge [Underdark] DC 20). They are widely believed to bestow greater vitality to creatures that dwell in them, but they actually have no real game effect. If a character is able to succeed at its Knowledge check when they approach these gasses, tell them that it is widely believe that these gasses add to vitality, but don't let them know that there is no actual game effect—let them find that out during play in the area.

The runes on the stalagmites are in Draconic. At first glance they may seem random and nonsensical, but a successful Knowledge (arcana) check (DC 15) will remind a character that they are all the ruins associated with an ancient draconic belief that dragons gain power from those they consume.

The half-dragon is a strong believer that what he eats increases his power, and believes that the innocent increases his power more than any other types of creatures. In truth the thoroughly wicked and depraved Aurzzuat has a single addition—the taste of children, especially human children. Worse, he is entirely unapologetic about his strange sense of gourmet.

If characters are smart and stealthy, and under the 30



hour mark, they may be able to catch Aurzzuat here performing his cooking ritual. If not, he will prepare for visitors by hiding in the stairway up that leads up to the Simmering Grotto (area 13, below), and calls out to his visitors in Undercommon:

**Emussu lafunat bres? [Why do you disturb me?]**

If he does not receive an immediate answer, he asks the question again in Draconic, and then once more in Common.

If the characters announce themselves in any way, the canny Aurzzuat intuits that they are invaders into his lair, and begins to parley with them.

While preparing his defenses (casting spells, and positioning himself in a the best tactical position possible to fight invaders who approach the grotto) he attempts to bribe the characters to turn back, promising him his hoard if the characters "mind their own business."

Whether or not he would actually give up his treasure, is dependent on whether or not he has already consumed the Starchild. If he has not, his addiction is so great, that he would give up his hoard, promising to deliver the treasure the very next day next to the Font of Sacrifice if they leave now. If and Issran dinner has already been devoured, it is all a ruse, he will promise anything, and attempt to live to fight another day.

But let's face it, most characters aren't going to go for that nonsense.

### APL 2 (EL 3)

➤ **Aurzzuat (APL 2 version):** male half-elf (drow), half-dragon Sor1; hp 8; see Appendix I.

### APL 4 (EL 5)

➤ **Aurzzuat (APL 4 version):** male half-elf (drow), half-dragon Sor3; hp 25; see Appendix I.

### APL 6 (EL 7)

➤ **Aurzzuat (APL 6 version):** male half-elf (drow), half-dragon Sor5; hp 37; see Appendix I.

### APL 8 (EL 9)

➤ **Aurzzuat (APL 8 version):** male half-elf (drow), half-dragon Sor7; hp 52; see Appendix I.

### APL 10 (EL 11)

➤ **Aurzzuat (APL 4 version):** male half-elf (drow), half-dragon Sor9; hp 64; see Appendix I.

### APL 12 (EL 13)

➤ **Aurzzuat (APL 4 version):** male half-elf (drow), half-dragon Sor11; hp 80; see Appendix I.

**Tactics:** Aurzzuat is both confident and cunning. Whenever possible he spends as much time as he can casting his defensive and enhancing spells before engaging the characters. Even after that, he using ranged spells in an attempt to take out known spell casters, confidently firing at them even in melee by way of casting behind the *shield* spell. At higher levels of play, he may have allies to help him in this fight (his consort, the demons from the Drop of Spiders, and even the Three), and will guide their attack on his abode with sound and shrewd tactics.

**Treasure:** APL 2-Loot - 2 gp; APL 4-Loot - 2; Magic - *potion of cure moderate wounds* (45 gp); APL 6 and 8-Loot -2 gp; Magic - *potion of cure moderate wounds* (45 gp) and a *ring of protection* (+1) (300 gp); APL 10 Loot-2 gp; Magic - *potion of cure moderate wounds* (45 gp) and a *ring of protection* (+2) (1,200 gp); APL 12 Loot-2 gp; Magic - *potion of cure moderate wounds* (113 gp) and a *ring of protection* (+2) (1,200 gp).

## 13. Simmering Grotto

*While ascending naturally occurring stair-like formation to this chamber, you smell a strange mix of burning charcoal and a strange sickening sweet odor. The mist sits heavy on the floor of the chamber, but you can still spot a huge caldron atop of burning coals. Suspended above the huge blackened pot are a group of changes ending with small shackles.*

Depending whether or not the characters are able to defeat the half-dragon under their 30-hour time limit, Issran may or may not still be dangling over the stew pot.

If he is still hanging over the pot, he is unconscious but stable (-1 hp). If characters are too late, all that is left is bones-the remains of Aurzzuat's depraved meal.

## CONCLUSION

The conclusion of this adventure is dependant upon whether or not the characters were able to rescue the Starchild before Aurzzuat eats him. If they were, the characters gains the special Adventure Certificate with the Starchild, and has a few choices on how to deal with the burden of taking him to the Plinth of the Conjunction in the Barrier Peaks-they must make the decision before they leave the table.

Characters who were not successful gain the other adventure certificate, whatever treasure they were able to gather, and you can end the adventure in a standard way.

## CONCLUSION CONSEQUENCES

It is conceivable that when characters confront Aurzzuat they may take up his offer to "mind their own business" and leave the child's fate to the monster's appetite. While sad and unheroic, this is a possibility, but it does carry some consequences. Basically this is an evil act, and causes and alignment shift on the good-evil axis. Good characters, shift to

neutral on that axis, and neutral characters shift to evil.

This shift has dire consequences in two instances: characters may lose class abilities (such as paladin's becoming ex-paladins) or a character will become unplayable due to its evil alignment. In the former case (and any case where a now-neutral character may want to change their alignment back to good), characters may seek atonement (as the spell) for a cost of 15 TUs (to take the quest), 500 XP and 900 gp but the atonement must be done directly after the adventure, the character's companions in this adventure (an only those characters who participated in this adventure with the character seeking the atonement) may pitch in for the gp cost. In the latter case the character is lost to evil. Collect the character and all adventure certificates and void them

**The End**

## EXPERIENCE POINT SUMMARY

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

### The Veil

#### 1. Common Room

Defeating the tavern toughs

APL 2	50 XP
APL 4	90 XP

#### 2. Behind the Bar

Defeating Lurrig

APL 2 and 4	30 XP
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#### 7. The Font of Sacrifice and 8. Lower Cavern

Defeat the cultists

APL 2	30 XP
APL 4	90 XP
APL 6	150 XP
APL 8	180 XP
APL 10	210 XP
APL 12	270 XP

### Beneath the Veil

#### 2. Dangerous Crosstunnel

Defeat the defending monster

APL 2	90 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

#### 3. Warning Trap

Defeat the trap

APL 2	20 XP
APL 4	90 XP
APL 6	150 XP
APL 8	210 XP
APL 10	270 XP
APL 12	330 XP

#### 4. Drop of Spiders

Defeat the spider guardians

APL 2	50 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

APL 12	360 XP
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#### 5. Grim Portal to the Grim Barraks

Defeat the House Noquar negative energy portal.

APL 2-APL 12	40 XP
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#### 6. to 9. Drow Cleric

Defeat Unnjut's undead minions

APL 2	70 XP
APL 4	150 XP
APL 6	10 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

Defeat Unnjut

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

#### 10. Lair of the Three

Defeat the Three

APL 8	220 XP
APL 10	290 XP
APL 12	340 XP

#### 12. Aurzzuat's Lair

Defeat Aurzzuat

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	470 XP

#### Total Possible Experience

APL 2	500 XP
APL 4	1,000 XP
APL 6	1,300 XP
APL 8	2,000 XP
APL 10	2,450 XP
APL 12	3,000 XP

## TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasurer.

The loot total is the number of gold pieces each charac-

ter gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minute per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (that is., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold piece each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer*, or similar spell to determine what the item does, and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate. Because this is a Core adventure, taking place in a region not administered by a Regional Triad, characters cannot spend extra Time Units to practice professions or create items immediately after the adventure, so this total is not be modified by other circumstances.

### TREASURE KEY:

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

### The Veil

#### 7. The Font of Sacrifice

Defeat the cultists.

APL 2: L: 1 gp.

APL 4 - 12: L: 3 gp; M: divine scroll of obscuring mist (4 gp).

### Beneath the Veil

#### 2. Dangerous Crosstunnel

Defeat the guardian monster.

APL 2: C: 10 gp.

APL 4: C: 50 gp.

APL 6-10: L: 62 gp; M: +1 Medium-size punching dagger (346 gp).

APL 12: M: 2 +1 Medium-size punching dagger (346 gp each), and +2 Medium-size punching dagger (1246 gp)

### 6. The Shrine

Defeat Unnjut

APL 2: L: 60 gp; M: 2 potions of cure light wounds (8 gp), divine scroll of doom (4 gp)

APL 4: L: 60 gp; M: 2 potions of cure moderate wounds (45 gp), divine scroll of doom (4 gp).

APL 6: L: 90 gp; M: 2 potions of cure moderate wounds (45 gp), divine scroll of doom (4 gp), divine scroll of animate dead (56 gp).

APL 8: L: 60 gp; M: +1 small shield (123 gp), +1 morning star (345 gp), 2 potions of cure moderate wounds (45 gp), divine scroll of doom (4 gp), divine scroll of animate dead (56 gp)

APL 10: L: 60 gp; M: +2 small shield (573 gp), +1 chain shirt (218 gp), +1 morning star (345 gp), 2 potions of cure serious wounds (113 gp), divine scroll of doom (4 gp), divine scroll of animate dead (56 gp)

APL 12: L: 60 gp; M: +2 small shield (573 gp), +1 chain shirt (218 gp), +1 shocking morning star (945 gp), 2 potions of cure serious wounds (113 gp), divine scroll of doom (4 gp), divine scroll of animate dead (56 gp)

### 9. Unnjut's Quarters

Loot Unnjut's quarters

APL 2: L: 50 gp.

APL 4: L: 75 gp.

APL 6-12: L: 100 gp.

10. Lair of the Three

Defeat the Three

APL 8: L: 135 gp; M: 3 potions of invisibility (23 gp each).

APL 10: L: 135 gp; M: 3 +1 small steel shields (173 gp), 3 potions of invisibility (23 gp each).

APL 12: L: 135 gp; M: 3 +1 small steel shields (173 gp), 3 +1 short swords (345 gp), 3 potions of invisibility (23 gp each).

### 12. Aurzzuat's Lair

Defeat Aurzzuat.

APL 2: Loot 2 gp.

APL 4: Loot - 2; Magic potion of cure moderate wounds (45 gp).

APL 6 and 8-Loot -2 gp; Magic - potion of cure moderate wounds (45 gp) and a ring of protection (+1) (300 gp);

APL 10 Loot-2 gp; Magic - potion of cure moderate wounds (45 gp) and a ring of protection (+2) (1,200 gp);

APL 12 Loot-2 gp; Magic - potion of cure moderate wounds (113 gp) and a ring of protection (+2) (1,200 gp).

### Total Possible Treasure

APL 2: 143 gp

APL 4: 268 gp

APL 6: 1,092 gp

APL 8: 1,679 gp

APL 10: 3,746 gp

APL 12: 5,000 gp

## APPENDIX I: NPCS

## THE VEIL

## 1. Common Room

➤ **Tavern Toughs:** mix male and female human Com1; CR ½; Medium-size humanoid (human): HD 1d4+5; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +3 melee (1d4+2/19-20, dagger), or +2 melee (1d3+2 subdual, fist), or +3 ranged (1d4+2/19-20, dagger); AL N; SV Fort +2, Ref +2, Will -1; Str 14, Dex 14, Con 15, Int 10, Wis 9, Chr 9.

*Skills and Feats:* 12 Jump +6, Listen +3, Spot +3; Toughness, Weapon Focus (dagger).

*Possessions:* Commoner's outfit, dagger.

## 2. Behind the Bar

➤ **Lurr:** Male half-orc War2; CR 1; Medium-size humanoid (orc); HD 2d8+4; hp 10; Init +0; Spd 30 ft.; AC 12 (touch 10, flat-footed 12); Atk +5 melee (1d6+2, club), or +2 ranged (1d8/19-20, light crossbow); SQ Half-orc traits; SV Fort +5, Ref +0, Will -1; Str 14, Con 15, Dex 11, Int 10, Wis 8, Chr 8.

*Skills and Feats:* Intimidate +4, Jump +7; Weapon focus (club).

*Possessions:* Commoner's outfit, leather armor, club, light crossbow, 10 bolts, 15 vials of Tanbrosh.

## 3. Kitchen

➤ **Yevern:** Male gnome Exp3; CR 2; Small humanoid (gnome); HD 3d6-3; hp 8; Init +2; Spd 20 ft.; AC 13 (touch 13, flat-footed 11); Atk +1 melee (1d4-1/19-20, dagger), or +4 ranged (1d4-1/19-20, dagger); SQ Gnome traits; SV Fort +0, Ref +3, Will +3; Str 8, Con 8, Dex 14, Int 16, Wis 12, Chr 11.

*Skills and Feats:* Alchemy +13, Bluff +6, Diplomacy +6, Forgery +11, Gather Information +6, Heal +7 Knowledge (arcana) +9, Knowledge (herbalism) +9, Wilderness Lore +7; Skill Focus (Alchemy), Skill Focus (Forgery).

*Equipment:* dagger, 30 vials of Tanbrosh, low-quality Alchemical lab.

## 7. Font of Sacrifice

➤ **Neophyte Eilatana Cultists:** mix male and female human Com1; CR ½; Medium-size humanoid (human): HD 1d4+5; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +3 melee (1d4+2/19-20, dagger), or +2 melee (1d3+2 subdual, fist), or +3 ranged (1d4+2/19-20, dagger); AL CE; SV Fort +2, Ref +2, Will -1; Str 14, Dex 14, Con 15, Int 10, Wis 9, Chr 9.

*Skills and Feats:* 12 Jump +6, Listen +3, Spot +3; Toughness, Weapon Focus (dagger).

*Possessions:* Commoner's outfit, dagger.

➤ **Lesser Eilatana Cultists:** mix male and female human War2; CR 1; Medium-size humanoid (human): HD 2d8+7; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +5 melee

(1d4+2/19-20, dagger), or +4 melee (1d3+2 subdual, fist), or +5 ranged (1d4+2/19-20, dagger); AL CE; SV Fort +5, Ref +2, Will -1; Str 14, Dex 14, Con 15, Int 10, Wis 9, Chr 9.

*Skills and Feats:* Jump +6, Listen +3, Spot +3; Toughness, Weapon Focus (dagger).

*Possessions:* Commoner's outfit, studded leather armor, 3 daggers.

➤ **Eilatana Cultists:** mix male and female human Rog3; CR 3; Medium-size humanoid (human): HD 3d6+10; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 14); Atk +5 melee (1d4+2/19-20, dagger), or +4 melee (1d3+2 subdual, fist), or +5 ranged (1d4+2/19-20, dagger); SA Sneak attack +3d6; SQ Evasion, Uncanny Dodge; AL CE; SV Fort +3, Ref +5, Will +0; Str 14, Dex 14, Con 15, Int 10, Wis 9, Chr 9.

*Skills and Feats:* Balance +9, Bluff +6, Climb +9, Escape Artist +9, Hide +9, Jump +9, Move Silently +9, Listen +6, Spot +6, Tumble +9; Dodge, Toughness, Weapon Focus (dagger).

*Possessions:* Explorer's outfit, leather armor, 3 daggers.

➤ **Lesser Eilatana Adept:** female human Adp2; CR 1; Medium-size humanoid (human); HD 2d6+4; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +1 melee (1d4-1/19-20, dagger), or +0 melee (1d3-1 subdual, fist), or +3 ranged (1d4-1/19-20 dagger); SA Spells, SQ Spells, familiar; AL CE; SV Fort +2, Ref +2, Will +5; Str 9, Dex 14, Con 14, Int 9, Wis 16, Chr 10.

*Skills and Feats:* Concentration +7, Listen +5, Spellcraft +4, Spot +5; Spell focus (Necromancy), Weapon Focus (dagger).

**Familiar**—Rat: Tiny magical beast; HD 1; hp ½ master's; Init +2; Spd 15 ft., climb 15 ft.; AC 15 (touch 13, flat-footed 12); Atk +4 melee (1d3-4, bite); Face/Reach 2 ½ ft. by 2 ½ ft.; SQ Scent, grant +2 Fort save, grant Alertness, improved evasion, share spells, empathic link; AL CE; SV Fort +2, Ref +4, Will +3; Str 2, Dex 15, Con 10, Int 6, Wis 12, Cha 2.

*Skills and Feats:* Balance +10, Climb +12, Hide +18, Move Silently +10; Weapon Finesse (bite).

*Spells Prepared* (3/2; base DC = 13 + spell level; Necromancy base DC = 15 + spell level); o—cure minor wounds, guidance, read magic; 1st—cause fear (2).

*Possessions:* Commoner's outfit, divine scroll of obscuring mist, dagger.

➤ **Eilatana Adept:** female human Adp5; CR 4; Medium-size humanoid (human); HD 5d6+10; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +3 melee (1d4/19-20, masterwork dagger), or +4 melee (1d3 subdual, fist), or +5 ranged (1d4-1/19-20 masterwork dagger); SA Spells, SQ Spells, familiar; AL CE; SV Fort +3, Ref +3, Will +7; Str 10, Dex 14, Con 14, Int 9, Wis 16, Chr 10.

*Skills and Feats:* Concentration +9, Listen +5, Spellcraft +6, Spot +5; Spell focus (Necromancy), Weapon Focus (dagger).

**Familiar**—Rat: Tiny magical beast; HD 1; hp ½ master's; Init +2; Spd 15 ft., climb 15 ft.; AC 15 (touch 13, flat-footed 12); Atk +4 melee (1d3-4, bite); Face/Reach 2 ½ ft. by 2 ½ ft.; SQ

Scent, grant +2 Fort save, grant Alertness, improved evasion, share spells, empathic link; AL CE; SV Fort +2, Ref +4, Will +3; Str 2, Dex 15, Con 10, Int 6, Wis 12, Cha 2.

*Skills and Feats:* Balance +10, Climb -12, Hide +18, Move Silently +10; Weapon Finesse (bite).

*Spells Prepared* (3/3/2; base DC = 13 + spell level; Necromancy base DC = 15 + spell level); o—*cure minor wounds, guidance, read magic*; 1st—*burning hands, cause fear* (2); 2nd—*web*.

*Possessions:* Commoner's outfit, divine scroll of *obscuring mist*, masterwork dagger.

➤ **Abyssal Skulker**: CR 2; Small outsider (chaotic, evil); HD 2d8+2; Init +2; Spd 40 ft.; AC 15 (touch 13, flat-footed 13; Atk +5 melee (1d3, 2 claws); SQ Outsider traits, Poison immunity, acid, cold, electricity, and fire resistance 20, scent; AL CE; SV Fort +5, Ref +5, Will +5; Str 10, Dex 15, Con 12, Int 13, Wis 14, Cha 8.

*Skills and Feats:* Hide +9, Listen +7, Move Silently +7, Spot +7; Weapon Finesse (claw).

## Beneath the Veil

### 2. Deadly Crosstunnel

➤ **Otyugh, advanced 9 HD**: CR 6; Huge aberration; HD 11d8+44; hp 90; Init -1; Spd 20 ft.; AC 19 (touch 7, flat-footed 19); Atk +10 melee (1d8+4, 2 tentacle rakes) and +7 melee (1d6+2, bite); SA Improved grab, constrict 1d8+4, disease; SQ Scent; Face/Reach 10 ft. by 10 ft./15 ft. (20 ft. with tentacles); AL x; SV Fort +7, Ref +2, Will +8; Str 19, Dex 8, Con 17, Int 5, Wis 12, Cha 6.

*Skills and Feats:* Hide +7\*, Listen +9, Spot +11; Alertness, Multiattack

**Improved Grab (Ex)**: To use this ability, the otyugh must hit a size Large or smaller opponent with a tentacle attack. If it gets a hold, it can constrict.

**Constrict (Ex)**: An otyugh deals automatic tentacle damage to a size Large or smaller opponent with a successful grapple check.

**Disease (Ex)**: Filth fever—bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution (see Disease, chapter x in the *DUNGEON MASTER'S GUIDE*).

**Skills**: \*An otyugh receives a +8 racial bonus to Hide checks when it is in its lair due to its natural coloration.

➤ **Athach, advanced Huge 16 HD**: CR 8; Huge Aberration; HD 16d8+80; hp 151; Init +1; Spd 50 ft.; AC 20 (touch 9, flat-footed 19); Atk: +15/+10/+5 melee; (1d8+9/19-20, +1 *Medium-size punching dagger*), +10 melee (1d8+4/19-20, 2 masterwork *Medium-size punching daggers*), +14 melee (2d8+4 and poison, bite); SA Poison; Face/Reach 10 ft. by 10 ft./15 ft.; AL CE; SV Fort +10, Ref +6; Will +11; Str 27, Dex 12, Con 21; Int 7, Wis 12, Cha 6.

*Skills and Feats:* Climb +16, Jump +16, Listen +13, Spot +13; Multiattack, Multidexterity, Multitweapon Fighting, Power Attack.

**Poison (Ex)**: Bite, Fortitude save (DC 22); initial damage

1d6 temporary Strength, secondary damage 2d6 temporary Strength.

➤ **Athach, advanced Huge 20 HD**: CR 8; Huge Aberration; HD 20d8+100; hp 190; Init +1; Spd 50 ft.; AC 20 (touch 9, flat-footed 19); Atk: +18/+13/+8 melee; (1d8+9/19-20, +1 *Medium-size punching dagger*), +13 melee (1d8+4/19-20, 2 masterwork *Medium-size punching daggers*), +17 melee (2d8+4 and poison, bite); SA Poison; Face/Reach 10 ft. by 10 ft./15 ft.; AL CE; SV Fort +11, Ref +7; Will +13; Str 27, Dex 12, Con 21; Int 7, Wis 12, Cha 6.

*Skills and Feats:* Climb +16, Jump +16, Listen +16, Spot +16; Cleave, Multiattack, Multidexterity, Multitweapon Fighting, Power Attack.

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

➤ **Athach, advanced Huge 24 HD**: CR 8; Huge Aberration; HD 24d8+120; hp 228; Init +1; Spd 50 ft.; AC 20 (touch 9, flat-footed 19); Atk: +21/+16/+11 melee; (1d8+9/19-20, +1 *Medium-size punching dagger*), +16 melee (1d8+4/19-20, 2 masterwork *Medium-size punching daggers*), +20 melee (2d8+4 and poison, bite); SA Poison; Face/Reach 10 ft. by 10 ft./15 ft.; AL CE; SV Fort +12, Ref +8; Will +15; Str 27, Dex 12, Con 21; Int 7, Wis 12, Cha 6.

*Skills and Feats:* Climb +18, Jump +18, Listen +18, Spot +19; Cleave, Great Cleave, Multiattack, Multidexterity, Multitweapon Fighting, Power Attack.

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

➤ **Athach, advanced Huge 28 HD**: CR 8; Huge Aberration; HD 28d8+140; hp 266; Init +1; Spd 50 ft.; AC 20 (touch 9, flat-footed 19); Atk: +26/+21/+16 melee; (1d8+10/19-20, +2 *Medium-size punching dagger*), +20 melee (1d8+5/19-20, +1 *Medium-size punching daggers*), +23 melee (2d8+4 and poison, bite); SA Poison; Face/Reach 10 ft. by 10 ft./15 ft.; AL CE; SV Fort +13, Ref +9; Will +17; Str 27, Dex 12, Con 21; Int 7, Wis 12, Cha 6.

*Skills and Feats:* Climb +20, Jump +20, Listen +20, Spot +20; Cleave, Great Cleave, Multiattack, Multidexterity, Multitweapon Fighting, Power Attack, Weapon Focus (punching dagger).

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

## 4. Drop of Spiders

➤ **Fiendish Huge Monstrous Spider**: CR 6; Huge Vermin; HD 10d8+10; Init +3; Spd 30 ft., climb 20 ft. (40 ft., climb 20 ft.); AC 16 (touch 11, flat-footed 13); Atk +9 melee (2d6+6 and poison, bite); SA Poison, web, *smite good*; SQ Vermin, cold and fire resistance 15, Damage Reduction 5/+2, SR 20; Face/Reach 15 ft. by 15 ft./10 ft.; AL NE; Fort +8, Ref +6, Will +3; Str 19, Dex 17, Con 12, Int 3, Wis 10, Cha 2.

*Skills:* Climb +16, Hide +2, Jump +4\*, Spot +7\*.

**Poison (Ex):** Bite—Fort save DC 22; Initial damage 1d8 temporary Strength, Secondary damage the same.

**Web (Ex):** These spiders often wait in their webs, then lower themselves silently on silken strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. This spider can cast a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets size Large and smaller. The web anchors the target in place allowing no movement. An entangled creature can escape with a successful Escape Artist (DC 28) check or burst it with a Strength check (DC 34). Both are standard actions.

**Vermin:** Immune to mind-influencing effects.

**Smite Good (Su):** Once per day the spider can make a normal attack to deal +10 points of damage against a good foe.

**Skills:** \*Monstrous spiders gain a +8 competence bonus to Hide and Move Silently checks when using their web.

➤ **Fiendish Gargantuan Monstrous Spider:** CR 9; Gargantuan Vermin; HD 24d8+24; Init +3; Spd 30 ft., climb 20 ft. (40 ft., climb 20 ft.); AC 18 (touch 9, flat-footed 15); Atk +20 melee (2d8+9 and poison, bite); SA Poison, web, *smite good*; SQ Vermin, cold and fire resistance 20, Damage Reduction 10/+3, SR 25; Face/Reach 20ft. by 20 ft./15 ft.; AL NE; Fort +15, Ref +11, Will +8; Str 23, Dex 17, Con 12, Int 3, Wis 10, Cha 2.

*Skills:* Climb +18, Hide -2, Jump +6\*, Spot +7\*.

**Poison (Ex):** Bite—Fort save DC 22; Initial damage 1d8 temporary Strength, Secondary damage the same.

**Web (Ex):** These spiders often wait in their webs, then lower themselves silently on silken strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. This spider can cast a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets size Large and smaller. The web anchors the target in place allowing no movement. An entangled creature can escape with a successful Escape Artist (DC 28) check or burst it with a Strength check (DC 34). Both are standard actions.

**Vermin:** Immune to mind-influencing effects.

**Smite Good (Su):** Once per day the spider can make a normal attack to deal +24 points of damage against a good foe.

**Skills:** \*Monstrous spiders gain a +8 competence bonus to Hide and Move Silently checks when using their web.

## 6. Shrine

➤ **Unnjut (APL 2 version):** female elf (drow) Clr2; CR 3; Medium-size humanoid (drow); HD 2d8; hp 10; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Atk +2 melee (1d8+1, morningstar), +5 ranged (1d4/19-20 plus poison, hand crossbow); SA Poisoned hand crossbow bolts, rebuke undead; SQ Drow traits, spontaneous inflict spells; SR 13; AL CE; SV

Fort +3, Ref +2, Will +5; Str 13, Dex 15, Con 10, Int 13, Wis 15, Chr 14. Height 5 ft. 3 in.

*Skills and Feats:* Concentration +5, Knowledge (religion) +6, Spellcraft +6; Exotic Weapon Proficiency (hand crossbow).

**Poisoned Crossbow Bolts:** Fortitude save (DC 17) or fall unconscious. After 1 minute the subject must succeed at another Fortitude save (DC 17) or remain unconscious for 2d4 hours.

**Drow Traits (Ex):** +2 racial bonus to Will save against spells and spell-like effects; Spell-Like abilities 1/day—dancing lights, darkness, and faerie fire. The abilities are as the spells cast by a 2nd-level sorcerer; Darkvision 120 feet; **Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

*Possession:* Cleric's vestment, chain shirt, small steel shield, morningstar, hand crossbow, 5 poisoned bolts, silver holy symbol, spell component pouch, 2 *potions of cure light wounds*, divine scroll of *doom*.

*Spells Prepared* (4/3+1; base DC = 12 + spell level): 0—*guidance* (2), *resistance*, *virtue*; 1st—*bane*, *command*, *inflict light wounds*\*, *shield of faith*.

\**Domain spell*; *Deity:* Lolth; *Domains:* Destruction (**Smite [Su]:** 1/day—makes a single melee attack against a declared foe that gains a +4 attack bonus and +2 damage) and Trickery (Bluff, Disguise, and Hide are class skills).

➤ **Unnjut (APL 4 version):** female elf (drow) Clr4; CR 5; Medium-size humanoid (drow); HD 4d8+3; hp 21; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Atk +5 melee (1d8+1, masterwork morningstar), +7 ranged (1d4/19-20 plus poison, hand crossbow); SA Poisoned hand crossbow bolts, rebuke undead; SQ Drow traits, spontaneous inflict spells; SR 15; AL CE; SV Fort +4, Ref +3, Will +6; Str 13, Dex 15, Con 10, Int 13, Wis 15, Chr 14. Height 5 ft. 3 in.

*Skills and Feats:* Concentration +7, Knowledge (religion) +8, Spellcraft +8; Exotic Weapon Proficiency (hand crossbow), Toughness.

**Poisoned Crossbow Bolts:** Fortitude save (DC 17) or fall unconscious. After 1 minute the subject must succeed at another Fortitude save (DC 17) or remain unconscious for 2d4 hours.

**Drow Traits (Ex):** +2 racial bonus to Will save against spells and spell-like effects; Spell-Like abilities 1/day—dancing lights, darkness, and faerie fire. The abilities are as the spells cast by a 4th-level sorcerer; Darkvision 120 feet; **Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

*Possession:* Cleric's vestment, chain shirt, small steel shield, masterwork morningstar, hand crossbow, 5 poisoned bolts, silver holy symbol, spell component pouch, 2 *potions of cure moderate wounds*, divine scroll of *doom*.

*Spells Prepared* (5/4+1/3+1; base DC = 12 + spell level):

o—*guidance* (3), *resistance, virtue*; 1st—*bane, command* (2), *inflict light wounds\**, *shield of faith*; 2nd—*aid, desecrate, death knell, invisibility\**.

\**Domain spell; Deity: Lolth; Domains: Destruction (Smite [Su]: 1/day—makes a single melee attack against a declared foe that gains a +4 attack bonus and +4 damage) and Trickery (Bluff, Disguise, and Hide are class skills).*

➤ **Unnjut (APL 6 version):** female elf (drow) Clr6; CR 5; Medium-size humanoid (drow); HD 6d8+3; hp 30; Init +2; Spd 30 ft.; AC 18 (touch 12, flat-footed 16); Atk +6 melee (1d8+1, masterwork morningstar), +8 ranged (1d4/19-20 plus poison, hand crossbow); SA Poisoned hand crossbow bolts, rebuke undead; SQ Drow traits, spontaneous inflict spells; SR 17; AL CE; SV Fort +5, Ref +4, Will +8; Str 13, Dex 15, Con 10, Int 13, Wis 16, Chr 14. Height 5 ft. 3 in.

*Skills and Feats:* Concentration +9, Knowledge (religion) +10, Spellcraft +10; Exotic Weapon Proficiency (hand crossbow), Spell Focus (Necromancy), Toughness.

**Poisoned Crossbow Bolts:** Fortitude save (DC 17) or fall unconscious. After 1 minute the subject must succeed at another Fortitude save (DC 17) or remain unconscious for 2d4 hours.

**Drow Traits (Ex):** +2 racial bonus to Will save against spells and spell-like effects; Spell-Like abilities 1/day—dancing lights, darkness, and faerie fire. The abilities are as the spells cast by a 6th-level sorcerer; Darkvision 120 feet; **Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

*Possession:* Cleric's vestment, chain shirt, +1 small steel shield, masterwork morningstar, hand crossbow, 5 poisoned bolts, silver holy symbol, spell component pouch, 2 potions of cure moderate wounds, divine scroll of doom, divine scroll of animate dead.

*Spells Prepared* (5/4+1/4+1/3+1; base DC = 13 + spell level; necromancy DC = 15 + spell level): o—*guidance* (3), *resistance, virtue*; 1st—*bane, command* (2), *inflict light wounds\**, *shield of faith*; 2nd—*aid, desecrate, death knell, invisibility\**, *sound burst*; 3rd—*bestow curse, contagion\**, *magic vestment, prayer*.

\**Domain spell; Deity: Lolth; Domains: Destruction (Smite [Su]: 1/day—makes a single melee attack against a declared foe that gains a +4 attack bonus and +6 damage) and Trickery (Bluff, Disguise, and Hide are class skills).*

➤ **Unnjut (APL 8 version):** female elf (drow) Clr8; CR 9; Medium-size humanoid (drow); HD 8d6+3; hp 39; Init +2; Spd 30 ft.; AC 20 (touch 13, flat-footed 17); Atk +10/+3 melee (1d8+2, +1 morningstar), +11/+4 ranged (1d4/19-20 plus poison, hand crossbow); SA Poisoned hand crossbow bolts, rebuke undead; SQ Drow traits, spontaneous inflict spells; SR 19; AL CE; SV Fort +6, Ref +6, Will +9; Str 13, Dex 16, Con 10, Int 13, Wis 16, Chr 14. Height 5 ft. 3 in.

*Skills and Feats:* Concentration +11, Knowledge (religion) +12, Spellcraft +12; Exotic Weapon Proficiency (hand

crossbow), Spell Focus (Necromancy), Toughness.

**Poisoned Crossbow Bolts:** Fortitude save (DC 17) or fall unconscious. After 1 minute the subject must succeed at another Fortitude save (DC 17) or remain unconscious for 2d4 hours.

**Drow Traits (Ex):** +2 racial bonus to Will save against spells and spell-like effects; Spell-Like abilities 1/day—dancing lights, darkness, and faerie fire. The abilities are as the spells cast by an 8th-level sorcerer; Darkvision 120 feet; **Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

*Possession:* Cleric's vestment, +1 chain shirt, +1 small steel shield, +1 morningstar, hand crossbow, 5 poisoned bolts, silver holy symbol, spell component pouch, 2 potions of cure moderate wounds, divine scroll of doom, divine scroll of animate dead.

*Spells Prepared* (6/5+1/5+1/4+1/2+1; base DC = 13 + spell level; necromancy DC = 15 + spell level): o—*guidance* (4), *resistance, virtue*; 1st—*bane, command* (3), *inflict light wounds\**, *shield of faith*; 2nd—*aid, desecrate, death knell, invisibility\**, *sound burst* (2); 3rd—*bestow curse* (2), *contagion\**, *magic vestment, prayer*; 4th—*confusion\**, *dismissal, spell immunity*.

\**Domain spell; Deity: Lolth; Domains: Destruction (Smite [Su]: 1/day—makes a single melee attack against a declared foe that gains a +4 attack bonus and +8 damage) and Trickery (Bluff, Disguise, and Hide are class skills).*

➤ **Large zombies, advanced 7 HD:** CR 2; Large undead; HD 7d12+3; Init -1; Spd 40 ft.; AC 11 (touch 8, flat-footed 11); Atk +6 melee (1d8+4, slam); SQ Undead, partial actions only; Face/Reach 5 ft. by 5 ft./10 ft.; AL N; SV Fort +2, Ref +1, Will +5; Str 17, Dex 8, Con—, Int—, Wis 10, Cha 1.

*Feat:* Toughness.

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

**Partial Actions Only (Ex):** Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack but can only do both if they charge (partial charge).

➤ **Unnjut (APL 10 version):** female elf (drow) Clr10; CR 11; Medium-size humanoid (drow); HD 10d8+3; hp 48; Init +2; Spd 30 ft.; AC 21 (touch 13, flat-footed 18); Atk +11/+4 melee (1d8+2, +1 morningstar), +12/+5 ranged (1d4/19-20 plus poison, hand crossbow); SA Poisoned hand crossbow bolts, rebuke undead; SQ Drow traits, spontaneous inflict spells; SR 21; AL CE; SV Fort +7, Ref +8, Will +10; Str 13, Dex 16, Con 10, Int 13, Wis 16, Chr 14. Height 5 ft. 3 in.

*Skills and Feats:* Concentration +13, Knowledge (religion) +14, Spellcraft +14; Exotic Weapon Proficiency (hand crossbow), Quicken Spell, Spell Focus (Necromancy), Toughness.

**Poisoned Crossbow Bolts:** Fortitude save (DC 17) or fall unconscious. After 1 minute the subject must succeed at



another Fortitude save (DC 17) or remain unconscious for 2d4 hours.

**Drow Traits (Ex):** +2 racial bonus to Will save against spells and spell-like effects; Spell-Like abilities 1/day—dancing lights, darkness, and faerie fire. The abilities are as the spells cast by a 10th-level sorcerer; Darkvision 120 feet; **Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

**Possession:** Cleric's vestment, +1 chain shirt, +2 small steel shield, +1 morningstar, hand crossbow, 5 poisoned bolts, silver holy symbol, spell component pouch, 2 potions of cure serious wounds, divine scroll of doom, divine scroll of animate dead.

**Spells Prepared** (6/5+1/5+1/4+1/3+1/2+1; base DC = 13 + spell level; necromancy DC = 15 + spell level): 0—guidance (4), resistance, virtue; 1st—bane, command (3), inflict light wounds\*, shield of faith; 2nd—aid, desecrate, death knell, invisibility\*, sound burst (2); 3rd—bestow curse (2), contagion\*, magic vestment, poison, prayer; 4th—confusion\*, dismissal, spell immunity; 5th—circle of doom, quickened invisibility\*, greater command.

\*Domain spell; Deity: Lolth; Domains: Destruction (**Smite [Su]:** 1/day—makes a single melee attack against a declared foe that gains a +4 attack bonus and +10 damage) and Trickery (Bluff, Disguise, and Hide are class skills).

☛ **Unnjut (APL 12 version):** female elf (drow) Clr10; CR 13; Medium-size humanoid (drow); HD 12d8+6; hp 60; Init +2; Spd 30 ft.; AC 21 (touch 13, flat-footed 18); Atk +13/+6 melee (1d8+3+1d6 electric damage, +1 shocking morningstar), +13/+6 ranged (1d4/19-20 plus poison, hand crossbow); SA Poisoned hand crossbow bolts, rebuke undead; SQ Drow traits, spontaneous inflict spells; SR 23; AL CE; SV Fort +8, Ref +9, Will +11; Str 14, Dex 16, Con 10, Int 13, Wis 16, Chr 14. Height 5 ft. 3 in.

**Skills and Feats:** Concentration +15, Knowledge (religion) +16, Spellcraft +16; Exotic Weapon Proficiency (hand crossbow), Quicken Spell, Spell Focus (Necromancy), Toughness (x2).

**Poisoned Crossbow Bolts:** Fortitude save (DC 17) or fall unconscious. After 1 minute the subject must succeed at another Fortitude save (DC 17) or remain unconscious for 2d4 hours.

**Drow Traits (Ex):** +2 racial bonus to Will save against spells and spell-like effects; Spell-Like abilities 1/day—dancing lights, darkness, and faerie fire. The abilities are as the spells cast by a 12th-level sorcerer; Darkvision 120 feet; **Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

**Possession:** Cleric's vestment, +1 chain shirt, +2 small steel shield, +1 shocking morningstar, hand crossbow, 5 poisoned bolts, silver holy symbol, spell component pouch, 2 potions of cure serious wounds, divine scroll of doom, divine scroll of animate dead.

**Spells Prepared** (6/6+1/5+1/4+1/3+1/2+1; base DC = 13 + spell level; necromancy DC = 15 + spell level): 0—guidance (4), resistance, virtue; 1st—bane, command (4), inflict light wounds\*, shield of faith; 2nd—aid, desecrate, death knell, invisibility\*, sound burst (2); 3rd—bestow curse (2), contagion\*, poison (2), prayer; 4th—confusion\*, dismissal, spell immunity; 5th—circle of doom, quickened invisibility\*, greater command (2); 6th—harm (2)\*, quickened magic vestment.

\*Domain spell; Deity: Lolth; Domains: Destruction (**Smite [Su]:** 1/day—makes a single melee attack against a declared foe that gains a +4 attack bonus and +12 damage) and Trickery (Bluff, Disguise, and Hide are class skills).

## 10. Lair of the Three

☛ **Damus, Hellatate, Vinzorr (APL 8 versions):** male elves (drow) Rog4; CR 5; Medium-size humanoid (drow); HD 4d6+4; hp 19, 16, 15; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 16); Atk +4 melee (1d6+1/19-20, short sword), or +6 (1d4/19-20 plus poison, hand crossbow); SA Sneak attack +2d6, poisoned hand crossbow bolts; SQ Drow traits, evasion, uncanny dodge; SR 15; AL CE; SV Fort +2, Ref +7, Will +1; Str 12, Dex 17, Con 12, Int 10, Wis 11, Chr 12.

**Skills and Feats:** Balance +9, Bluff +8; Disguise +8, Escape Artist +9, Hide +10, Jump +7, Move Silently +9, Tumble +9; Exotic Weapon Proficiency (hand crossbow), Improved Initiative.

**Poisoned Crossbow Bolts:** Fortitude save (DC 17) or fall unconscious. After 1 minute the subject must succeed at another Fortitude save (DC 17) or remain unconscious for 2d4 hours.

**Drow Traits (Ex):** +2 racial bonus to Will save against spells and spell-like effects; Spell-Like abilities 1/day—dancing lights, darkness, and faerie fire. The abilities are as the spells cast by a 4th-level sorcerer; Darkvision 120 feet; **Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

**Equipment:** Explorer's outfit, leather armor, small steel shield, masterwork short sword, hand crossbow, 5 masterwork poison hand crossbow bolts, potion of invisibility.

☛ **Damus, Hellatate, Vinzorr (APL 10 versions):** male elves (drow) Rog5/Asn1; CR 6; Medium-size humanoid (drow); HD 6d6+6; hp 27, 24, 22; Init +7; Spd 30 ft.; AC 18 (touch 14, flat-footed 18); Atk +6 melee (1d6+1/19-20, masterwork short sword), or +9 (1d4/19-20 plus poison, hand crossbow); SA Sneak attack +4d6, poisoned hand crossbow bolts, death attack; SQ Drow traits, evasion, uncanny dodge, poison use; SR 17; AL CE; SV Fort +2, Ref +10, Will +1; Str 12, Dex 18, Con 12, Int 10, Wis 11, Chr 12.

**Skills and Feats:** Balance +12, Bluff +9; Disguise +10, Escape Artist +10, Hide +13, Jump +8, Move Silently +11, Tumble +12; Exotic Weapon Proficiency (hand crossbow), Improved Initiative, Weapon Focus (hand crossbow).

**Poisoned Crossbow Bolts:** Fortitude save (DC 17) or fall

unconscious. After 1 minute the subject must succeed at another Fortitude save (DC 17) or remain unconscious for 2d4 hours.

**Drow Traits (Ex):** +2 racial bonus to Will save against spells and spell-like effects; Spell-Like abilities 1/day—*dancing lights*, *darkness*, and *faerie fire*. The abilities are as the spells cast by a 6th-level sorcerer; Darkvision 120 feet; **Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

**Death Attack (Ex):** If the assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails her Fortitude saving throw (DC 11) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim's mind and body become enervated, rendering her completely helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

**Poison Use (Ex):** Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

*Equipment:* Explorer's outfit, leather armor, +1 small steel shield, masterwork short sword, hand crossbow, 5 masterwork poison hand crossbow bolts, *potion of invisibility*.

➤ **Damus, Hellatate, Vinzorr (APL 8 versions):** male elf (drow) Rog5/Asn3; CR 9; Medium-size humanoid (drow); HD 6d6+8; hp 36, 32, 30; Init +7; Spd 30 ft.; AC 18 (touch 14, flat-footed 18); Atk +8 melee (1d6+2/19-20, masterwork short sword), or +11 (1d4/19-20 plus poison, hand crossbow); SA Sneak attack +6d6, poisoned hand crossbow bolts, death attack; SQ Drow traits, evasion, uncanny dodge, poison use +1 save against poison; SR 19; AL CE; SV Fort +3, Ref +11, Will +3; Str 12, Dex 18, Con 12, Int 10, Wis 13, Chr 12.

*Skills and Feats:* Balance +14, Bluff +9; Disguise +10, Escape Artist +10, Hide +13, Jump +10, Move Silently +13, Tumble +15; Exotic Weapon Proficiency (hand crossbow), Improved Initiative, Weapon Focus (hand crossbow).

**Poisoned Crossbow Bolts:** Fortitude save (DC 17) or fall unconscious. After 1 minute the subject must succeed at

another Fortitude save (DC 17) or remain unconscious for 2d4 hours.

**Drow Traits (Ex):** +2 racial bonus to Will save against spells and spell-like effects; Spell-Like abilities 1/day—*dancing lights*, *darkness*, and *faerie fire*. The abilities are as the spells cast by a 8th-level sorcerer; Darkvision 120 feet; **Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

**Death Attack (Ex):** If the assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails her Fortitude saving throw (DC 13) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim's mind and body become enervated, rendering her completely helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

**Poison Use (Ex):** Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

*Equipment:* Explorer's outfit, leather armor, +1 small steel shield, +1 short sword, hand crossbow, 5 masterwork poison hand crossbow bolts, *potion of invisibility*.

## 12. Aurzzuat's Lair

➤ **Aurzzuat (APL 2 version):** male half-elf (drow), half-black dragon Sor1; CR 3; Medium-size dragon; HD 1d6+2; hp 8; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +4 melee (1d6+6, bite) and +4 melee (1d4+3, 2 claws); SA Breath weapon, spells; SQ Half-drow traits; Acid immunity, spells; AL CE; SV Fort +2, Ref +2, Will +3; Str 22, Dex 15, Con 15, Int 12, Wis 12, Chr 19.

*Skills and Feats:* Concentration +6, Knowledge (arcana) +5, Spellcraft +5; Multiattack.

**Half-Drow Traits (Ex):** Immunity to sleep and similar magic effects, and a +2 racial saving throw bonus against Enchantment spells or effects; 60 ft. darkvision; +1 racial bonus on Listen, Search, and Spot checks.

**Breath Weapon (Ex):** Once per day Aurzzuat can spit a 5-foot high by 5-foot wide by 60-foot long line of acid that does 6d4 points of damage; Reflex save (DC 17) for half.

*Equipment:* Explorer's outfit, spell component pouch.

*Spells Known* (5/4; base DC = 14 + spell level): 0—*daze, disrupt undead, ghost sound, ray of frost*; 1st—*shield, shocking grasp*.

➤ **Aurzzuat (APL 4 version):** male half-elf (drow), half-dragon Sor3; CR 5; Medium-size dragon; HD3d6+9; hp 25; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +5 melee (1d6+6, bite) and +5 melee (1d4+3, 2 claws); SA Breath weapon, spells; SQ Acid immunity, spells; AL CE; SV Fort +3, Ref +3, Will +4; Str 22, Dex 15, Con 15, Int 12, Wis 12, Chr 19.

*Skills and Feats:* Concentration +8, Knowledge (arcana) +7, Spellcraft +7; Multiattack, Toughness.

**Half-Drow Traits (Ex):** Immunity to sleep and similar magic effects, and a +2 racial saving throw bonus against Enchantment spells or effects; 60 ft. darkvision; +1 racial bonus on Listen, Search, and Spot checks.

**Breath Weapon (Ex):** Once per day Aurzzuat can spit a 5-foot high by 5-foot wide by 60-foot long line of acid that does 6d4 points of damage; Reflex save (DC 17) for half.

*Equipment:* Explorer's outfit, spell component pouch, *potion of cure moderate wounds*.

*Spells Known* (6/6; base DC = 14 + spell level): 0—*daze, detect magic, disrupt undead, ghost sound, ray of frost*; 1st—*magic missile, shield, shocking grasp*.

➤ **Aurzzuat (APL 6 version):** male half-elf (drow), half-dragon Sor5; CR 7; Medium-size dragon; HD5d6+13; hp 37; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Atk +6 melee (1d6+6, bite) and +6 melee (1d4+3, 2 claws); SA Breath weapon, spells; SQ Acid immunity, spells; AL CE; SV Fort +4, Ref +4, Will +5; Str 22, Dex 15, Con 15, Int 12, Wis 12, Chr 20.

*Skills and Feats:* Concentration +10, Knowledge (arcana) +9, Spellcraft +9; Multiattack, Toughness.

**Half-Drow Traits (Ex):** Immunity to sleep and similar magic effects, and a +2 racial saving throw bonus against Enchantment spells or effects; 60 ft. darkvision; +1 racial bonus on Listen, Search, and Spot checks.

**Breath Weapon (Ex):** Once per day Aurzzuat can spit a 5-foot high by 5-foot wide by 60-foot long line of acid that does 6d4 points of damage; Reflex save (DC 17) for half.

*Equipment:* Explorer's outfit, spell component pouch, *ring of protection* (+1), *potion of cure moderate wounds*.

*Spells Known* (6/7/5; base DC = 15 + spell level): 0—*daze, detect magic, disrupt undead, ghost sound, mage hand, ray of frost*; 1st—*magic missile, shield, shocking grasp, true strike*; 2nd—*bull's strength, Melf's acid arrow*.

➤ **Aurzzuat (APL 8 version):** male half-elf (drow), half-dragon Sor7; CR 9; Medium-size dragon; HD7d6+20; hp 52; Init +2; Spd 30 ft.; AC 17 (touch 14, flat-footed 15); Atk +7 melee (1d6+6, bite) and +7 melee (1d4+3, 2 claws); SA Breath weapon, spells; SQ Acid immunity, spells; AL CE; SV Fort +5, Ref +5, Will +6; Str 22, Dex 15, Con 15, Int 12, Wis 12, Chr 20.

*Skills and Feats:* Concentration +12, Knowledge (arcana) +11, Spellcraft +11; Multiattack, Toughness (x2).

**Half-Drow Traits (Ex):** Immunity to sleep and similar magic effects, and a +2 racial saving throw bonus against Enchantment spells or effects; 60 ft. darkvision; +1 racial bonus on Listen, Search, and Spot checks.

**Breath Weapon (Ex):** Once per day Aurzzuat can spit a 5-foot high by 5-foot wide by 60-foot long line of acid that does 6d4 points of damage; Reflex save (DC 17) for half.

*Equipment:* Explorer's outfit, spell component pouch, *ring of protection* (+1), *potion of cure moderate wounds*.

*Spells Known* (6/7/7/5; base DC = 15 + spell level): 0—*daze, detect magic, disrupt undead, ghost sound, mage hand, ray of frost*; 1st—*mage armor, magic missile, shield, shocking grasp, true strike*; 2nd—*bull's strength, endurance, Melf's acid arrow*; 3rd—*lightning bolt, vampiric touch*.

## APL 10 (EL 11)

➤ **Aurzzuat (APL 4 version):** male half-elf (drow), half-dragon Sor9; CR 11; Medium-size dragon; HD9d6+36; hp 64; Init +2; Spd 30 ft.; AC 18 (touch 14, flat-footed 16); Atk +8 melee (1d6+6, bite) and +8 melee (1d4+3, 2 claws); SA Breath weapon, spells; SQ Acid immunity, spells; AL CE; SV Fort +7, Ref +6, Will +7; Str 22, Dex 15, Con 16, Int 12, Wis 12, Chr 20.

*Skills and Feats:* Concentration +14, Knowledge (arcana) +13, Spellcraft +13; Multiattack, Toughness (x3).

**Half-Drow Traits (Ex):** Immunity to sleep and similar magic effects, and a +2 racial saving throw bonus against Enchantment spells or effects; 60 ft. darkvision; +1 racial bonus on Listen, Search, and Spot checks.

**Breath Weapon (Ex):** Once per day Aurzzuat can spit a 5-foot high by 5-foot wide by 60-foot long line of acid that does 6d4 points of damage; Reflex save (DC 17) for half.

*Equipment:* Explorer's outfit, spell component pouch, *ring of protection* (+2), *potion of cure moderate wounds*.

*Spells Known* (6/7/7/7/5; base DC = 15 + spell level): 0—*dancing lights, daze, detect magic, disrupt undead, ghost sound, mage hand, ray of frost*+1; 1st—*mage armor, magic missile, shield, shocking grasp, true strike*; 2nd—*bull's strength, endurance, Melf's acid arrow, see invisibility*; 3rd—*displacement, lightning bolt, vampiric touch*; 4th—*phantasmal killer, stonemin*.

➤ **Aurzzuat (APL 4 version):** male half-elf (drow), half-dragon Sor11; CR 11; Medium-size dragon; HD11d6+42; hp 80; Init +2; Spd 30 ft.; AC 18 (touch 14, flat-footed 16); Atk +8 melee (1d6+6, bite) and +8 melee (1d4+3, 2 claws); SA Breath weapon, spells; SQ Acid immunity, spells; AL CE; SV Fort +7, Ref +6, Will +7; Str 22, Dex 15, Con 16, Int 12, Wis 12, Chr 20.

*Skills and Feats:* Concentration +16, Knowledge (arcana) +15, Spellcraft +15; Multiattack, Toughness (x3).

**Half-Drow Traits (Ex):** Immunity to sleep and similar magic effects, and a +2 racial saving throw bonus against Enchantment spells or effects; 60 ft. darkvision; +1 racial bonus on Listen, Search, and Spot checks.

**Breath Weapon (Ex):** Once per day Aurzzuat can spit a 5-foot high by 5-foot wide by 60-foot long line of acid that does 6d4 points of damage; Reflex save (DC 17) for half.

*Equipment:* Explorer's outfit, spell component pouch, ring of protection (+2), potion of cure serious wounds.

*Spells Known* (6/7/7/7/7/5; base DC = 15 + spell level):  
 0—dancing lights; daze, detect magic, disrupt undead, flare, ghost sound, mage hand, ray of frost+1; 1st—mage armor, magic missile, shield, shocking grasp, true strike; 2nd—bull's strength, endurance, Melf's acid arrow, resist elements, see invisibility; 3rd—dispel magic, displacement, lightning bolt, vampiric touch; 4th—Evard's black tentacles, phantasmal killer, stonkskin; 5th—dominate person, feeblemind.

## APPENDIX II: NEW RULES

**Henzrual's Devotional:** This golden holy symbol of Pelor glows with *continual flame*. Also, when placed on a dead body it acts as a *gentle repose* spell, extending the time that on raising that creature for as long as the holy symbol is around its neck. As soon as the devotional is removed (no matter the amount of time the symbol is worn by the corpse) the body disintegrates into dust, and at that point the person requires a *true resurrection* in order to come back from the dead.

*Caster Level:* 3rd; *Prerequisites:* *continual flame*, *gentle repose*, Craft Wondrous Item; *Market Value:* 10,050 gp. (*Frequency:* adventure; *Requirements:* Cleric of Pelor Level 3+, as prerequisites).

## ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

*Skills and Feats:* Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

*Possessions:* Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

*Skills and Feats:* Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

*Spells Prepared* (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1<sup>st</sup>—*mage armor, sleep*.

*Spellbook:* 0—all of them; 1<sup>st</sup>—*charm person, mage armor, magic missile, sleep, summon monster I*.

*Possessions:* Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

*Skills and Feats:* Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

*Possessions:* Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

*Skills and Feats:* Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

*Spells Prepared* (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1<sup>st</sup>—*bles, protection from evil\**, *shield of faith*.

\* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

*Possessions:* Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.