

YEO6-03

Of My Enemy

A One-Round D&D[®] LIVING GREYHAWK[™] Yeomanry Regional Adventure

Version 1.0.2

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Politics may make strange bedfellows indeed. Even in so traditional a place as the Yeomanry, strange things may happen, for “An enemy of my enemy...” A Yeomanry regional adventure for APLs 8-12 and resolution of prisoners of war taken in YEO5-06 *Broken Spear*.

Note: This adventure will be of particular interest to **non-Elf**, role-playing, fighter-heavy parties willing to serve the best interests of the Yeomanry. Elves are **discouraged** from playing this module. Paladins may be uncomfortable with the issues raised in this module.

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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For questions specific to this document and your region please e-mail your triad point of contact (POC) at beldred@midsouth.rr.com. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

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

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

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

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

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in the Yeomanry. Characters native to the

Yeomanry pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

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

ADVENTURE BACKGROUND

ABOUT THE YEOMANRY

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalmists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the Hool Marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority, who has carried the spear for the nation, either now or in the past, is eligible to elect a spokesman on his behalf from his

community who serves in the Council of Common Grosspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers. Many Yeomen have served in the Militia and are stout defenders of their homes.

You can learn more about the Yeomanry at its official website: <http://www.yeomanry.org>.

BACKGROUND

The Drow have lived beneath the Yeomanry since time immemorial. In fact, there is a good argument for the setting of the original G-series modules in our country, and the D-series running north underneath us and the countries above us. Their presence, however, is not and should never become the “Forgotten Realms” dime-a-dozen encounter. The reason the drow are not encountered more often is as simple as it is obvious—we stay out of their spaces and they stay out of ours. The drow reside much deeper than all but the deepest of human passages go, and have little to look for in the land of the light.

Unknown to all but the oldest of the drow matrons and priestesses, the drow suffered horribly under Asberdies as the evil wizard searched the land above and below for the magic he sought to master. His reign above complete, he unleashed unfathomable horrors below against the drow and other subterranean races, driving them deeper before him and taking what they left behind. Their hatred for him was equal to the same hatred that his surface subjects harbored. Eventually, he stopped following. The drow were unsure if he was dead or had simply become involved elsewhere. They were loath to search out the truth.

Other threats, from the other sentient subterranean races, took the role of enemy that Asberdies had held, the derro and a new group, the lerara, taking center stage as primary enemies.

And so it has remained for several centuries; humans free of Asberdies above, drow and derro and lerara below. Recently however, the drow priestesses have noticed some trends that seem to be accelerating—humans have been encountered below ground fighting both derro and lerara, fighting both groups of the drow’s enemies, and not staying to hold the land they have spilt blood to secure. Other drow have encountered groups of humans, and still others have

encountered monsters that can only signal the return of Asberdies. What to make of all these sudden invasions has puzzled some, but the priestesses, always loyal to their Spider-Queen and eager to find ways to weave their own webs have stumbled blindly upon a plan hatched of just such new intelligence.

A foolhardy slave who had been a priest of the Church of Seven Faiths and a follower of Allitur spoke strange words when he was interrogated by a group of the mistresses in the drow citadel far below—words that lingered on in these women’s minds after the slave’s tongue had been ripped from its mouth. He told them that man above had freed himself of Asberdies and, though the government above knew of the dreaded wizard’s return, only a few hardy warrior-types and spells-for-hire seem to have been set against his machinations so far. The slave said that the government above would take allies in its battle against Asberdies. The priestesses completed the sacrifice joyfully, eager to pursue a new series of intrigues, with a whole new playing field.

After much discussion, the high matron decided to pursue the possible alliance, for reasons of her own and with memories of human invaders from some years before still in her mind. Three families were chosen to represent the drow to the humans, and to present the terms of the alliance the drow seek. Once a month from then on, a single slave was escorted close to the surface with a simple coded message written in undercommon and common asking the Yeomanry government, if it wished, to send a party to escort these selected representatives to discuss possibilities of a treaty against common enemies, both above and below, as well as providing a way to respond to the message. In the months that passed before the first slave successfully escaped and the first message was received by way of human wizards at some College or some such, those three families began weaving their own webs, looking forward to the opportunities that being outside of the city as ambassadors might provide...

ADVENTURE SUMMARY

Introduction A—PCs are on the road after having been summoned to provide escort duty for a “special interest group” to Hardwick Falls.

Introduction B—PC PRISONERS OF DROW-Taken away and given “separate mission”. These

characters get to overhear some things as they are ignored as slaves.

Encounter 1a- (Inbound Party) Fight versus driders in tunnels on the way.

Encounter 1b- (Slave Party) Fight versus other jealous slaves in pit to see which slaves will be taken as “interpreters and bag-carriers.”

Encounter 2- (Welcome, Newcomers!) Party gets to Drow place, gets reunited with slaves. Party is given expectations, introduced to emissaries and entourages. IF NO slave PCs, then NPCs are provided as distractions/informants.

Encounter 3- (Family Politics) Party gets to know drow. Party begins to move out through underdark. NPC Drow respond to different party members differently, showing different amounts of willingness to interact with the party.

Encounter 4- (Meet the Neighbors!) A band of Corellon Larethian extremists attack the camping drow. The drow will only defend themselves if the elves enter the daytents. The elves will only fire volley after volley of arrows into the tents and anyone leaving the tents...

Encounter 6- (What a Difference a Day) Moving across the open land, two of the families whack the third. It is quick, devastating, and ugly; HIGH power is the name of the day. The party should fear the combined might of the two families, but tensions between these two should be clear from the outset, and emphasized here, especially if the party stepped in at all.

Encounter 7- (A Chance to Breathe) The PCs are asked to take sides in the battle that is to come.

Encounter 8-(The Only Solution) A final showdown between the two families. IF the party does nothing, they gain no experience and the drow fates determine the victor. If the party takes a side, the victory is swift. The reward is determined by the victor, as is the future of the Yeomanry. [EL+3, with help]

CONCLUSION- (I See Dark Elves) Upon arrival, several other groups of adventurers, huddled around small groups of drow, make their way into the halls. You did not think the drow trusted your group to be the only one to escort their chosen emissaries, did you? EVERY family was assigned to at least one of the groups of three; several of

the bigger families were given several seats. 27 “family” entourages were to be escorted to meet with the “144 human family delegates...” How many separate families are now represented? That is something for the politicians to sort out.

PREPARATION FOR PLAY

Before Play:

For the DM-

- Determine if any of the players is starting this module as a slave of the drow. If so, have them prepare their character as outlined below, in the section regarding slaves.
- For players curious about the warnings in the blurb, consider the following: The module deals with drow and they hate elves. Elves can play but will be shunned by the NPCs with whom the party will be interacting throughout the module, and will also face the difficult task of choosing between species of elf. Paladins may be forced to choose between their alignments (lawful or good, rather than lawful and good), a difficult place to put them in. It may also ask them to side with evil, something that many paladins equate to evil itself. These characters are dissuaded from playing for such reasons, though they may do so if they choose.
- Make sure to familiarize yourself with the various NPCs, particularly the different Drow from the different Drow houses. Each house has its own motivation, and these should be kept in mind as much as possible when portraying the NPCs.
- Pay close attention to first encounter, especially if you have a split-party to start with. The first encounter, in particular, is keyed for a variety of different number of characters, based on potential party splits. It is important that the party not face the wrong size encounter at this point, as it could easily overwhelm them.
- Make sure you are aware of which characters speak Elven, AND which characters reveal that they speak Elven. The drow will take note of those characters who demonstrate an ability to understand them and may use this

understanding as another tool to weave their web.

- Make sure to take the opportunity to have Istolil play dice with the party where provided. Allow for those who wish to participate and try to start in-character conversation amongst the players, as Istolil would as he tries to pump all gathered for information he can use. Note that different NPCs will take up Istolil at his challenge at different times, and try to include those NPCs in the action appropriately. The party's understanding of the drow and their interactions should come mostly from what Istolil and the others reveal, either intentionally or accidentally, while playing dice.

For Slaves-

- Determine statistics without any gear. Arcane casters receive spells as outlined below, but only up to half their level, rounded up (there is no armor and these are just slaves—there is a limit to how much spellpower the drow will allow an arcane caster. It is often easiest to work with the casters from their old spell books when determining what they now have access to.) [This is how the slaves will fight with other slaves]
- Determine statistics with basic masterwork items- armor, weapons, etc. Provide wizards with spells by giving one spell of highest level available, two for level below that, three for level below that, etc., increasing one spell per lower level of spell. (As escorts expected to provide protection, the drow will allow them a bit more in the way of spells now. These spells fill out the spells they already had.) [This is how they will fight during escort duty for most of the rest of the encounters]
- Determine “Charity of Friends” benefits for characters, having them determine the amount of money they can take as base cash after the module ends. They still earn module cash and benefits, and any benefits from previous ARs. [This is how the characters will be after the module is resolved.]

DURING PLAY:

- Pay attention to the various dice games. Characters can increase or decrease their

gold earned in the mission based on the results of the games. Simply note which characters participate in each round, and which PC or NPC wins. See the notes on “Istolil's Game” in Encounter 3 and Notes for AR sections for more details.

- NO drow in this party, under any circumstances, will allow themselves to be raised or resurrected by anyone other than a priestess of Lloth, as is their right. Any attempts to do so automatically fail. Likewise, as any healing coming from the party is not coming from a priestess of Lloth, they will attempt to resist it with a Will save, whether they are conscious or not.

AFTER PLAY:

- Make sure you pay attention to which family survives, as their equipment should be scratched off the ARs (only the equipment of the families and their members that are removed from play during the course of the module is available to the party at its conclusion. NO ONE should receive complete access at the bottom of the AR.

Is This a Military Adventure?

As Yeoman officials consider the events of this adventure important to the defense of the Yeomanry, members of any branch of the Yeoman military may count the TUs spent on this adventure toward any annual TU commitment required by their enlistment.

Is This a Dustdigger Adventure?

As this adventure does not significantly involve archaeological matters, students in the Academy of Lore may NOT count this adventure toward any TUs they must spend per year in study. See individual certificates for more details.

Is this a Promotion Worthy Adventure?

Heroic deeds in the name of the Yeoman military are possible in this adventure, and as such, the possibility for promotion exists. In order for a PC to be considered for promotion at the end of this adventure, the PC must do the following:

1. The DM and all Yeomanry military PCs present at the table must **unanimously** agree that the PC has performed an action and behaved in a manner that would make them a good leader of men in their unit. There must

be at least two other military PCs playing the adventure besides the PC up for advancement. Only one PC can be nominated for advancement per adventure.

2. The player so nominated must then gather the names and email addresses of all Yeomanry military players and the DM at the table.
3. The player must then submit a small summary of what happened in the adventure and why he or she should be considered for promotion. Emailing this information to yeomanry-triad@yahoo.com.
4. The Triad will then discuss your promotion and determine whether promotion is granted. You will be notified via email, and a promotion certificate will be sent to you via snail mail.

In order to be considered for promotion, the Yeomanry military character must have spent a minimum of one year of real time at the rank below that being applied for. So in order to be considered for Sergeant, the player must have spent one full year as a Yeoman, and one full year below that as an unranked soldier.

INTRO A: THE PARTY

This section is for those party members who were not captured during YEO6-03 *Broken Spear*. They have already been hired and are en route to Hardwick Falls from Loftwick.

The road from Loftwick to Hardwick Falls is long, but a pleasant enough ride. As you will be running escort duty back along this route, this gives you ample time to assess the terrain you'll be passing over and to meet your traveling companions.

The land passes from the craggy, low mountain cliffs through the still-cold greening valleys near Loftwick into the breadbasket plains of new sprouts and plantings. The roads are well traveled and there are several groups you pass going either way, though none are in such a hurry as to ride past you.

The time is not poorly spent and your group has time to make itself comfortable with each other, getting to know one other and planning to escort as many as a "score of diplomats from the lands below."

That phrase alone set you on edge, but Aelfric Aelfstead is an honorable and trustworthy man, a lead knight of the Free Knights under the Freeholder and not one to play around.

"Acting Freeholder Windomere has arranged, through various intermediaries, a meeting with potential allies of the Yeomanry. After some incidents near Dark Gate that we think involved the Lerara and during some other subterranean excursions encountering several Derro that we've been made aware of, the Yeomanry has become concerned with the growing threat, particularly from these Lerara and Derro. Another group, a common enemy to both, has come forward as a possible," there is a noticeable pause, and a bitterness to this next bit, "ally in our defense. Though there are those of us who have little faith in the words of this group, we cannot deny the potential for informational exchange is great. And thus this mission—escort the delegation of these new potential allies back here to Loftwick, that the Council might meet them and discuss such matters with them as they see fit."

Everything after this is blurred as the word came out: Drow. The dark-skinned subterranean elves are the stuff of darkest legend. They are evil and master manipulators. You voiced your protests, but Aelfric Aelfstead raised a hand as he shook his head. "I feel much the same as you. My elven blood boils at the proposition that has been made. But the request to meet and discuss possible treaties was made honorably, and I am bound by oath and personal honor to respect it. I would hope you feel the same way and can understand the predicament: your personal feelings must not take precedence over the good of the Yeomanry, and that good is best served by safely escorting the selected representatives to Loftwick for the conference."

"It is important that if you take this mission, you succeed in getting the drow here to Loftwick." Aelfric sighs, shaking his head. "Or, at the least, that one of the Mistresses makes it. They way they fight amongst themselves..." Aelfric's voice trails off as he turns to look out a window.

The pain in giving these orders is clear, and Aelfric Aelfstead is troubled by the potential treaty. His eyes as he turns back from the window show the pain in following a duty he knows is not unjust but might prove unwise. They also harbor a question. "Can you follow these orders? Can you set aside your personal feelings in order to escort these individuals to Loftwick?"

Any characters who are not willing to set aside their feelings and declare so are finished with the module as those characters are asked to leave the meeting and the party. They should receive an AR showing their participation in the round without receiving any experience or rewards.

Developments: For the ever-present question, “Are we getting paid for this?” allow characters to state whether they wish to be paid for the adventure. Characters who do not start as slaves may state their preference—to be paid or to serve for the greater good of the country. If characters choose to be paid, they receive 25 gp per APL (200gp at APL 8, 250gp at 10, and 300 at 12), but receive no favors from the Free Knights, who look down upon this type of mercenary attitude. Any character who chooses to be paid also receives the Disfavor of the Free Knights (see the Awards section).

Particularly curious characters that have a number of questions should be allowed to ask their questions. Allow curious characters to ask all the questions they would like, and then allow only those characters who actively asked a question an opportunity to Gather Information about the mission they are on.

Gather Information Check (Escorts)

Roll above	Resulting Information
10+	Melinda Windomere has some strange ideas about allies....
15+	but this wasn't her idea; it supposedly came from the drow themselves.
20+	...the great majority of the grosspokesmen seem willing to at least hear out the offer of alliance...
25+	...supposedly at the prompting of some of the Great Landholders, who seem to think an alliance with an underground race would open new markets and expose new resources....
30+	...in fact, it's believed that Jaleb Kreshin has a strong hand in at least hearing out the potential for alliance, against the beliefs of Windomere.

INTRO B: THE SLAVES

This section is for those party members who were captured during YEO6-03 *Broken Spear*. They have been abused and disciplined within inches of their lives, with those who will not break being sacrificed on altars to Lloth.

The months below ground, living in the near-blackness that is natural for the drow, have left you as a hardened shell of what you once were. You have been whipped, beaten, and tortured within inches of your life. You have had to fight other slaves for food and for your very life. Others, those with less will or inner strength, have died at the hands of your masters or have simply faded into nothingness, dying of melancholy.

Your own attempts to escape have been thwarted at every turn, even being sold out to the drow by other slaves seeking privileges and benefits in revealing your plans. But then you hear it. Your understanding of basic elven has grown in your time down here. You try to overhear what you can of the conversation between the dark elves. As you toiled in one of the mines, chipping away at the rocks the drow tell you to, another drow came to speak with those who guard you. If you heard this new guard correctly, he told the others to select some of you for another task. There is a plan to take some of you above, though they are not explicit as to what you will do there. You cannot be sure if by 'above,' they simply mean to a higher place in the tunnels or the surface itself. Either way, it seems another chance to possibly free yourself may have presented itself. You slink along in your chains to position yourself where you are sure to join the group that has been selected. Along with a half-dozen other surface-raced slaves, you are herded back out the mine and towards the heart of the dark elf city.

Developments: Particularly curious characters who speak elven should be able to listen in on various conversations of their masters. Only those characters who speak elven will be granted an opportunity to Gather Information about the mission they are on.

Gather Information Check (Slaves)

Roll above	Resulting Information
10+	The slaves are going to have to fight for their spots...

- 15+ The families need escorts and porters, after all...
- 20+ The High Matron is sincere in her desire to form some kind of bond with the surface dwellers...
- 25+ ... though not all of the families are ...
- 30+ ...like House Despana who is adamantly against any kind of alliance with any nation that recognizes surface elves.

ENCOUNTER 1A: ALWAYS ON THE ROAD

This encounter is designed to give the characters a chance to work together as a team, possibly the first time, and to whet their appetite for battle. It's not designed to really push them or threaten them. It is also designed to be rolled down based on the number of party members in this encounter. As the party may start split in two different groups (the hired escorts and the slave porters), it is possible that all but one character might be in the other group. As such, the encounter should be scaled to the appropriate number of characters as well as the appropriate EL.

Your arrival in Hardwick Falls is pleasant enough and the local Spokesman puts you up in the inn at his expense, aware through his friend and superior, the grosspokesman for the area, that your duty there bears on the future of the defense of the Yeomanry, even if he doesn't know the specifics.

Your directions to the meet are rather specific, identifying tunnels and caves that you are to descend through to reach the point where the envoys from the drow will meet with you. Perhaps a day's worth of delving will take you to where you will meet them, and from there you become their protection across the wide-open surface world.

At this point have the players identify their light source, marching order, and any information you feel may prove relevant.

The descent goes well, and you are making good time as you head deeper into the bowels of Oerth. The path you take seems relatively clear and you begin to wonder if perhaps your new allies have been good to their word about clearing the path before you. Worked

passageways full of dust and bones make way into natural ones filled with cobwebs and detritus, and then make their way back into worked tunnels. Small chambers open into larger vaults and then worm their way back into tunnels. As you proceed ever downward, the passage you've been following has spread out into a larger cavern, though the path through it is clearly marked by the tread of feet.

At this point, allow each character to make a Spot check to see the hidden driders waiting in ambush. They have climbed near the ceiling and wait to drop silently behind the party on the weakest looking members. The driders have been aware of the party for some time (from the noise, light source, disturbed webs, sentry spiders, etc.), and have prepared an ambush in this cave. Positioning themselves with their Hide skills, the driders and their ilk are some thirty feet above along the ceiling ledges. Characters will have to be able to see beyond 20-feet, and will have to Spot the Hiding driders and company (effective Hide of 30 with a minimum Spot modifier of at least -3: Take 20, Hide +10, -1 Spot per 10-ft, being -3 from almost directly below). If any party member becomes aware of the enemy, the driders will attack with surprise on the rest of the party. If no party member spots them, they have surprise on the entire party, focusing primarily on those to the rear. When the party becomes aware of the driders, read below:

The man-spider(s) drop(s) silently and maliciously to the ground about you, eager to take you as a meal. There is a keen intelligence to its eyes and a strange elven twist to its ears, but that is all you have time to notice before the creature(s) skitter(s) towards you.

ONE-CHARACTER ENCOUNTER

APL 8 (EL 7)

Dridr: hp 45; see *Monster Manual*, page 89-90.

APL 10 (EL 9)

Driders (2): hp 45; see *Monster Manual*, page 89-90.

APL 12 (EL 11)

Beta Dridr, Male Dridr Fighter1: hp 59; see *Appendix 3*.

Alpha Dridr, Female Dridr Sorcerer1: hp 55; see *Appendix 3*.

Monstrous Spiders, Medium (10): hp 11; see *Monster Manual*, page 288.

TWO- OR THREE-CHARACTER ENCOUNTER

APL 8 (EL 8)

Beta Drider, Male Drider Fighter1: hp 59; see *Appendix 1*.

APL 10 (EL 10)

Beta Drider, Male Drider Fighter1: hp 59; see *Appendix 2*.

Alpha Drider, Female Drider Sorcerer1: hp 55; see *Appendix 2*.

APL 12 (EL 12)

Beta Drider, Male Drider Fighter1: hp 59; see *Appendix 3*.

Alpha Drider, Female Drider Sorcerer1: hp 55; see *Appendix 3*.

Gamma Drider, Female Drider Cleric of Erythnul 1: hp 58; see *Appendix 3*.

Monstrous Spiders, Medium (10): hp 11; see *Monster Manual*, page 288.

FOUR- TO SIX-CHARACTER ENCOUNTER

APL 8 (EL 9)

Beta Drider, Male Drider Fighter2: hp 69; see *Appendix 1*.

APL 10 (EL 11)

Beta Drider, Male Drider Fighter2: hp 69; see *Appendix 2*.

Alpha Drider, Female Drider Sorcerer2: hp 60; see *Appendix 2*.

APL 12 (EL 14)

Beta Drider, Male Drider Fighter4: hp 89; see *Appendix 3*.

Alpha Drider, Female Drider Sorcerer4: hp 71; see *Appendix 3*.

Gamma Drider, Female Drider Cleric of Erythnul 1: hp 58; see *Appendix 3*.

Delta Drider, Male Drider Fighter1: hp 59; see *Appendix 3*.

Monstrous Spiders, Medium (10): hp 11; see *Monster Manual*, page 288.

Tactics: The drider(s) begin with a spell assault and levitate out of the party's reach.

Treasure: The driders have their treasure upon their persons, trusting no one, not even their fellow driders, enough to secure the goods anywhere.

1 Character

APL 8: L: 81 gp, C: 0 gp, M: 0 (0 gp).

APL 10: L: 136 gp, C: 0 gp, M: *item* (0 gp).

APL 12: L: 136 gp, C: 0 gp, M: *scroll of blur* (2 gp), *scroll of ray of enfeeblement* (13 gp).

2-3 Characters

APL 8: L: 81 gp, C: 0 gp, M: 0 (0 gp).

APL 10: L: 136 gp, C: 0 gp, M: *scroll of blur* (2 gp), *scroll of ray of enfeeblement* (13 gp).

APL 12: L: 136 gp, C: 0 gp, M: *scroll of blur* (2 gp), *scroll of ray of enfeeblement* (13 gp), *Large Heavy Mace +1* (194 gp).

4-6 Characters

APL 8: L: 51 gp, C: 0 gp, M: *Large Shortbow +1* (196 gp).

APL 10: L: 51 gp, C: 0 gp, M: *Large Shortbow +1* (196 gp), *scroll of blur* (2 gp), *scroll of ray of enfeeblement* (13 gp), *scroll of gaseous form* (31 gp), *bracers of armor +1* (83 gp).

APL 12: L: 131 gp, C: 0 gp, M: *Large Shortbow +1* (196 gp), *scroll of blur* (13 gp), *scroll of ray of enfeeblement* (2 gp), *scroll of gaseous form* (31 gp), *bracers of armor +1* (83 gp), *Large Heavy Mace +1* (194 gp), *Hand of the Mage* (75 gp), *Potion of Gaseous Form* (63 gp), *scroll of protection from good* (2 gp), *scroll of shatter* (13 gp).

ENCOUNTER 1B: THIS ONE COUNTS

This encounter is designed to give the characters a chance to work together as a team, possibly the first time, and to whet their appetite for battle. It's not designed to really push them or threaten them. It is also designed to be scaled down based on the number of party members in this encounter. As the party may start split in two different groups (the hired escorts and the slave porters), it is possible that all but one character might be in the other group. As such, the encounter should be scaled to the appropriate number of characters as well as the appropriate EL.

It did not take much to get you selected as one of the recruits for the trip above. However, rather than leading you to one of the waystations at the perimeter of the city, they lead you into one of the smaller arenas. There, brightly lit under torches and sunrods, with a dozen other former-surface dwellers standing around on the loose dirt, you wonder what this journey upward will be anyways. There are three dwarves here, and a gnome. A halfling stands beside one of the perhaps a dozen humans who make up the greater part of the slaves in the arena.

Several drow enter one of the royal boxes, a group of males and two of the females, the leaders in this society. There is some slight commotion as they discuss something and then one of the males leaves by the back as one of the females approaches the railing which overlooks the slaves standing on the floor of the arena. "N'Thalis will be entering from below in a minute. Until he leaves the arena, none of you are to move. You have been selected to act as porters and privileged slave-escorts for a trip to the surface. Those of you who make this journey with us will be set free in your own surface land at the conclusion of the trip. However, there are more of you than we need as bearers, and so we must decide which of you will come with us and which will stay behind. We have decided to let you all decide this amongst yourselves. Prove yourself worthy. Prove that you can carry our burden and defend us with your lives."

At this point, the male drow, N'Thalis presumably, enters carrying a variety of weapons of various styles and craftsmanship. He unceremoniously dumps these on the ground in the middle of the arena. "You will decide which of you is allowed to come by a show of strength. If you cannot defeat another slave, you cannot protect your masters from possibly more dangerous opponents. Demonstrate your strength and ability. Slay the other slaves amongst you and earn your place in the surface mission or die and earn your place in the bellies of our cattle. It is your choice." As N'Thalis exits through one of the several doors at the ground level of the arena, the female calls out, "Kill or die," the drow signal for the battle to begin. The other slaves rush for the pile of weapons...

ONE-CHARACTER ENCOUNTER

APL 8 (EL 7)

Ogleby, Male Gnome Wizard3: hp 14; see Appendix 1.

Fagen, Male Human Rog3: hp 16; see Appendix 1.

Rosetta, Female Dwarf Ftr3: hp 30; see Appendix 1.

Baron Bigboutte, Male Human Arist4: hp 30; see Appendix 1.

APL 10 (EL 9)

Ogleby, Male Gnome Wizard5: hp 23; see Appendix 2.

Fagen, Male Human Rog5: hp 26; see Appendix 2.

Rosetta, Female Dwarf Ftr5: hp 48; see Appendix 2.

Baron Bigboutte, Male Human Arist6: hp 45; see Appendix 2.

APL 12 (EL 11)

Ogleby, Male Gnome Wizard7: hp 32; see Appendix 3.

Fagen, Male Human Rog7: hp 37; see Appendix 3.

Rosetta, Female Dwarf Ftr7: hp 71; see Appendix 3.

Baron Bigboutte, Male Human Arist8: hp 60; see Appendix 3.

TWO- OR THREE-CHARACTER ENCOUNTER

APL 8 (EL 8)

Ogleby, Male Gnome Wizard4: hp 18; see Appendix 1.

Fagen, Male Human Rog4: hp 21; see Appendix 1.

Rosetta, Female Dwarf Ftr4: hp 39; see Appendix 1.

Baron Bigboutte, Male Human Arist5: hp 38; see Appendix 1.

APL 10 (EL 10)

Ogleby, Male Gnome Wizard6: hp 27; see Appendix 2.

Fagen, Male Human Rog6: hp 32; see Appendix 2.

Rosetta, Female Dwarf Ftr6: hp 62; see *Appendix 2*.

Baron Bigboutte, Male Human Arist7: hp 53; see *Appendix 2*.

APL 12 (EL 12)

Ogleby, Male Gnome Wizard8: hp 36; see *Appendix 3*.

Fagen, Male Human Rog8: hp 42; see *Appendix 3*.

Rosetta, Female Dwarf Ftr8: hp 81; see *Appendix 3*.

Baron Bigboutte, Male Human Arist9: hp 68; see *Appendix 3*.

FOUR- TO SIX-CHARACTER ENCOUNTER

APL 8 (EL 9)

Ogleby, Male Gnome Wizard5: hp 23; see *Appendix 1*.

Fagen, Male Human Rog5: hp 26; see *Appendix 1*.

Rosetta, Female Dwarf Ftr5: hp 48; see *Appendix 1*.

Baron Bigboutte, Male Human Arist6: hp 45; see *Appendix 1*.

APL 10 (EL 11)

Ogleby, Male Gnome Wizard7: hp 32; see *Appendix 2*.

Fagen, Male Human Rog7: hp 37; see *Appendix 2*.

Rosetta, Female Dwarf Ftr7: hp 71; see *Appendix 2*.

Baron Bigboutte, Male Human Arist8: hp 60; see *Appendix 2*.

APL 12 (EL 14)

Ogleby, Male Gnome Wizard10: hp 45; see *Appendix 3*.

Fagen, Male Human Rog10: hp 53; see *Appendix 3*.

Rosetta, Female Dwarf Ftr10: hp 93; see *Appendix 3*.

Baron Bigboutte, Male Human Arist11: hp 83; see *Appendix 3*.

Tactics: PC and NPC spellcasters have spells available to them as outlined under **Preparation**

for Play above. Spells for the slaves have been selected along the same guidelines, reflecting those the drow masters would most likely allow as useful to them. The slaves use no specific tactics, instead spreading out and grabbing whatever weapons they can. There are enough diverse weapons to allow the player character a weapon of a style of his choice for this battle.

Likewise, unless the party are enslaved together, the slaves they battle against will come at them one at a time or in pairs, rather than overrunning any character. The goal here is not to defeat the slave PCs, but to test their mettle against other slaves who are likewise without their gear.

If the party starts split, or if there is but one slave PC, try to take this into account as you throw in the other slaves as opposition. Consider that any NPC slave moving to engage a PC slave has likely already been in one conflict for his position and is thus proportionately wounded, if the PC needs that advantage.

Developments: If the PCs start to look like they are going to lose this fight, the drow can call the end of the battle early, allowing them to make the cut by simply surviving, rather than by defeating the other slaves. PCs will not have to fight each other (though they could...), as there are enough slaves in the arena to allow several PC and several NPC slaves to survive to be escorts.

Also, it is unlikely but possible that the entire player party will consist of slaves. If this is the case, the group that meets the party will consist of Com1/War1 Yeomanry Militiamen, who will do little but stand around and appear to be terrified of the drow. The Yeomanry militiamen are not given statistics in the module as they will not play a part in any combat, avoiding any engagements and leaving them up to the drow and their "slaves" in this case. This is highly unlikely, however, and as long as one player character is sent to be an escort and does not start as a slave, these militiamen are not present.

ENCOUNTER 2: WELCOME, NEWCOMERS!

After several days of travel in the underdark for both parties, they finally reach the point where they are designated to meet. If there are any slave PCs present with the elven party, replace the sentry slave with a PC instead, and adjust the description below as appropriate.

FOR THE SLAVE PARTY:

After several days journey through the tunnels of the underdark, you begin to wonder just where the drow are going. Though they have taken several upward tunnels, they've taken others that drop down still deeper into the earth. All through the deep tunnels are signs that the effects of the Landstraad were felt here maybe more than above ground, as cracks and gaping chasms show in tunnels that were safe travel before. Some tunnels are completely collapsed, and you realize it is these tunnels that the drow are trying to skirt around.

At last, your party comes to a sizable chamber. The drow hold council while one of their number begins to examine a large rock off to one side of the chamber. In their silent hand language, you see a number of traditional signals for luck and parting, and then most of the drow escort party that came with you heads back the way they came. It is only a small group of you all now, nine drow and nine slave porters.

The drow by the rock finds some hidden latch low on the rock and a door, invisible and seamless to the eye before, appears in the rock's face. The drow elf smiles and pushes the door open, sliding on in. Several other drow follow him and eventually the entirety of your party is within.

Inside the rock are several chambers, the first and biggest being where the slaves stay. A second chamber is hidden from casual view through a curtained archway. Occasional glimpses in this second room where the drow seem to spend the most time, reveals that there is another curtain and, presumably, another room beyond that one.

At first it is unclear what this place is, but the drow make its purpose evident soon enough. A number of bins hold rations and barrels hold water. Some small weapons, daggers and spears, lie scattered about even in the front room. It is some sort of staging area that the drow have most likely secured from some other species.

All of the darker metal armor that the majority of drow weaponry and armor is crafted from is stripped away, and surface armor, taken from prisoners and victims, replaces it on every drow. Where their equipment goes, no slave sees, though there

is clearly some magic involved as the air crackles and dances for hours after the last of the drow have switched out their black-metal gear.

The slaves are placed out front, and told to sit on the rock holding a torch. None argue, as arguing is sure death while waiting with a torch is only death if your masters choose to let it be. For the next two days, the drow lounge and recline in the inner chambers while you and the other slaves wait in the outer chamber. Attempts to open the door reveal that it is likely arcanelly locked, probably keyed to the drow, as they seem to open it at will.

At this point, the slaves are waiting with the drow for the other part of the party to arrive. Move on to the other group and bring them up to this point as well.

FOR THE ESCORT PARTY:

After several days in the underdark, you are starting to doubt the paths you follow. Though for the most part the directions have been clear, there have been one or two times over the past few days when you have begun to wonder if you haven't gotten lost somehow. Then it appears before you. A single glow off in the distance as you enter another vast chamber. You aren't sure if it's your eyes playing tricks on you or actually some light until you draw slightly closer. At that point, secreting yourselves as you may amongst the rocks of the cavern, you approach and notice a single dwarven male in dented scalemail, clean-shaven of head and chin, sitting atop a rock with a torch in one hand and a long sword in the other and, though his arm is outstretched holding the torch, you watch his head bob once or twice as though he were drifting off to sleep. Could this dwarf be the drow party you were sent to escort? He is in the right spot, holding the right signal, but where are the others?

Allow the party to respond to the sentry as they choose. If it is a player character that has been assigned to sentry duty from the slave party, allow them to have as much interaction as the slave character will chose to reveal at this time.

The dwarf stands with surprise and pounds the rock he was seated upon. A secret door, cut into the very stone itself, gives way and a larger party exits. First, a number of slaves

carrying bags and weapons of various types emerge. Following them, the drow make their presence known, filling the chamber with their stateliness even for the small number of them present. In all, there are but nine drow. By the way they are standing you guess them to represent at least three different families, and perhaps twice that number of slaves.

One of the drow speaks first, in Elven. (If none of the escort party speaks Elven, he will ask if any of their slaves can translate. If there are no PC slaves, or none who volunteer to translate, he will continue with the following in broken common) "Welcome, New Comers!" The male drow who addresses you has stepped forward and executed a passing formal bow, his eyes meeting only those of any females in the party. "It is my pleasure to introduce you to three distinguished matrons of our society. This lady beside me is my Matron, Jyslin, of House Despana. This," the drow indicates the next of the matrons, resplendent in her robes, her adamantine spider brooch glittering in the torchlight, "is Matron Ardulace of House Tormtor." Your speaker bows to the woman he mentions. Ardulace is the largest of the female matrons, and seems to be the oldest though age is difficult to tell in surface elves and almost impossible to tell in drow. "And, last but not least, is Matron Pellanistra of House Noquar." Another bow is directed at this woman as well. "I am merely a house servant of the House Despana, and I serve at my lady Jyslin's leisure. My name," at this point he makes eye contact with the various males in the party, "is Istolil of House Despana."

As the drow male makes these introductions and apparently waits for your party to introduce itself, you have a chance to examine the other drow and their slaves. There are nine drow in total, the three matrons, and two guards for each. Each matron also seems to have a pack of four to six porters of various races.

Allow the player characters to introduce themselves and make note of the demeanor and attitude they choose to reveal. The drow will likewise note such attitudes. Those who seem to surly or aggressive will be avoided as being dangerously erratic or too biased. Those who are too garrulous or overly cheerful will be avoided as being fools or naïve children. The drow will look for those members of the player party that demonstrate the traits and values of social

interaction that they themselves observe: a quiet sincerity, obedience to authority, respect for females and particularly elder females, a serious demeanor, and attentiveness. Player characters who demonstrate these traits will find some of the drow party more eager to engage in conversation. If no characters of this sort speak elven, then Istolil will be the only one to address them in broken common. Those who demonstrate a nature that the drow consider to be appropriate, regardless of race, will be invited to the dice game, assuming that they speak Elven.

NOTE: If no one in the party speaks Elven and no one uses magical means to maintain some understanding of what takes place, a number of the following encounters will need to be significantly adjusted, as the drow, particularly Istolil, will take full advantage of this.

ENCOUNTER 3: FAMILY POLITICS

This encounter assumes that there is someone whom the drow have considered worthy to speak with (see above) who can also understand what the drow are saying (speaks Elven). If there is no such member in the player character party, one of the NPC slaves, Aure'Agics Goldhand, will approach and speak with the player character he believes to be most honorable.

Also, if the players demonstrate a desire to attempt to have their characters interact with the drow, even if the drow have decided that the character is too hostile or foolish for interaction, this is the first chance the characters will have for such interaction.

Moving back through the underdark the way you came, you make better time with the drow party now moving with you. First, the drow act as excellent scouts, searching ahead and behind the party to make sure there are no surprises coming from either direction. Second, they move incredibly fast for a group with slave-porters. The slaves seem to understand the importance of the task they are given and seem eager to carry the burdens they've been given. Finally, your party has swollen in size to nearly three times its previous number. Where before you were an adventuring party moving through the underdark, you are now a sizable raiding party, and none of the other underdark residents are eager to engage a drow raiding party, even one with a mix of races.

The trek is arduous, however, in its silence. The drow insist that speech be kept to an absolute minimum while underground. "Every wall has several ears," the drow repeat and nod knowingly, as if they assume the party already knows this. The drow will not speak while moving. A few times, you watch as they signal each other with hand signs, and you are amazed by how quickly and elaborately they seem to be able to hold such conversations.

It is the stops that make the silence bearable. Each morning, the morning meal of hard tack and dried fruits signals that camp is broken and they are ready to move. A single stop for a lunch break in the middle of the day's journey also grants a short nap time for a few hours. After the midday rest, the journey continues until camp is set up at the end of the day, with a days end meal served by the slaves.

It is these pauses, both the midday break and the day's end rest, that allow for some interaction with your new charges.

FOR DROW-APPROVED INTERACTION CHARACTERS:

Istolil will invite these characters to dice with him as soon as the opportunity presents itself. The rules for the dice game are provided below. Along with Istolil in this first dice game are three other drow (Relonor, Merinid, and Belgos) and any approved characters (see the expectations of the drow at the end of Encounter 2).

The first time Istolil dices with someone, he will attempt to judge his or her disposition. He will offer some drow wine from his skin and observe the reactions to his offer. He will ask questions about the characters' home lives, where they grew up, and where they have before encountered drow, all common questions, but part of his probing to find out where the party may stand on the idea of forming some alliance with the drow. The other drow will ask much the same types of questions, but will be much less straight-forward about it and will be less inclined to start a conversation with the player characters than Istolil is.

Beyond the dice game, all of the drow are approachable and mildly communicative at this first opportunity, giving away little more than their house affiliation initially. All drow will seek to

discern the party's feelings towards the other drow, and this will be the greater part of any conversations the player characters have with the drow throughout the adventure. It is rare for a drow to ask what one thinks directly. It is second nature for them to ask what someone thinks of another drow, and judge what they think indirectly by the reply they give. The drow will be looking for favorites and animosities, rivalries and enemies, and they will do so by asking about other things.

Each of the following drow also has particulars of what they consider to be important to make a party member "worthy" of being spoken to:

The Mistresses (Ardulace of House Tormtor, Jyslin of House Despana, and Pellanistra of House Noquar): These three will not speak with anyone who is not female, human or dwarf, and an arcane or divine caster. If all three of those requirements are not met, the Mistresses have nothing to say to the character. If they are, the Mistresses will deign to make the acquaintance of such characters, but no Mistress is foolish enough to trust the humans and their compatriots any more than they trust their fellow drow. They will seek to find what the state of power is in this land above, seem somewhat surprised that it is currently led by a woman, and express their dismay at the patriarchic nature that dominates the Council of Grosspokesman. At the first sign that the character does not have some knowledge that the drow wishes, the drow Mistress will be done with the conversation, such an admission of ignorance being beyond a drow Mistress and an answer that would be unacceptable back home. (Unfriendly, DC 25)

Relonor of House Tormtor: Fighter types who speak Elven and demonstrate a proper amount of decorum will find Relonor a willing sparing partner, but not much of a conversationalist. "Do you want to spar or talk," he'll quip. "I can talk to myself if that's the case..."In any sparing he does, he will hold back, only using 60% to 70% of his base attack bonus to hit, never wanting to reveal his full strength to a potential enemy. If he is losing at that rate, he will yield and grudgingly acknowledge the character. (Unfriendly, DC 25, 30 for short races)

Divolg of House Tormtor: Divolg will speak with any who show aptitude at arcane magic, but will lose interest unless they are wizards, sorcery being too unscholarly in its nature to bear much discussion. He will discuss magic and will consider

trading spells with player character wizards, though he will trade his non-standard spells of equal or lesser level only for two non-standard spells of equal or higher level from the characters. Such negotiations will take several days and this will only be the beginning of the “you-show-me-yours-and-I’ll-show-you-mine” game wizards play with their spellbooks. He has the following spells available for trade: 1st—*Incite*^{SC}, *Inhibit*^{SC}, *Remove Scent*^{SC}; 2nd—*Aiming at the Target*^{SC}, *Sting Ray*^{SC}; 3rd—(only available at APL 12) *Spiderskin*^{SC}. See the note on this in the special notes section. (Unfriendly, DC 25)

Istolil of House Despana: Istolil will speak with any character that seeks to speak with him. He will adopt a very cheerful attitude whenever approached. If asked any questions, he plays “answer for answer” asking his question and waiting for the character’s answer before he’s willing to answer any questions of the others. He will use his little verbal game to discern relationships between members of the party and anything about them worthy of note. (Indifferent, DC 15)

Merinid of House Despana: Merinid grins too much and too widely, and there is a sense of violence just below the surface with him. He will attempt to joke with anyone who tries to speak with him, but his sense of humor is focused on blood and vileness and sometimes leads to abuse of the weaker porters that travel with the group. (Hostile, DC 35)

Belgos of House Noquar: Belgos will not speak with anyone who is not clearly aged, at least middle aged or older in category, feeling them to be too inexperienced to yield him much knowledge. He is stingy and spiteful towards non-drow, feeling his age as a sign of his own weakness and angry about it showing. Anyone who tries to show him any kind of pity or charity will earn his ire and wrath until his death. Those who demonstrate their inferiority and clear understanding of his superiority may convince him to trade spells with them, at a rate of two non-standard spells for one of equal or lesser level than the weaker of the two traded. He has the following spells available for trade: 1st—*Targeting Ray*^{SC}, *Shock and Awe*^{SC}, *Ray of Clumsiness*^{SC}; 2nd—*Baleful Transposition*^{SC}, *Combust*^{SC}; 3rd—(only available at APL 12) *Spider Poison*^{SC}. See the note on this in the special notes section. (Unfriendly, DC 25)

Anatlab of House Noquar: Anatlab has no love of surface dwellers but harbors no real hate either. He tries desperately to appear tough, and threatens any escort he feels is challenging him. He will only speak with those who seem either enamored of him or awed by him, though his lack of confidence in himself will make him suspicious of any individuals that do behave in this way. (Unfriendly, DC 25; Hostile, DC 35 for human- and orc-blooded.)

FOR ELVISH-SPEAKING CHARACTERS:

Any of these characters who choose to engage in the dice game, but who have not displayed the proper demeanor for the drow, will receive a cool reception. Relonor will leave the game if any characters that join are short-race characters and Merinid will leave the game if anyone without approval joins, while Istolil will have to convince Belgos to continue playing this time.

However, later dice games will not show this level of discrimination, as the drow see the chance to jockey for the loyalty of the escorts as more valuable than their personal loathing for surface dwellers.

FOR CHARACTERS WHO SEEK DROW-APPROVAL AFTER AN INITIAL REJECTION:

Characters who are rejected by the dark elves, either because of their attitudes, behaviors, or race, can attempt to win the drow over on a one-on-one basis, assuming they have some way to communicate with the drow they wish to gain the favor of (speaking elven or uncommon, most likely). Each drow above has two listed entries at the end of their descriptions. The first is their attitude towards a character if they do not approve of him or her, modified by race as noted, and the second is the DC for a Diplomacy Check to attempt to move that character to friendly enough to be willing to interact with that character.

Any character trying to win the favor of the drow will be obvious in this undertaking to the other drow. As such, certain modifiers should be applied to attempts to win the favor of the drow through words instead of deeds:

REASON	MODIFIER
Per drow before this one	-2
Per rival family before this one	-4
Same class as drow	+2

Different class from drow -3
Situational +1 to 3

Characters can only try to win over any particular drow once during the course of the adventure. Situational modifiers might be bribes, gifts, confidences, etc. that will help that drow strengthen their individual position, though the drow realizes this for what it is. If they fail, the drow will not attack, but will take the hostile stance as outlined below.

FOR CHARACTERS WITHOUT DROW-APPROVAL OR ANY ELVES:

These characters will be shunned and avoided. If they try to speak with any drow, the drow will simply turn and walk away from them. If they persist, or make the mistake of touching the drow, the drow will draw a weapon on that individual, threatening to kill them if they speak to him or her again. If the particular character pushes the issue, the drow will follow through on the threat, attacking just that character. Other drow will see this as justifiable, as the character was warned, and will expect the party to hold their peace or stop it, not aid the character. They themselves will do nothing unless it seems the drow will lose and thus lose face, in which case, they demand that the party stop it and discipline their unruly member who agitated the drow.

ISTOLIL'S DICE GAME....

Istolil is a fan of the game "totals," a rather simple progressive betting game that provides a strong chance for comebacks, encouraging gamblers to stick when they should quit. The game works this way: Each round, you ante up. You roll a die each round and add its value to your 'total', hence the name. You start with a d4. After the totals are determined for each player, another round of antes is added to the pot. In the second round you roll a d6 and add it to your total; in the third, a d8; in the fourth, a d12; and in the fifth and final round you roll a d20. Players can choose to opt out of the game at any point by failing to continue to ante up, thus choosing to leave the game with a losing total. In most variations, the ante is increased with each round of rolls as well, often starting as low as a copper for the d4 and going as high as a platinum for the d20. You have to pay the pot to get a higher total.

Cheaters can attempt to manipulate the roll of their die up or down (though down would produce a lower total) using Sleight of Hand. First, pay attention to any characters who specifically state that they are watching for cheating. That character is assumed to already be making spot checks for suspicious activity. If no one is suspicious from the outset (except the drow, who are suspicious of everyone), then anytime a character attempts to cheat using Sleight of Hand, every other character is entitled to a spot check. The first time a character cheats, players receive a Spot check to be suspicious of some specific activity that the character is doing. The second time and all following times that character attempts to cheat, any who have not become suspicious can attempt a Spot check to become suspicious. Any who are already suspicious can attempt a Spot check on all subsequent attempts to cheat to actually catch the character at it. The drow will likely respond to any cheaters, even fellow drow, with violence, and expect anyone caught cheating to give up any winnings they may have obtained.

For purposes of the module, the game will function a little differently: First, each time Istolil suggests they play, one, AND ONLY ONE, round of the game will take place. Players will roll for their characters and the DM will need to roll for each NPC that participates in that particular round of the game.

Players should understand that they will be rolling once per chance against all other players of the game, and that they will wager 100gp total during the round of play to stay in the whole time. (Though in an actual rendition of the game, players would choose to stay in or pass as the ante increased, for the sake of speed and to simulate multiple rounds being played, each player will ante 100gp per round of play to roll for that entire round.) More rounds would eat into game time that is needed for the other encounters, and there are several chances to participate in the game (encounters 3, 4, 6, 7, and 8). Any character that wins a round wins an additional 500gp above the treasure gathered in the treasure summary. This 500gp can be in excess of the gold cap for the module and is listed as a special benefit in the AR section. Any player who loses a round loses 100gp from their total gold earned on the module.

As you emerge from the tunnels not far south of Hardwick Falls in the dark of the night, a

Yeomanry militiaman in his traditional red tabard and spear snaps to attention from the boulder he was leaning against. He kicks out a boot and another militiaman rolls to his knees from behind the boulder, quickly standing as well. "Sirs and madams," the first militiaman begins, "the Grosspokesman of Hardwick Falls has prepared a field just down the road for the escorts' use this day. By my guess, sun up is about two bells or so yet away. We've been instructed to show ya the way to the field and return to the village for a larger guard squad, what's supposed to protect you and grant you a day's rest before you begin your journey wherever y'all are headed."

The second militiaman, hurriedly brushing twigs and dirt from his tabard and straightening it, nods his agreement. "Yup. Show ya to the field and guard you today..." The man's face blanches as he sees the first of the drow.

"Yes, that will do nicely," Istolil says in his broken common. "One of you show us the way and the other run along and secure our honor guard."

The drow travel with their own large tents, separate large pavilions that provide for an open common area in the middle that is likewise shielded from the sun. The largest of these is the outer pavilion, almost resembling a carnival tent, standing almost thirty feet high at its two mast points, some sixty feet apart. The tent encloses an oblong area some 120-feet long and 60-feet wide.

Within this pavilion, a half-dozen other tents are assembled. These smaller tents, only 10- to 15-feet high, are divided into two groups: Mistress tents, and Escort tents, solely for the drow. The Mistress tents are some thirty feet in diameter, while the escort tents are smaller, measuring only 20 feet, which also acts as an outer room for the Mistress's tent. Each family has two such tents that are set up within the main tent.

The families set up at opposite ends as much as they can, with House Noquar trapped in the middle. A common area off to one side is where the cook fire is set up and where the porters and, presumably, the party, will sleep.

Developments: See Map #1- The Drow Pavilion for a sample of how the drow will set up.

ENCOUNTER 4: MEET THE NEIGHBORS

This encounter occurs shortly after the party has made it to the surface. Following the orders of the drow, the party is to move at night and bunk down during the day, allowing the drow the greatest opportunity to observe the land they travel through. As they suffer penalties during the days, they are loath to move about at that time. So the party sets up camp shortly before sunrise and camps until sunset. Unknown to the party, a group of extremist elves have learned of the various escort missions and sent their operatives to eliminate the devious drow before they can lure the mostly-human country into serious ruin.

The drow pattern of sleep during the day/ travel at night is now the standard, and you have learned to work as well in the dark now as you have in the daylight. The days are miserably warm within the tents, and the nights seem unbearably long without the sleep the tents provide during the day.

The procedure for erecting these tents is tedious, but after the first night above ground, it seems that all know their roles and fall into place. The drow watch as the porter-slaves do most of the work, with whatever help you are willing to provide. After the tents are up, and before the sun rises, Istolil takes the chance to play dice with any who are willing to take him up on the challenge.

ISTOLIL'S DICE GAME

Istolil will take a chance to initiate a second dice game at this point. He will participate, as will Relonor, Divolg, and Anatlab, who plays to impress Relonor. Note which characters participate as they forfeit another 100gp ante for their participation.

Within the pavilion, during the day, the tents become stifling hot, but the need for rest to be alert during the night treks forces you to find a way to rest amongst the tents of the drow where you may.

Your first indication something is wrong is the sound of rain hitting the tent. Cries of surprise ring out from some of the slaves in this area, and you consider that it is the rain itself that startles them. Then, as you realize that light has begun to stream into the northern-most corner of the tent, you realize it is not rain, but arrows that fall.

The party may have posted a guard, in which case they will have immediate awareness that an attack is in progress. A pack of over-zealous elves, swearing their fealty to Corellon Larethian, have taken it upon themselves to wipe the blight of the drow from the surface world. They have set up at three equidistant points and work through bird-whistle signals, firing from approximately 100 feet away. Though the tents have, as has been the practice since their first day, been erected in wide-open spaces, the elves have some sparse cover, given the distance from which they are firing.

The elves know little of the party, only having been leaked that drow traveled the surface world. They have little interest in negotiating, especially with drow, seeing no reason to trust what they consider to be born liars. As such, they will likely be unwilling to talk to the party, believing anyone who exits to be an evil drow shapechanged to look like a surface-dweller.

The party can take the fight to the elves, suffering whatever guilt may accompany that and sense that they have done evil (even though the elves have gone a bit over the edge, CN, and are not willing to listen to reason). The party can wait out the aerial bombardment, as the elves carry only 60 arrows each. In this case the drow become visibly and vocally more and more agitated with the damage being done to their protection from the sun, cajoling the party into acting as the defenders they are supposed to be. The party can attempt to negotiate with an enemy that is hostile and currently firing at them (good luck). In the last case, though they might be able to convince the elves that they are not drow themselves, there is no convincing these elves that allowing the drow to set another foot on the path to Longspear is anything but an abomination.

APL 8 (EL 10)

Male Elf Fighter4 (3): hp 33; see *Appendix 1*.

Male Elf Fighter6 (3): hp 50; see *Appendix 1*.

APL 10 (EL 12)

Male Elf Fighter6 (3): hp 50; see *Appendix 2*.

Male Elf Fighter8 (3): hp 72; see *Appendix 2*.

APL 12 (EL 15)

Male Elf Fighter9 (3): hp 81; see *Appendix 3*.

Male Elf Fighter11 (3): hp 99; see *Appendix 3*.

Tactics: The elves will fire systematically into the tent, raining down a veritable plethora of arrows into a single five-foot square per pair of elves at a time. At APL 8, each pair of elves puts 5 arrows into the 5-foot square. They will spread their fire among three different 5-foot squares to maximize effect, walking the fire slowly from one side of the tent to the other. At APL 10, that number rises to 6 arrows per team and finally up to 7 arrows per pair of elves at APL 12. At the higher APLs, the elves will also use a technique called fall-back-fire, in which one group will intentionally target an area they have already shot into once before, hoping to catch those who fall back into the same spaces. At APL 10, only 1 group will act as the fall-back-fire group, firing into a space already rained on once every other round. At APL 12, each group will take a turn acting as fall-back-fire, repeating that pattern of fire every round into one of the squares that has previously been rained upon.

As the attack comes during the day, the drow will absolutely refuse to aid the party, demanding instead that the party do its part to protect them. The drow actually feel little threat from this attack, retreating back into the Mistress's tents and using their own magic and techniques to protect themselves. They do, however, see this as a great opportunity to test the mettle of their escorts.

The elves will continue to attack the tents until they run out of arrows or are engaged in combat. They will NOT close with the tents, not trusting the drow in close combat, even in bright sunlight. If engaged, or if anyone leaves the tent, the elves closest to that person will redirect their fire at that individual. If several individuals emerge in close succession, the elves will attempt to regroup, circling around while firing on any closing pursuers. If other pairs see the elves in this situation, they will join in firing on anyone pursuing them. If two of the elven fire teams are eliminated, the third will attempt to retreat.

Treasure: The drow will watch with amusement as the characters "Greyhawk" the bodies. The elves carried no coin, but were fairly well equipped for the task they had undertaken.

APL 8: L: 1320 gp, C: 0 gp, M: +1 *Composite Longbow of Str +2* (x6) (1050gp) +1 *Chain shirt* (x3) (315gp), +1 *Cloak of Resistance* (x3) (243gp), *Potion of Pass without Trace* (x6) (150 gp), *Potion of Cure Light Wounds* (x6) (150 gp).

APL 10: L: 1890 gp, C: 0 gp, M: +1 *Composite Longbow of Str +2* (x6) (1050gp) +1 *Chain shirt* (x6) (630gp), +1 *Cloak of Resistance* (x6) (486 gp) *Potion of Pass Without Trace* (x6) (150 gp), *Potion of Cure Light Wounds* (x6) (150 gp), *Ring of Protection +1* (x3) (498 gp).

APL 12: L: 1890 gp, C: 0 gp, M: +2 *Composite Longbow of Str +2* (x6) (3050gp), +1 *Chain shirt* (x6) (630gp), +1 *Cloak of Resistance* (x3) (243 gp), +2 *Cloak of Resistance* (x3) (999 gp), *Potion of Pass Without Trace* (x6) (150 gp), *Potion of Cure Light Wounds* (x6) (150 gp), *Ring of Protection +1* (x6) (996 gp), *Boots of Elvenkind* (x3) (625 gp), *Gloves of Dexterity* +2 (x3) (999 gp).

ENCOUNTER 6: WHAT A DIFFERENCE A DAY...

Some days pass without incident, as you make your way towards Loftwick. The ritual of walking all night (the drow refuse transports-how would the slaves keep up?) and sleeping all day has settled into feeling almost normal, though the sounds of birds during the day makes what sleep does come seem less restful.

“Glad to have another days travel over,” Istolil remarks, his hands already rolling the dice. Istolil smiles eagerly at those of you who have played with him before. “Who’s up for another game?”

“Not I,” Merinid says almost immediately.

“Nor I,” adds in Relonor, and both seem to head off almost immediately to their tents at the opposite ends of the pavilion.

Belgos stands for a moment, rubbing his scalp with his fingers, his elbow and shoulder cracking audibly with the back and forth motion. He looks to his House tents, into which Anatlab has already followed his sister. “I’ll wager some more,” he says, looking on the backs of the retreating warriors.

“As will I, brother wizard,” Divolg says, patting Belgos on the shoulder. The older wizard turns almost spitefully on the younger one, sidling off to the other side of the circle where the dice will fall.

“Well, the fighters pass and the wizards roll. What of you, upsiders? Which of you will roll with us this even?” The dice appear in Istolil’s

hands almost as if by magic and he rolls them in his palm, challenging you to play.

Have the players identify what their characters are doing and where they do it if they choose not to play the game this time.

ISTOLIL’S DICE GAME

Istolil will take a chance to initiate a third dice game at this point. He will participate, as will Belgos and Divolg. Note which characters participate as they forfeit another 100gp ante for their participation and resolve the dice game before proceeding any further with this encounter.

Istolil’s laughter rings out as the dice fall again, the drow seeming to have no lack of mirth in the losses of others. A shriek breaks through his laughter and for a moment it seems he tries to laugh louder. The cry comes from the inner tent of House Noquar and sounds of battle come from within.

Allow the party to declare their actions and roll initiatives. Have them react in initiative order and proceed from there. The first character that enters sees the following scene and others who follow will likewise witness the sight.

The tent is in disarray, torn garments and pillows tossed about. The body of Mistress Pellanistra lies heaped among a pile of such pillows, blood soaking one such plush and dripping from its corner onto the ground. At the center of the room, Anatlab staggers and falls, reaching for his Mistress, as Relonor recoils his chain and Merinid assumes a battle ready stance.

Allow the players to file in and make their declarations as they may before proceeding.

“What have you...” Belgos begins, and as you turn to the old drow, you watch the old wizard’s eyes flutter up and his face turn pale. A single strand of drool begins to run from the left corner of his mouth as Istolil steps from behind him, a bloody, blackened blade in his hand.

Istolil catches the old wizard as he falls back, looking him in the eyes as Belgos struggles to speak or cast some spell. “Shh, shh,” Istolil tells the dying mage caringly in Elven. “It’s for the best. Shh.”

A wicked grin appears on Relonor’s face as he watches this. “Assassin!” He cries, “House Despana slays House Noquar!” His chain begins to spin and he steps towards Merinid.

“It was you,” Merinid cries, ready to charge.

Tactics: If battle ensues, see the tactics section under Encounter 8.

Treasure: The drow insist that all of their treasure be kept by their race as part of their legacies, to be returned to their families as appropriate. It would not do for Yeomanry soldiers to be seen carrying drow family heirlooms. (This is the excuse the drow use to have first pickings over the corpses. See the conclusion for final disposition of the drow’s gear).

Developments: Players will be eager to have their characters interrupt the encounter above. The following things happened off camera. Relonor and Merinid attacked and slew Pellanistra outright using poison, and engaged Anatlab, who they did not expect to find in the inner tent. Finally, Belgos is slain by Istolil with a poisoned blade on a backstab. The only one of these that can possibly be prevented would be the backstabbing of Belgos, and that only if someone watches Istolil specifically and readies for such an eventuality (an unlikely, but small, possibility). If, by some miracle, Belgos does survive the attack by Istolil, he will flee immediately, using a Dimension Door spell to get as far away from the other drow as he can. This turn of events will deeply disturb the other drow, though they will not give more of a reason than Istolil’s reason for attacking Belgos, as explained below.

Beyond that, the party may interact with this as they wish. Neither side wishes to engage the party head on yet, but both wish to lay the blame at the feet of the other family. Both families actually worked together to plan the elimination of the third house, but now that the trap is sprung, it is time for new webs to be woven, and the next target is the other remaining house.

Neither side will admit to its involvement in the murder, and neither Mistress will permit her personal guard to be interrogated. Istolil will readily volunteer his reason for slaying Belgos-“The wizard was the last of his house that was still with us. He was weakened by his loses and would have attacked to save face. I did it to spare us all a fireball or two at our feet.” He shrugs this off as perfectly justifiable and the other drow seem to agree.

It is possible that the party may take sides at this point. If so, this becomes Encounter 8, “The Only Solution”, instantly. Skip Encounter 7, use

the combat statistics for Encounter 8, and fight it out now.

It is more likely that the party will be in some shock over what happened and will try to defuse the situation, trying to get everything calmed down. Allow the characters to make their pleas for peaceful resolution and whatever diplomacy checks they wish. If they are successful, they can convince the drow to stand down. If not, the appearance of the other two Mistresses, fully buffed before they leave their personal tents, will settle the issue as they will order the two sides to stand down, assuming battle is not already begun.

NOTE: NO drow in this party, under any circumstances, will allow themselves to be raised or resurrected by anyone other than a priestess of Lloth, as is their right. Any such attempts automatically fail. Likewise, as any healing coming from the party is not coming from a priestess of Lloth, they will attempt to resist it with a Will save, whether they are conscious or not.

ENCOUNTER 7: A CHANCE TO BREATHE

After that, the party will need a moment to consider what is going on. The drow likewise need an opportunity to pitch their case to the party, hoping to have the party side with them in the next battle. Each house, Tormtor and Despana, will choose one character from the party that seems to most understand their drow nature and support their family. (Thus, two characters will be approached, one by each family.) Tormtor will send Divolg to make the request of the party member whom they select; Istolil will make the request of the party member he deems most supportive for house Despana. The offers will be made secretly and away from the table, and both will push the character selected as hard as they can for a commitment, an oath bond, a sworn word, that the PC will back the side they are asking the question for.

The moon rises slowly that night, and the party breaks camp, assembles, and moves out with nary a word being spoken. There is little conversation that night, though it seems the drow speak amongst themselves in their secret language of hand signals. Each family seems engaged in heated debate as the night passes by, and both are sure to keep some of

the party, and most of the remaining porters, between them.

At mid-moon, the meal break is tense and still. Each move by any drow seems to bring all within reach of their weapons. The remaining slaves seem to freeze and disappear behind trees and barrels when they are able, choosing not to be seen even at the risk of being punished for the absence.

And, as daybreak looms on the horizon, turning the blackness a dull shade of azure, there is little chatter as the tents are assembled. No tent is set up in the middle anymore- there is no third family. The middle becomes the neutral ground between the two families left.

It is surprising, but also expected, when Istolil places his dice in a tin cup and starts shaking them loud enough for all to hear. "So come on then, you lot, enough with the downturned face, eh? Let's get back to the dice and wine and good times, before we get where we're going." He shakes the dice, cajolingly. "Less'n yer scared, that is. I could understand ya being afraid, I guess."

Relonor is seething at the comment, but it brings him to mid-tent first. Standing below and looking up at the perpetually grinning Istolil, Relonor drops his coin bag at his feet. "Never call me coward," he says.

Istolil passes the threat as he continues to walk around, making eye contact with any who will meet his gaze. "Who else?"

Istolil's Dice Game

Istolil will take a chance to initiate a fourth dice game at this point. He will participate, as will Relonor. Note which characters participate as they forfeit another 100gp ante for their participation.

During the dice game, have Divolg approach and take the opportunity to speak with the character selected. Take that player away from the table and play out the encounter with Divolg.

As soon as the encounter with Divolg is concluded, follow the same procedure with Istolil as he takes his confidant aside and asks him for support. Do not allow the first player to inform the party of his agreement or refusal to side with the first family until you have taken the second player out of earshot.

It is possible that each player will commit his PC to supporting a different family. If so, the party will then have to decide how to resolve this issue

internally and which oath they will break. It is possible that one or the other player will be unwilling to commit to the protection of a family. If so, the party should have a clear-cut purpose in defending the appropriate family when the time comes. The family that is refused will feel slighted and will automatically assume the party has sided with their rivals. It is possible that both players will refuse to commit to either family. If so, both families will assume that the party has been won over by their rivals and will react accordingly.

DIVOLG'S ARGUMENT:

Divolg signals you, seeking to get your attention. Once he has you aside, he makes a strange request. "Could you escort me outside for a bit? I saw some plants as the pavilion was set up that I wish to collect samples of."

"I wish to go alone, no need to trouble the others," he says, and there is a pleading look to his eyes that is unsettling in a drow.

Allow the character to decide whether to escort him to the mulberry shrubs. If the PC refuses, or offers to collect them for him, he will try his best to express a scientific reason that he must do it. If the PC still refuses, House Tormentor will mark the party as likely hostiles in the battle to come. Assuming the character agrees to go off alone with Divolg, the drow, now blind in the daylight and stumbling along without some aid, continues below. The DM is encouraged to free-play this as best he can, providing the arguments as needed to seek the character's agreement on the matter.

"Thank you for agreeing to escort me. It really is nothing to come out here to collect this, especially as the sun has already begun to set," Divolg says, tripping over a root and catching himself on your arm, his gnarled fingers grazing against your forearm. "Sorry," he says, letting go hastily.

"It is not the shrub that interests me actually. It's more where you stand on the incident of the other eve—the slaughter of House Noquar by House Despana." Divolg spits out this last word as he begins to examine the shrub, waiting for your reply.

"I am gravely concerned, my friend," the word comes strangely from a drow, "that House Despana is not finished with their attempt to control this affair about ground, seeking to make theirs the only voice to be heard. And they hide not their feelings in the courts below—they are no friends to the men above, I

assure you.” Again he pauses, observing your reaction.

If at any point the character seems not to care for the fate of House Tormtor or if the character seems inclined to refuse to do his duty of protecting the Mistress of House Tormtor, Divolg will not necessarily ask as forthrightly as outlined below. This is assuming the character agrees that an attack is imminent and that the character shows every intention of defending House Tormtor if necessary.

“I fear for the life of my Mistress, in all honesty. I fear that, before we reach this Loft-Wick, the Despana will make their move and try to silence House Tormtor. Where do you stand on this?”

“I can assure you, House Tormtor will not initiate any attacks against House Despana, but, if such a fight breaks out, it will be grisly, much more brutal than the demise of House Noquar, and will force you to choose a side. Will you stand with us? Will you stand with House Tormtor?”

As nothing Divolg says is a lie, there is no reason for him to roll a Bluff check, though those who roll a Sense Motive check above 20 can determine that Divolg is holding something back, likely his concern for his Mistress or his own life. Divolg says there is no plan to force the issue (since there is not yet, as they do not know where the escorts stand), and he cannot say when or how the combat will come or how the party should prepare. Assuming the character agrees, continue below.

“I thank you, for you are truly an honorable person, regardless of your species.” Divolg attempts a bow. “When the battle does break out, if you can focus your efforts on fighting off House Despana, then we can worry about protecting the Mistress.” The small drow wizard looks back to the pavilion. “There will not be much time for planning, and though your group might find a moment to speak among itself, beware spending too much time speaking too loudly. Despana’s ears are strong and clear.”

If the character does not agree to help House Tormtor, Divolg will seem shocked and offended, stating that he cannot believe the PCs would help Despana. He will not accept that there is a third position—either you are with House Tormtor or you are against it. He will push it to this point,

explaining that he cannot assure the safety of any of the escorts if he is not sure they are on his side.

“I may be able to curtail my area effects to avoid those of you I’ve come to trust, but I cannot speak for my Mistress. If she is unsure of your loyalty, she will not hesitate to fire.”

ISTOLIL’S ARGUMENT:

The character selected by Istolil will be approached as the dice game breaks up that night, assuming the character selected was one to play the dice game. If not, Istolil will excuse himself for a round or two of the dice game, seeking to relieve himself, and will discreetly seek out his choice amongst the characters then.

“Here now, some night, eh?” Istolil’s smile reaches from ear to ear and you wonder if certain legends about cats started with the drow. “Some dreadful business the other night, what not and all?” The boisterous drow pauses, waiting for you to comment.

“Like as not, t’ain’t over yet, ya catch me meaning? I’m doubting that House Tormtor is done with just taking down the Noquars. My thinking says they wants to be the only family what’s getting to Loft-Wick. How’s yer noggin think on it?” Again he pauses for your answer.

“My peoples got no love fer the surface people, but that be not a family trait so much as a racial one. I was of a mind that the reason fer us t’be up in here is to try and sees what’s what and how that can be a-changing. But it seems Tormtor’s ready to just keep things as they is, if you’re seeing what I am.”

Istolil looks around cautiously, and seems to sniff the air. “I trust not their wizard, that crippled fool, Divolg,” he says. “He magics the very air to spy on us, I fear.”

Istolil will try his best to impart a sense of unease to his chosen character, trying to play off a seeming fear of House Tormtor. He will not say as much and will pretend offense at any such implication, but he shades his ideas with this fear.

Istolil shrugs. “I guess it be the way of things. Their house is a young’un, our’n old. Noquar was between us, and so they got clipped out first. We can only be next; t’ain’t no other families but us and them. So, where you and yers on this? You going to stand by us when them Tormtors come after us?”

Like Divolg, Istolil will beat around the bush, trying to get the player to answer what he’s asking

before he asks it, and feeling out how the character stands. As nothing Istolil says is an outright lie, there is no reason for him to roll a Bluff check, though those who roll a Sense Motive check above 20 can determine that Istolil is holding something back, likely his concern for his Mistress or his own life. If the character agrees, Istolil says there is no plan to force the issue (since there is not yet, as they do not know where the escorts stand), and he cannot say when or how the combat will come or how the party should prepare. Assuming the character agrees, continue below.

“Right! Quite right! We’ll show them now, won’t we? You and yers take care of them, and me and Merinid will do what we can to shield the Mistress. But yer gonna have to be the ones what puts an end to their threat, a’ight? We’ll aid, but if we mix it up, we’re likely to start scorching each other and what not, like as we don’t know each other’s straut-E-gees and the like.”

If the character does not agree to help House Despana, Istolil will seem shocked and offended, stating that he cannot believe they would help Tormtor. He will not accept that there is a third position—either you are with House Despana or you are against it. He will push it to this point, explaining that he cannot assure the safety of any of the escorts if he is not sure they are his side.

“I reckon as how you see protecting your hides as more important than my Mistress and all,” Istolil looks hurt by the idea, “but I can’t be taking up for what might happen once things start flying then. Merinid and my Mistress are both known for their tempers, and if they ain’t sure yer with them, they like as think you’s ‘gainst ‘em.”

Once both characters have had the request made and responded to one way or the other, allow the party a few moments to discuss the issue and reach some kind of consensus as to where they will stand. If you are lucky and two highly honorable characters both give their word, then you as DM can sit back and enjoy the fireworks.

After the party has either decided which side of the battle they will fight on, reached an impasse as to which side they will fight on, or come to some other decision as to their course of action, proceed with Encounter 8.

Developments: It is possible that the party may try to behave in a very “discourteous manner” in an attempt to keep the two families separated. The

drow will not tolerate this, considering it much the same as being prisoners, something they likewise will not tolerate. The Mistresses, under no circumstances, will allow any of the characters into their inner tents at this point, nor will any of the drow be pleased with having constant shadows. If the party takes it upon themselves to force themselves between these two families, they may find the two families tearing through them to get to each other. If necessary, have one of the drow make this observation to the party. If they insist on shadowing every drow in every action, other than the Mistresses, allow them. When the fighting starts, remember the drow will judge who is against them as anyone who is not with them...

ENCOUNTER 8: THE ONLY SOLUTION

The next night after the discussions of taking sides, the battle commences. Each family uses one member to antagonize and provoke a member of the other family into attacking at essentially the same time. The Mistresses, waiting for the signals in their inner tents, are fully buffed and ready to rain down the wrath of Lloth on any that threaten the well being of their personal house.

The next night’s travel passes quietly and dourly, all lost in their own thoughts. The drow eye each other hostilely and each of you questioningly. There is a silence that seems to follow you, as if nature itself senses and watches for violence; poised and coiled, ready to spring.

That dawn, the pavilion is erected in silence. It is with some apparent effort that Istolil makes his way towards the middle of the tent after the dawning meal. “A’ight, already. It’s sour as the grave in here, and I’d like to rock the old belly once or twice more before I’m taken to the True Queen. Let’s roll some bones before the bones might roll, eh?” He calls out to no one in particular.

ISTOLIL’S DICE GAME

Istolil will take a chance to initiate a fifth and final dice game at this point. Note which characters participate as they forfeit another 100gp ante for their participation.

Allow the party to decide who will play this evening before revealing anyone else. If no character will dice with him, Istolil will stand there alone for a moment, before cajoling them as cowardly. At this

remark, Relonor will come forward to join the game. The first round of the game is resolved fully before continuing, allowing the fifth and final game to affect the character's fortune for this round. After the fifth round is concluded, continue below. It is assumed that anyone playing in the game is still in the game, as the game doesn't conclude until the scene ends (or it is interrupted...).

With fewer players and less banter, the game goes quickly tonight. Merinid sits off to the side, sharpening the blade of his longsword while Divolg apparently studies a botany tome he is fond of amending the notes in. A second game begins and Istolil is hot with dice this evening. His fingers and hands seem to dance as he waits for his turn with the dice and when he does roll, it's in fancy sweeps and spirals.

Allow characters who ask for a chance to see if something is amiss or who seem to be suspicious of the same Spot checks (DC 20) to realize that there is some kind of communication going on, only it's in the drow's silent hand language. Allow characters who make the Spot checks to make Sense Motive checks (DC 20) to realize that one drow is badgering or baiting another. In the case of the dice game, Istolil is insulting Relonor's courage repeatedly, made even worse by the beating at dice Relonor has taken throughout the trip. In the case of the other two, Divolg is doing much the same to Merinid, telling him that he could do nothing but die if he attempted to harm House Tormtor.

Without warning, Relonor roars and surges across the dice ring, knocking Istolil a clean ten feet beyond the ring as he pulls his chain free and shakes it lose.

Almost at the same time, be it the fates or Fortubo, Merinid also cries out, charging across the tent towards Divolg, sword drawn, as Divolg's hands begin to dance an arcane pattern.

And so it begins. Relonor, trying diligently to obey his Mistress's command to avoid starting the battle, has taken all of the insults he is willing to from Istolil, whom he has never liked. The surprise round was Relonor's body slam, augmented in effect by Istolil's readied action to tumble away, making it look like Relonor struck him harder than he did. Merinid also acted as a surprise round, leaping up from the chair he was perched on to move towards Divolg, blade drawn. Divolg's readied action, casting *Mirror Image* to protect himself, comes as everyone rolls initiative.

APL 8 (EL 11)

Ardulace of House Tormtor, female drow
Clr8: hp 56; see *Appendix 1*.

Divolg of House Tormtor, male drow Wiz4:
hp 18; see *Appendix 1*.

Relonor of House Tormtor, male drow Ftr4:
hp 33; see *Appendix 1*.

APL 10 (EL 13)

Ardulace of House Tormtor, female drow
Clr10: hp 70; see *Appendix 2*.

Divolg of House Tormtor, male drow Wiz6:
hp 26; see *Appendix 2*.

Relonor of House Tormtor, male drow Ftr6:
hp 50; see *Appendix 2*.

APL 12 (EL 15)

Ardulace of House Tormtor, female drow
Clr12: hp 84; see *Appendix 3*.

Divolg of House Tormtor, male drow Wiz8:
hp 33; see *Appendix 3*.

Relonor of House Tormtor, male drow
Ftr6/EWM2: hp 66; see *Appendix 3*.

OR

APL 8 (EL 11)

Jyslin of House Despana, female drow
Clr8: hp 54; see *Appendix 1*.

Istolil of House Despana, male drow Rog4:
hp 21; see *Appendix 1*.

Merinid of House Despana, male drow
Bbn2/Ftr2: hp 36; see *Appendix 1*.

APL 10 (EL 13)

Jyslin of House Despana, female drow
Clr10: hp 78; see *Appendix 2*.

Istolil of House Despana, male drow
Rog5/Asn1: hp 32; see *Appendix 2*.

Merinid of House Despana, male drow
Bbn2/Ftr4: hp 53; see *Appendix 2*.

APL 12 (EL 15)

Jyslin of House Despana, female drow
Clr12: hp 93; see *Appendix 3*.

Istolil of House Despana, male drow
Rog5/Asn3: hp 42; see *Appendix 3*.

Merinid of House Despana, male drow
Bbn2/Ftr6: hp 69; see *Appendix 3*.

Tactics: Each drow should be entered into initiative as a separate entity; this is an excellent time to use initiative cards. If the characters have taken a side and act as such, they will presumably move to engage the drow they have chosen to fight against. In such a case, that drow family will feel more betrayed by the escorting party, which is supposed to be made up of loyal guards, than by the rival family, from whom they expect as much. The drow family that the party attacks will respond by attacking the party full force. The other drow family will settle back to watch the show, as much as they can. When necessary, or when attacked, they will respond by aiding in attacking the one that attacked them. Either Divolg or Istolil, whichever made the deal that the party accepted, will help out as best he can, making himself a target at the same time. If it is House Tormentor the party aids, Divolg will help the entire party, adding some extra firepower where he may. If it is House Despana the party aids, Istolil will help only the individual he made the offer to, seeking to flank with that individual or stay near and protect that individual only, not concerned with the rest of the party.

If the party has taken one side and stands on it loyally, then that family will act as a support unit for the party as they eliminate the rival family. If the party refused to take sides and then interferes in any way, both families will consider them enemies now, and both families will attack them while continuing their attack on the rival family. The two families together should wipe the floor with the party, but with their attention divided between each other and the party; this should be quite a fight. If the party stands by and does nothing, it may take the DM a while to play out the battle between the two families. If so, feel free to speed things along “on screen” since the players have chosen to keep their characters “off screen”—count each attack as two, use average damage, etc, in order to speed up the resolution of the encounter.

Note that if the characters do not participate in the battle at all, they receive no experience from this encounter and the drow will not be inclined to share the loot with them upon arriving in Loftwick.

Treasure: The drow insist that all of their treasure be kept by their race as part of their legacies, to be returned to their families as appropriate. It would not do for Yeomanry soldiers to be seen carrying drow family heirlooms. (This is the excuse the drow use to have first pickings over

the corpses. See the conclusion for final disposition of the drow's gear).

Developments: A good bit of this encounter will require the DM to free-form the reactions of the remaining drow, as things go from bad to worse. It is possible the party could break up this fight, but several factors will be against them. If the party committed to a side, then that side believes themselves to have an ally in the party and will behave accordingly, trying not to include the party into the area of spells or other attacks. It is possible that initially both sides may believe this to be the case. If the party did not commit to one side, that side will assume that the party has already been enticed by the other side and will treat them as enemies from the beginning of melee, ignoring them unless they attempt to interfere with the attempt to eliminate the other family in any way. Either way, if the party does anything to prevent the fight and not to help one side, the group that is being prevented will feel that they have been betrayed by the party and then consider them as enemies as well. (Thus, preventing one member of a family from fighting would be seen as an attack on that family because you have weakened its ability to fight back.) It is possible the party may have to fight both families and may not make it back with either Mistress.

Once one side is defeated, the other side will call for cessation of hostilities, if they are engaged with the party, pointing out that they have no reason to continue fighting. There will be a coldness to the drow, but they will not seek to fight the party further unless the party insists on fighting. If the party did not engage that family, instead standing by their oath to that family, then the drow will be ecstatic, congratulating the party on their success. If the party survives and supported the other family or if the party does nothing while the families work it out, the drow will still call a cessation to hostilities, but will report negatively on their escort to the officials who ask them about it, thereby preventing the characters from earning the favor, Favor of the Free Knights, as outlined below. If they sided with the family that was defeated, they also receive the Disfavor of the Free Knights..

If the party manages to preserve at least one of the Mistresses and safely get her to Loftwick, they can consider the mission successful, as the Free Knights will.

CONCLUSION: I SEE DARK ELVES....

As the party approaches the city, they are spotted and quickly rushed into the council.

As you approach the gates of the city of Loftwick, there are trumpets and other, stranger horns sounding in welcome. An honor guard of Yeomanry militiamen comes running from the gate and forms two lines to either side, a processional guard to help you through the crowds, which are enormous. It seems that every citizen of Loftwick has come out to see the drow, and the drow, presuming this crowd to be a sign of recognition of their royalty, take the opportunity to make the most of it, smiling and waving at the crowd. There are some boos and jeers but for the most part they are drowned out by the cheers of the masses, thrilled with this new and exotic type of elf.

As you are ushered into the Chambers of the Council of Grosspokesmen, you realize what has drawn the crowd so quickly. Yours is not the only group sent to escort drow—about the assembly are perhaps two dozen other drow, standing about in small groups of six or nine. They speak amongst themselves in low whispers though you see several signal across the room using the types of hand signals you've become accustomed to seeing the drow use.

The Mistress (es) with you bows once to the entire party, and smiles wickedly at all of you. "I thank you for your escort. I hope we have a chance to entertain you in our city some day, as a chance to repay you as you deserve. Until then, my House can only offer you the following as gratuity for your services. You may keep our porters as well, which was part of the agreement we made with your masters before we surfaced." One of the males brings up a sack, and in it you see several of the items that belonged to the other drow families. "Though what is drow is drow, what is mine is mine to give away, and I give these to you. Much easier to explain than should we keep them." She winks once and turns majestically, her cloak fluttering out behind her as she sets off to engage with one of the other groups of drow about the room.

With that, the drow seem to consider themselves done with you. There is not even a

backwards glance in your direction from any of the family.

You all are escorted into some side chambers where Free Squires and scribes wait to debrief you and take down your reports.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1A or 1B

Defeating the drow/spiders or surviving the arena.

APL 8: 270 xp.
APL 10: 330 xp.
APL 12: 420 xp.

Encounter 4

Defeating, outlasting, or dissuading the elves.

APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 450 xp.

Encounter 8

Protecting at least one of the drow Mistresses.

APL 8: 330 xp.
APL 10: 390 xp.
APL 12: 450 xp.

Story Award

Successfully escorting one of the Drow Mistresses to Loftwick.

APL 8: 200 xp.
APL 10: 200 xp.
APL 12: 200 xp.

Discretionary Roleplaying Award

APL 8: 25 xp.
APL 10: 70 xp.
APL 12: 55 xp.

Total possible experience

APL 8: 1,125 xp.

APL 10: 1,350 xp.

APL 12: 1,575 xp.

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter Intro (Payment for Services):

APL 8: L: 0 gp, C: 200 gp, M: 0 gp.

APL 10: L: 0 gp, C: 250 gp, M: 0 gp

APL 12: L: 0 gp, C: 300 gp, M: 0 gp

Encounter 1A (Driders):

1 Character

APL 8: L: 81 gp, C: 0 gp, M: 0 (0 gp).

APL 10: L: 136 gp, C: 0 gp, M: 0 (0 gp).

APL 12: L: 136 gp, C: 0 gp, M: *scroll of blur* (2 gp), *scroll of ray of enfeeblement* (13 gp).

2-3 Characters

APL 8: L: 81 gp, C: 0 gp, M: 0 (0 gp).

APL 10: L: 136 gp, C: 0 gp, M: *scroll of blur* (2 gp), *scroll of ray of enfeeblement* (13 gp).

APL 12: L: 136 gp, C: X gp, M: *scroll of blur* (2 gp), *scroll of ray of enfeeblement* (13 gp), *Large Heavy Mace +1* (194 gp).

4-6 Characters

APL 8: L: 51 gp, C: 0 gp, M: *Large Shortbow +1* (196 gp).

APL 10: L: 51 gp, C: 0 gp, M: *Large Shortbow +1* (196 gp), *scroll of blur* (2 gp), *scroll of ray of enfeeblement* (13 gp), *scroll of gaseous form* (31 gp), *bracers of armor +1*(83 gp).

APL 12: L: 131 gp, C: X gp, M: *Large Shortbow +1* (196 gp), *scroll of blur* (13 gp), *scroll of ray of enfeeblement* (2 gp), *scroll of gaseous form* (31 gp), *bracers of armor +1*(83 gp), *Large Heavy Mace +1* (194 gp), *Hand of the Mage* (75 gp), *Potion of Gaseous Form* (63 gp), *scroll of protection from good* (2 gp), *scroll of shatter* (13 gp).

Encounter 4(The Neighbors):

APL 8: L: 1320 gp, C: 0 gp, M: +1 *Composite Longbow of Str +2* (x6) (1050gp) +1 *Chain shirt* (x3) (315gp), +1 *Cloak of Resistance* (x3) (243gp), *Potion of Pass Without Trace* (x6) (150 gp), *Potion of Cure Light Wounds* (x6) (150 gp).

APL 10: L: 1890 gp, C: 0 gp, M: +1 *Composite Longbow of Str +2* (x6) (1050gp) +1 *Chain shirt* (x6) (630gp), +1 *Cloak of Resistance* (x6) (486 gp) *Potion of Pass Without Trace* (x6)

(150 gp), *Potion of Cure Light Wounds* (x6) (150 gp), *Ring of Protection +1* (x3) (498 gp).

APL 12: L: 1890 gp, C: 0 gp, M: +2 *Composite Longbow of Str +2* (x6) (3050gp), +1 *Chain shirt* (x6) (630gp), +1 *Cloak of Resistance* (x3) (243 gp), +2 *Cloak of Resistance* (x3) (999 gp), *Potion of Pass Without Trace* (x6) (150 gp), *Potion of Cure Light Wounds* (x6) (150 gp), *Ring of Protection +1* (x6) (996 gp), *Boots of Elvenkind* (x3) (625 gp), *Gloves of Dexterity +2* (x3) (999 gp).

Encounter 8 (The Only Solution):

APL 8: L: 187 gp, C: 167 gp, M: *Breastplate +1*(121gp), *Breastplate +1*(121gp), *Buckler +1*(97gp), *Bracers of armor +1*(83 gp), *Amulet of health +2* (333 gp), *Ring of protection +1* (167 gp), *Wand of enlarge person* (63 gp), *Cloak of resistance +1* (83 gp).

OR

APL 8: L: 269 gp, C: 467 gp, M: *Full plate +1* (229 gp), *Heavy steel +1 shield* (98 gp), *Amulet of health +2* (333 gp), *Pearl of power 1st-level* (83 gp), *Chain shirt +1* (113 gp), *Cloak of resistance +1* (83 gp).

APL 10: L: 147 gp, C: 369 gp, M: *Breastplate +1*(121gp), *Breastplate +1*(121gp), *Buckler +1*(97gp), *Buckler +1*(97gp), *Amulet of health +2* (333 gp), *Periapt of wisdom +2* (333 gp), *Ring of protection +1* (167 gp), *Wand of enlarge person* (63 gp), *Cloak of resistance +1* (83 gp) *Rapier +1* (193gp), *Bracers of Armor +2* (333gp).

OR

APL 10: L: 205 gp, C: 250 gp, M: *Full plate +1* (221gp), *Heavy steel +1 shield* (98gp), *Amulet of health +2* (333gp), *Pearl of power 1st-level* (83gp), *Ring of protection +1* (167gp), *Periapt of wisdom +2* (333gp), *Chain shirt +1* (104gp), *Cloak of resistance +1* (83gp), *Rapier +1* (193gp), *Breastplate +1* (113gp), *Amulet of natural armor +1* (167gp).

APL 12: L: 120 gp, C: 114 gp, M: *Amulet of health +2* (333gp), *Ring of protection +1* (167gp), *Periapt of wisdom +2* (333gp), *Rapier +1* (193gp), *Amulet of natural armor +1* (167gp), *Breastplate +2* (363gp), *Buckler +2* (347gp), *Silent lesser rod of metamagic* (250gp), *Wand of enlarge person* (63gp),

Bracers of armor +2 (333gp), *Ring of protection +1* (167gp), *Cloak of resistance +1* (83gp), *Wand of magic missile (1st)* (63gp), *Wand of shocking grasp* (63gp), *Breastplate +1* (121gp), *Buckler +1* (97gp), *Cloak of resistance +1* (83gp), *Adamantine spiked chain +1* (419gp).

OR

APL 12: L: 125 gp, C: 286 gp, M: *Amulet of health +2* (333gp), *Pearl of power 1st-level* (83gp), *Ring of protection +1* (167gp), *Periapt of wisdom +2* (333gp), *Amulet of natural armor +1* (167gp), *Heavy +1 mace* (193gp), *Full plate +2* (471gp), *Heavy steel +2 shield* (348gp), *Scroll of cure light wounds (div)* (4gp), *Scroll of resist energy (div)* (13gp), *Cloak of resistance +1* (83gp), *Rapier +1* (193gp), *Buckler +1* (97gp), *Chain shirt +2* (354gp), *Breastplate +1* (113gp), *Amulet of natural armor +1* (167gp), *Longsword +1* (193gp), *Heavy steel +1 shield* (98gp), *Cloak of resistance +1* (83gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 8: L: 1,320 gp, C: 251-281 gp, M: 1,908-2,104 gp – Total: 3,479- 3,705 gp (1,300 gp).

APL 10: L: 1,941- 2,026 gp, C: 250 gp, M: 2,964-3,289 gp – Total: 5,155- 5,565 gp (2,300 gp).

APL 12: L: X gp, C: 300 gp, M: X gp – Total: X gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

Trading Spells with Divolg of House Tormtor: Wizards who were deemed acceptable by the drow may trade spells with one of their wizards. The wizard in question traded away two non-standard spells, _____(from AR____) and _____(from AR____), for the following spell to be added to their spellbook:_____. The spells traded must be of equal or higher level than the one received. This is only awarded to wizards who met the drow's acceptance requirements and who chose to interact with Divolg. They will not be trusted then to trade with Belgos.

Trading Spells with Belgos of House Noquar:

Wizards who were deemed acceptable by the drow may trade spells with one of their wizards. The wizard in question traded away two non-standard spells, _____(from AR____) and _____(from AR____), for the following spell to be added to their spellbook:_____. The spells traded must be of equal or higher level than the one received. This is only awarded to wizards who met the drow's acceptance requirements and who chose to interact with Belgos. They will not be trusted then to trade with Divolg.

Winning Dice Roller: This bonus gold is awarded to any character who actually wins one or more of Istolil's dice games. The character wins 500gp above the adventure gold per win. This character won ____ games. This gold is in addition to other gold earned in the adventure and can exceed the gold cap for this module only. (The total cannot exceed 5 combined with the number of losing rolls below).

Losing Dice Roller: This gold is deducted from any character who competed and lost in one or more of Istolil's dice games. The character forfeits 100gp of his or her adventure gold per loss. This character lost ____ games. This loss is applied after all gold for the module has been earned, netting the character less in the module than those who did not wager and lose. (The total cannot exceed 5 combined with the number of winning rolls above).

Favor of the Free Knights: This favor is earned for successfully escorting at least one of the Mistresses to the Council Chamber of the Grosspokesmen. Characters may use this favor to increase a weapon, armor, or shield from +1 to +2 or from +2 to +3 enhancement by paying the difference. Characters may use two favors of the Free Knights to upgrade a weapon as above and also add *Holy* to the weapon at the same time by paying the difference, but both enhancements must be added at the same time. Characters may also retain this favor for use at a later time. This favor cannot be received by any character who took pay for this mission at the beginning, or by any party that sided with the family that loses the showdown.

Disfavor of the Free Knights: This disfavor is earned for failing to follow a directive entrusted to you by the Free Knights. By siding with the losing side in the drow family conflict, you have been exposed as betraying your duties as an escort. You will never be considered for Free Guard

status. This disfavor is earned by any member that chose to be paid for the escort duty OR if the party sided with the drow that lose the family showdown.

Badge of Bondage: Characters who were prisoners of the drow (captured in YEO5-06 *Broken Spear*) have access to the feat Badge of Bondage, as presented in Dragon #315.

Item Access

APL 8 (all of the following):

- **Wand of Enlarge Person (Adventure; DMG)*
- *^ Pearl of power 1st-level (Adventure; DMG)*

APL 10 (all of APL 8 plus the following):

- **Bracers of Armor +2 (Adventure; DMG)*

APL 12 (all of APLs 8, 10 plus the following):

- *Hand of the Mage (Adventure; DMG)*
- *+2 Composite Longbow of Str +2 (Adventure; DMG)*
- *Cloak of Resistance +2 (Adventure; DMG)*
- *Boots of Elvenkind (Adventure; DMG)*
- **Adamantine spiked chain +1 (Adventure; DMG)*
- **Wand of magic missile (1st) (Adventure; DMG)*
- **Wand of shocking grasp (Adventure; DMG)*
- **Breastplate +2 (Adventure; DMG)*
- **Buckler +2 (Adventure; DMG)*
- ** Silent lesser rod of metamagic (Adventure; DMG)*
- *^ Full plate +2 (Adventure; DMG)*
- *^ Heavy steel +2 shield (Adventure; DMG)*
- *^ Chain shirt +2 (Adventure; DMG)*

* Only available if House Tormtor dies.

^ Only available if House Despana dies.

APPENDIX 1 – APL 8

ENCOUNTER 1A

Two- or Three-Character Encounter

Beta, Male Drider Ftr1: Large Aberration; CR 8; HD 6d8+18+1d10+3; hp 59; Init +2; Spd 30 ft., climb 15 ft.; AC 17, touch 11, flat-footed 15 (+6 natural, +2 dex, -1 size); Base Atk/Grp: +5/+11; Atk +7 melee (1d6+2, mw dagger) or +7 ranged (1d8, mw shortbow) or +2 melee (1d4+1 plus poison, bite); Full Atk +5 melee (1d6+2, 2 mw daggers) and +2 melee (1d4+1 plus poison, bite) or +7 ranged (1d8, mw shortbow); SA spells, spell-like abilities, poison; SQ darkvision 60 ft., spell resistance 17; AL CE; SV Fort +7, Ref +4, Will +8; Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16.

Skills & Feats: Climb +14, Concentration +9, Hide +10, Intimidate +4, Jump +5, Listen +9, Move Silently +12, Spot +9; Blind-Fight, Combat Casting, Two-Weapon Fighting, Weapon Focus (bite).

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Languages: Elven, Common, and Undercommon.

Spell-Like Abilities: 1/day – *dancing lights, clairaudience/clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Spells Known (6/7/6/4, save DC = 13 + spell level): 0 – *daze, detect magic, ghost sound, mage hand, ray of frost, read magic, resistance*; 1st – *mage armor, magic missile, ray of enfeeblement, silent image*; 2nd – *invisibility, web*; 3rd – *lightning bolt*.

Possessions: MW Large Shortbow, MW Dagger (x2) (for large creature).

Description: This strange being has the head and torso of a dark elf and the legs and lower body of a giant spider.

Four- to Six-Character Encounter

Beta, Male Drider Ftr2: Large Aberration; CR 9; HD 6d8+18+2d10+6; hp 69; Init +2; Spd 30 ft., climb 15 ft.; AC 17, touch 11, flat-footed 15 (+6 natural, +2 dex, -1 size); Base Atk/Grp: +6/+13; Atk +9 melee (1d6+3, mw dagger) or +8 ranged

(1d8+1, shortbow +1) or +4 melee (1d4+2 plus poison, bite); Full Atk +9/+4 melee (1d6+3, 2 mw daggers) and +4 melee (1d4+2 plus poison, bite) or +8/+3 ranged (1d8+1, shortbow +1); SA spells, spell-like abilities, poison; SQ darkvision 60 ft., spell resistance 17; AL CE; SV Fort +8, Ref +4, Will +8; Str 16, Dex 15, Con 16, Int 15, Wis 16, Cha 16.

Skills & Feats: Climb +15, Concentration +9, Hide +10, Intimidate +6, Jump +8, Listen +9, Move Silently +12, Spot +9; Blind-Fight, Combat Casting, Quick Draw, Two-Weapon Fighting, Weapon Focus (bite).

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Languages: Elven, Common, and Undercommon.

Spell-Like Abilities: 1/day – *dancing lights, clairaudience/clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Spells Known (6/7/6/4, save DC = 13 + spell level): 0 – *daze, detect magic, ghost sound, mage hand, ray of frost, read magic, resistance*; 1st – *mage armor, magic missile, ray of enfeeblement, silent image*; 2nd – *invisibility, web*; 3rd – *lightning bolt*.

Possessions: Large Shortbow +1, MW Dagger (x2) (for large creature).

Description: This strange being has the head and torso of a dark elf and the legs and lower body of a giant spider.

ENCOUNTER 1B

ONE-CHARACTER ENCOUNTER

Ogleby, Male Gnome Wizard3: Small Humanoid; CR 3; HD 3d4+6; hp 14; Init +2; Spd 20 ft.; AC 13, touch 13, flat-footed 11 (+2 dexterity, +1 size); Base Atk/Grp: +1/+1; Atk +1 melee (1d6-1, Heavy Mace); Full Atk +1 melee (1d6-1, Heavy Mace); SA gnome racial enemy; SQ Lowlight vision, +4 dodge vs. giants, *Speak with Animals* 1/day, +2 to saves vs Illusions; AL LE; SV Fort +3, Ref +3, Will +4; Str 8, Dex 14, Con 15, Int 15, Wis 12, Cha 8.

Skills & Feats: Concentration +9, Craft (alchemy) +10, Knowledge (arcana) +8, Listen +4,

Spellcraft +10, Spot +3; Combat Casting, Scribe Scroll, Skill Focus (alchemy).

Languages: Common, Gnome, Undercommon.

Wizard Spells Known/Prepared (4/3/2, save DC = 13 + spell level, +1 to Illusion): 0 – *Acid Splash (2), Mending (2)*; 1st – *Mage Armor, Enlarge Person (2)*; 2nd – *Daze Monster (2)*.

Spellbook: 0 – *Acid Splash, Resistance, Mending, Message*; 1st – *Mage Armor, Enlarge Person*; 2nd – *Daze Monster*.

Possessions: None of note.

Fagen, Male Human Rog3: Medium Humanoid; CR 3; HD 3d6+3; hp 16; Init +6; Spd 30 ft.; AC 13, touch 13, flat-footed 10 (+2 dexterity, +1 dodge); Base Atk/Grp: +2/+3; Atk +3 melee (1d6+1, Short Sword) or +4 ranged (1d4+1, Dagger); Full Atk +3 melee (1d6+1, Short Sword) or +4 ranged (1d4+1, Dagger); SA Sneak Attack +2d6; SQ Evasion; AL CN; SV Fort +2 Ref +5, Will +1; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills & Feats: Bluff +5, Climb +7, Disable Device +8, Hide +8, Listen +6, Open Lock +8, Move Silently +8, Search +8, Sense Motive +6, Spot +6, Swim +7; Dodge, Improved Initiative, Mobility.

Languages: Common, Elven, Flan.

Possessions: None of note.

Rosetta, Female Dwarf Ftr3: Medium Humanoid; CR 3; HD 3d10+6; hp 30; Init +1; Spd 20 ft.; AC 12, touch 11, flat-footed 11 (+1 dexterity, +1 light steel shield); Base Atk/Grp: +3/+5; Atk +6 melee (1d8+2/x3, Battleaxe); Full Atk +6 melee (1d8+2/x3, Battleaxe); SA +1 to hit vs orcs (and half-orcs); SQ Darkvision 60 ft, +2 saves vs poison, spells, spell-like effects, +4 dodge vs. giants, stonecunning; AL LN; SV Fort +6, Ref +2, Will +2; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills & Feats: Climb +4, Jump +5, Swim +4, Spot +2; Cleave, Power Attack, Toughness, Weapon Focus (Battleaxe).

Languages: Common, Dwarven.

Possessions: None of note.

Baron Bigboutte, Male Human Arist4: Medium Humanoid; CR 3; HD 4d8+8; hp 30; Init +3; Spd 30 ft.; AC 9, touch 9, flat-footed 9 (-1 dexterity); Base Atk/Grp: +3/+4; Atk +4 melee (1d8+1, longsword); Full Atk +4 melee (1d8+1, longsword); AL NE; SV Fort +3, Ref +0, Will +6; Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills & Feats: Appraise +9, Diplomacy +12, Gather Information +8, Ride +6, Sense Motive +11; Diligent, Improved Initiative, Negotiator.

Languages: Common.

Possessions: None of note.

TWO- OR THREE-CHARACTER ENCOUNTER

Ogleby, Male Gnome Wizard4: Small Humanoid; CR 4; HD 4d4+8; hp 18; Init +2; Spd 20 ft.; AC 13, touch 13, flat-footed 11 (+2 dexterity, +1 size); Base Atk/Grp: +2/+2; Atk +2 melee (1d6-1, Heavy Mace); Full Atk +2 melee (1d6-1, Heavy Mace); SA gnome racial enemy; SQ Lowlight vision, +4 dodge vs. giants, *Speak with Animals*, 1/day, +2 to saves vs Illusions, spell-like abilities; AL LE; SV Fort +3, Ref +3, Will +5; Str 8, Dex 14, Con 15, Int 16, Wis 12, Cha 8.

Skills & Feats: Concentration +10, Craft (alchemy) +12, Knowledge (arcana) +10, Listen +4, Spellcraft +11, Spot +4; Combat Casting, Scribe Scroll, Skill Focus (alchemy).

Languages: Common, Gnome, Undercommon.

Wizard Spells Known/Prepared (4/4/3, save DC = 13 + spell level, +1 if illusion): 0 – *Acid Splash (2), Mending (2)*; 1st – *Mage Armor, Enlarge Person (2), True Strike*; 2nd – *Daze Monster (2), Misdirection*.

Spellbook: 0 – *Acid Splash, Resistance, Mending, Message*; 1st – *Mage Armor, Enlarge Person, True Strike*; 2nd – *Daze Monster, Misdirection*.

Possessions: None of note.

Fagen, Male Human Rog4: Medium Humanoid; CR 4; HD 4d6+4; hp 21; Init +7; Spd 30 ft.; AC 14, touch 14, flat-footed 10 (+3 dexterity, +1 Dodge); Base Atk/Grp: +3/+4; Atk +4 melee (1d6+1, Short Sword) or +6 ranged (1d4+1, Dagger); Full Atk +4 melee (1d6+1, Short Sword) or +6 ranged (1d4+1, Dagger); SA Sneak Attack +2d6; SQ Evasion, Uncanny Dodge; AL CN; SV Fort +2 Ref +7, Will +1; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills & Feats: Bluff +6, Climb +8, Disable Device +9, Hide +10, Listen +7, Open Lock +10, Move Silently +10, Search +9, Sense Motive +7, Spot +7, Swim +8; Dodge, Improved Initiative, Mobility.

Languages: Common, Elven, Flan.

Possessions: None of note.

Rosetta, Female Dwarf Ftr4: Medium Humanoid; CR 4; HD 4d10+8; hp 39; Init +1; Spd 20 ft.; AC 12, touch 11, flat-footed 11 (+1 dexterity, +1 light steel shield); Base Atk/Grp: +4/+7; Atk +8 melee (1d8+5/x3, Battleaxe); Full Atk +8 melee (1d8+5/x3, Battleaxe); SA +1 to hit vs orcs (and half-orcs); SQ Darkvision 60 ft, Stonecunning, +2 saves vs poison, spells, spell-like effects, +4 dodge vs giants; AL LN; SV Fort +7, Ref +2, Will +2; Str 16, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills & Feats: Climb +5, Jump +6, Swim +5, Spot +3; Cleave, Power Attack, Toughness, Weapon Focus (Battleaxe), Weapon Specialization (Battleaxe).

Languages: Common, Dwarven.

Possessions: None of note.

Baron Bigboute, Male Human Arist5: Medium Humanoid; CR 4; HD 5d8+10; hp 38; Init +3; Spd 30 ft.; AC 9, touch 9, flat-footed 9 (-1 dexterity); Base Atk/Grp: +3/+4; Atk +4 melee (1d8+1, longsword); Full Atk +4 melee (1d8+1, longsword); AL NE; SV Fort +3, Ref +0, Will +6; Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills & Feats: Appraise +10, Diplomacy +13, Gather Information +9, Ride +7, Sense Motive +12; Diligent, Improved Initiative, Negotiator.

Languages: Common.

Possessions: None of note.

FOUR- TO SIX-CHARACTER ENCOUNTER

Ogleby, Male Gnome Wizard5: Small Humanoid; CR 5; HD 5d4+10; hp 23; Init +2; Spd 20 ft.; AC 13, touch 13, flat-footed 11 (+2 dexterity, +1 size); Base Atk/Grp: +2/+2; Atk +2 melee (1d6-1, Heavy Mace); Full Atk +2 melee (1d6-1, Heavy Mace); SA gnome racial enemy; SQ Lowlight vision, +4 dodge vs giants, *Speak with Animals*, 1/day, +2 to saves vs Illusions, spell-like abilities; AL LE; SV Fort +3, Ref +3, Will +5; Str 8, Dex 14, Con 15, Int 16, Wis 12, Cha 8.

Skills & Feats: Concentration +11, Craft (alchemy) +13, Knowledge (arcana) +11, Listen +5, Spellcraft +11, Spot +4; Brew Potion, Combat Casting, Scribe Scroll, Skill Focus (alchemy).

Languages: Common, Gnome, Undercommon.

Wizard Spells Known/Prepared (4/4/3/2, save DC = 13 + spell level, +1 if illusion): 0 – *Acid Splash (2), Mending (2)*; 1st – *Mage Armor, Enlarge Person (2), True Strike*; 2nd – *Daze Monster (2), Misdirection*; 3rd – *Heroism (2)*.

Spellbook: 0 – *Acid Splash, Resistance, Mending, Message*; 1st – *Mage Armor, Enlarge*

Person, True Strike; 2nd – *Daze Monster, Misdirection*; 3rd – *Heroism*.

Possessions: None of note.

Description: Description.

Fagen, Male Human Rog5: Medium Humanoid; CR 5; HD 5d6+5; hp 26; Init +7; Spd 30 ft.; AC 14, touch 14, flat-footed 10 (+3 dexterity, +1 Dodge); Base Atk/Grp: +3/+4; Atk +4 melee (1d6+1, Short Sword) or +6 ranged (1d4+1, Dagger); Full Atk +4 melee (1d6+1, Short Sword) or +6 ranged (1d4+1, Dagger); SA Sneak Attack +3d6; SQ Evasion, Uncanny Dodge; AL CN; SV Fort +2 Ref +7, Will +1; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills & Feats: Bluff +7, Climb +9, Disable Device +10, Hide +11, Listen +8, Open Lock +11, Move Silently +11, Search +10, Sense Motive +8, Spot +8, Swim +9; Dodge, Improved Initiative, Mobility.

Languages: Common, Elven, Flan.

Possessions: None of note.

Rosetta, Female Dwarf Ftr5: Medium Humanoid; CR 5; HD 5d10+10; hp 48; Init +1; Spd 20 ft.; AC 12, touch 11, flat-footed 11 (+1 dexterity, +1 light steel shield); Base Atk/Grp: +5/+8; Atk +9 melee (1d8+5/x3, Battleaxe); Full Atk +9 melee (1d8+5/x3, Battleaxe); SA +1 to hit vs orcs (and half-orcs); SQ Darkvision 60 ft, stonecunning, +2 saves vs poison, spells, spell-like effects, +4 dodge vs giants; AL LN; SV Fort +7, Ref +2, Will +2; Str 16, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills & Feats: Climb +6, Jump +6, Swim +6, Spot +3; Cleave, Power Attack, Toughness, Weapon Focus (Battleaxe), Weapon Specialization (Battleaxe).

Languages: Common, Dwarven.

Possessions: None of note.

Baron Bigboute, Male Human Arist6: Medium Humanoid; CR 5; HD 6d8+12; hp 45; Init +3; Spd 30 ft.; AC 9, touch 9, flat-footed 9 (-1 dexterity); Base Atk/Grp: +4/+5; Atk +6 melee (1d8+1, longsword); Full Atk +6 melee (1d8+1, longsword); AL NE; SV Fort +4, Ref +1, Will +7; Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills & Feats: Appraise +11, Diplomacy +14, Gather Information +10, Ride +8, Sense Motive +13; Diligent, Improved Initiative, Negotiator, Weapon Focus (longsword).

Languages: Common.

Possessions: None of note.

ENCOUNTER FOUR

Male Elf Fighter4 (3): Medium Humanoid (elf); CR 4; HD 4d10+4; hp 33; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+4 MW Chain Shirt, +3 dexterity); Base Atk/Grp: +4/+6; Atk +9 ranged (1d8+5, +1 *Composite Longbow of Str +2*) or +7 melee (1d8+2, MW Long sword); Full Atk +9 ranged (1d8+5, +1 *Composite Longbow of Str +2*) or +7/+7 ranged (1d8+4, rapid shot) or +7 melee (1d8+2, MW Long sword); SQ Immune to magical sleep, +2 vs Enchantments, Low-Light Vision; AL CN; SV Fort +5, Ref +4, Will +2; Str 14, Dex 16, Con 13, Int 8, Wis 12, Cha 10.

Skills & Feats: Climb +2, Craft (bowmaking) +2, Jump +2, Listen +3, Search +1, Spot +3, Swim+2, Ride+4; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow).

Languages: Elven, Common.

Possessions: +1 *Composite Longbow of Str +2*, MW Chain shirt, MW Longsword, 80 Arrows, *Potion of Pass Without Trace*, *Potion of Cure Light Wounds*.

Male Elf Fighter6 (3): Medium Humanoid (elf); CR 6; HD 6d10+6; hp 50; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (+5 +1 *Chain Shirt*, +3 dexterity); Base Atk/Grp: +6/+8; Atk +11 ranged (1d8+5, +1 *Composite Longbow of Str +2*) or +9 melee (1d8+2, MW Long sword); Full Atk +11/6 ranged (1d8+5, +1 *Composite Longbow of Str +2*) or +9/+9/+4 ranged (1d8+5, rapid shot) or +9/+4 melee (1d8+2, MW Long sword); SQ Immune to magical sleep, +2 vs Enchantments, Low-Light Vision; AL CN; SV Fort +7, Ref +6, Will +4; Str 14, Dex 16, Con 13, Int 8, Wis 12, Cha 10.

Skills & Feats: Climb +3, Craft (bowmaking) +2, Jump +3, Listen +3, Search +1, Spot +3, Swim+2, Ride+4; Dodge, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow).

Languages: Elven, Common.

Possessions: +1 *Composite Longbow of Str +2* (2600gp), +1 *Chain shirt* (1250gp), MW Longsword (315gp), 80 Arrows (4 gp), *Potion of Pass Without Trace* (50gp), *Potion of Cure Light Wounds* (50gp), +1 *Cloak of Resistance* (1000gp).

ENCOUNTER 8

Ardulace of House Tormtor; Drow elf Clr8: CR 9; ECL 10; Size M; HD 8d8; hp 56; Init +3; Spd 20 ft (base 30 ft); AC 22, touch 14, FF 19; BAB +6/+1; Grapple +8; Atk: +9/+4 melee (1d6 + 2/crit 18-20, Rapier MW), +10/+5 ranged (1d4/crit 19-20, Crossbow, hand MW); SA Poison, spell-like abilities; SQ Drow traits, Light Blindness, Darkvision 120 ft., immune to sleep effects; SR 19; AL LE; SV Fort +7, Ref +7, Will +9; Str 14, Dex 16, Con 12, Int 12, Wis 16, Cha 10.

Languages spoken: Common, Elven, Undercommon

Skills and Feats: Bluff +5, Concentration +11, Diplomacy +7, Disguise +5, Hide +7, Listen +8, Spot +8; Alertness, Lightning Reflexes, Skill Focus (hide).

Special Abilities: Aura, Darkvision, Domain Evil, Domain Trickery, Poison, Spell Resistance, Spontaneous Casting, Turn or Rebuke Undead.

Racial Spells Known: 0--*Dancing lights*, *Faerie fire*, *Darkness*.

Clr Spells Prepared (6/6/5/5/3): -0--*Cure minor wounds* (2), *Detect magic* (2), *Inflict minor wounds*, *Resistance*, 1--*Blessed aim*^{SC}, *Cure light wounds*, *Divine favor*, *Magic weapon*, *Protection from good**, *Shield of faith*, 2--*Bull's strength*, *Cure moderate wounds*, *Inflict moderate wounds*, *Invisibility**, *Spiritual weapon*, 3--*Clutch of orcus*^{SC}, *Cure serious wounds*, *Energy vortex*^{SC}, *Flame of faith*^{SC}, *Magic circle against good**, 4--*Confusion**, *Cure critical wounds*, *Divine power*.^{SC} *Spell Compendium*.

*Domain spell. *Domains:* Evil (You cast evil spells at +1 caster level), Trickery (Adds Bluff, Disguise, and Hide to class skills).

Possessions: 140 gp, Breastplate +1, Buckler +1, Hand mw crossbow, Rapier mw, Amulet of health +2, Silver holy symbol, Ring of protection +1.

Description: Ardulace was born into the upper echelons of House Tormtor, the eldest daughter of the house matron who was daughter of a high matron. She is built more like a human than an elf, and the appearance makes her look heavy or fat, something she is rather vain about. Ardulace is a historian as well as a priestess, and the two professions have served her well as she uses her investigations of the past to weave her webs for the future. Ardulace values power within the hierarchy of the drow above all other things and sees all other people as stepping stones on her path to ascension to her destined role as High Matron. She is aloof and detached from all others,

barking orders, even at her drow bodyguards, that demonstrate severity and an expectation to be obeyed. Ardulace is aware of the High Matron's position on the treaty, and understands her belief that the surface-dwellers may prove useful in the battle against Asberdies and his strange machinations and abominations; she also knows that House Despana is against the idea. Ardulace has a large adamantine spider holy symbol she displays prominently about a chain and that she twiddles in her fingers when she is deep in contemplation.

Divolg of House Tormtor; Drow elf Wiz4: CR 5; ECL 6; Size M; HD 4d4+4; hp 18; Init +2; Spd 30 ft; AC 13, touch 12, FF 11; BAB +2; Grapple +3; Atk: +5 ranged (1d8/crit 19-20, Crossbow, light MW), +4 melee (1d4 + 1/crit 19-20, Dagger MW); SA Poison, spell-like abilities; SQ Drow traits, Light Blindness, Darkvision 120 ft., immune to sleep effects; SR 15; AL LE; SV Fort +2, Ref +3, Will +4; Str 12, Dex 15, Con 12, Int 18, Wis 10, Cha 10.

Languages spoken: Common, Elven, Undercommon, Draconic, Drow Sign, Gnome, Goblin

Skills and Feats: Knowledge (Dungeoneering) +11, Concentration +8, Decipher Script +11, Knowledge (Arcana) +11, Knowledge (History) +6, Spellcraft +13, Knowledge (Local - Sheldomar Valley) +9; Combat Casting, Toughness, Scribe Scroll.

Special Abilities: Darkvision, Familiar, Poison, Spell Resistance.

Racial Spells Known: 0--*Dancing lights*, *Darkness*, *Faerie fire*.

Wiz Spells Known (4/4/3): 0--*Acid splash*, *Arcane mark*, *Dancing lights*, *Daze*, *Detect magic*, *Detect poison*, *Disrupt undead*, *Flare*, *Ghost sound*, *Light*, *Mage hand*, *Mending*, *Message*, *Open/close*, *Prestidigitation*, *Ray of frost*, *Read magic*, *Repair minor damage*^{SC}, *Resistance*, *Touch of fatigue*, 1--*Backbiter*^{SC}, *Burning hands*, *Enlarge person*, *Hail of stone*^{SC}, *Incite*^{SC}, *Inhibit*^{SC}, *Mage armor*, *Magic missile*, *Lesser orb of acid*^{SC}, *Reduce person*, *Remove Scent*^{SC}, *Summon monster i* 2-- *Aiming at the Target*^{SC}, *Daze monster*, *Fireburst*^{SC}, *Minor image*, *Phantasmal assailants*^{SC}, *Scorching ray*, *Sting Ray*^{SC}, *Summon monster ii*.

Wiz Spells Prepared (4/4/3): 0--*Acid splash* (2), *Daze*, *Detect magic*, 1--*Backbiter*^{SC}, *Burning hands*, *Magic missile*, *Lesser orb of acid*^{SC}, 2--

Fireburst^{SC}, *Phantasmal assailants*^{SC}, *Scorching ray*.^{SC} *Spell Compendium*.

Possessions: 793 gp, Bracers of armor +1, Light mw crossbow, Dagger mw, Wizard's spellbook, Spell component pouch, Bat familiar, Wand of enlarge person.

Description: Divolg is a young wizard in the halls of the drow, and this trek is as much a chance for him to avoid enemies he's made in the academy of wizardry as it is a chance for him to represent his house. Like most drow wizards, he is small and thin, and matches the description one expects of an elf, except for the blackish tint of the skin and the color of the eyes, his being lavender. Divolg is an alchemist of no small measure, and is adept at many forms of botany and herbalism. He seeks to observe some of the surface fauna for his own purposes while on the journey. Motivated primarily by his personal goals, he understands he exists at the whim of the house matron, and, by proxy, of Ardulace, and as such he seeks to curry her favor when he can. Divolg shows little interest in speaking with anyone who does not show some skill at arcane magic, and will quickly lose interest if they are not wizards, with whom he will discuss the nuances of how magic works. Divolg is aware of his house's position on the alliance, but he himself does not care one way or the other—all alliances are but ephemeral things to elves after all. Divolg's left forearm is horribly scarred, as if burned or torn away in some horrific manner. The scarring extends down to his left hand and the last two fingers of that hand are feeble and seem unresponsive, though they do not seem to prevent Divolg from using his magic.

Relonor of House Tormtor; Drow elf Ftr4: CR 5; Size M; HD 4d10+4; hp 33; Init +2; Spd 20 ft (base 30 ft); AC 19, touch 12, FF 17; BAB +4; Grapple +7; Atk: +9 melee (2d4 + 5, Chain, spiked MW), +7 ranged (1d8/crit x3, Longbow MW); SA Poison, spell-like abilities; SQ Drow traits, Light Blindness, Darkvision 120 ft., immune to sleep effects; SR 15; AL LE; SV Fort +6, Ref +4, Will +3; Str 16, Dex 15, Con 12, Int 12, Wis 12, Cha 10.

Languages spoken: Common, Elven, Undercommon, Gnome

Skills and Feats: Climb +3, Craft (Weaponsmith) +5, Handle Animal +5, Jump +3, Ride +7, Swim +3; Combat Reflexes, Exotic Weapon Proficiency (chain, spiked), Power Attack, Weapon Focus (chain, spiked), Weapon Specialization (chain, spiked).

Special Abilities: Darkvision, Poison, Spell Resistance.

Racial Spells Known: 0--*Dancing lights, Darkness, Faerie fire.*

Possessions: 79 gp, Breastplate +1, Buckler mw, Spiked mw chain, Longbow mw, Cloak of resistance +1, Arrows (20).

Description: Relonor is the strongest of the House Tormtor warriors, having proven himself in battle against other houses and other enemies time and again, and he is a favorite of Ardulace. Tall and muscular for an elf, he wears his white hair shaven short, almost to the scalp, where it reveals a number of scars. Wielding a spiked chain with deadly mastery, Relonor believes in the application of brute force to solving problems and sees little value in speech. He is loyal to his house and sees that loyalty as the same as his devotion to Lloth- he serves both blindly and obediently and believes that both are the source of his personal strengths and successes. Relonor has a hatred for the shorter races, particularly gnomes and halflings (whom he has trouble distinguishing from gnomes), due to an encounter with a group of svrifniblen early in his career; an encounter that went very badly. He will avoid such creatures at all costs, but will not suffer embarrassment through this avoidance. With others, he is standoffish and curt. He knows little of the family's stance on the alliance, but does know that the House of Noquar lacks a coherent position, and that much he will reveal. Relonor is never without his spiked chain, which he wears on a special sash around his waist when he is not wielding it.

Jyslin of House Despana; Drow elf Clr8: CR 9; Size M; HD 8d8+8; hp 62; Init +1; Spd 20 ft (base 30 ft); AC 23, touch 11, FF 22; BAB +6/+1; Grapple +8; Atk: +9/+4 melee (1d8 + 2, Mace, heavy MW), +8/+3 ranged (1d8/crit 19-20, Crossbow, light MW); SA Poison, spell-like abilities; SQ Drow traits, Light Blindness, Darkvision 120 ft., immune to sleep effects; SR 19; AL CE; SV Fort +8, Ref +5, Will +9; Str 14, Dex 12, Con 14, Int 14, Wis 16, Cha 10.

Languages spoken: Common, Elven, Undercommon, Drow Sign, Gnome

Skills and Feats: Concentration +8, Diplomacy +11, Heal +8, Knowledge (Planes) +8, Knowledge (Religion) +8, Spellcraft +12; Combat Casting, Lightning Reflexes, Shielded Casting^{RS}. ^{RS}Races of Stone.

Special Abilities: Aura, Bonus Languages, Darkvision, Domain Destruction, Domain Evil, Poison, Spell Resistance, Spontaneous Casting, Turn or Rebuke Undead.

Racial Spells Known: 0--*Dancing lights, Darkness, Faerie fire.*

Clr Spells Prepared (6/6/5/5/3): 0--*Cure minor wounds (2), Detect magic (2), Inflict minor wounds, Resistance, 1--Command, Cure light wounds, Divine favor, Entropic shield, Inflict light wounds**, *Summon monster i*, 2--*Cure moderate wounds, Hold person, Inflict moderate wounds, Shatter**, *Spiritual weapon*, 3--*Contagion**, *Cure serious wounds, Inflict serious wounds, Invisibility purge, Summon monster iii*, 4--*Cure critical wounds, Divine power, Inflict critical wounds**.

*Domain spell. *Domains:* Evil (You cast evil spells at +1 caster level), Destruction (You gain a smite attack once per day - +4 bonus on attack rolls and bonus on damage equal to cleric level).

Possessions: 408 gp, Full plate +1, Heavy steel +1 shield, Heavy mw mace, Light mw crossbow, Amulet of health +2, Silver holy symbol, Pearl of power 1st-level.

Description: Jyslin exudes authority, as so many drow women do, and took that authority, and holds that authority, in that same manner. She moves with a grace and a precision that belies strength and a predatory nature that lurk just below her surface. Jyslin now seeks the highest throne- that of the High Matron of the Church- and she works diligently to increase her knowledge of Lloth and the affairs of the planes to achieve that power. She is driven by her insatiable desire to rule over the drow, and obeys her Matron only as it suits her, as she must to bide her time. Jyslin cannot stand the task she has been given, despising the sun and all the things that crawl under it, but sees the family's plan and seeks to use the escorts to her advantage when she can. She knows her family is against the alliance, though she will pretend to be undecided on the matter; she knows that House Tormtor is in favor of the alliance and will try to lead the escorts to believe otherwise. Jyslin has a crackle to her high-pitched voice, as if she were trying to make her normally child-like voice sound more menacing—the sound is at once both amusing and disconcerting, but laughter never seems an appropriate response.

Istolil of House Despana; Drow elf Rog4: CR 5; Size M; HD 4d6+4; hp 21; Init +8; Spd 30 ft; AC 20, touch 14, FF 16; BAB +3; Grapple +4; Atk: +8

melee (1d6 + 1/crit 18-20, Rapier MW), +8 ranged (1d8/crit 19-20, Crossbow, light MW); SA Poison, spell-like abilities, sneak attack +2d6; SQ Drow traits, Light Blindness, Darkvision 120 ft., immune to sleep effects, Evasion, Uncanny Dodge, Trap Sense +1; SR 15; AL CE; SV Fort +3, Ref +9, Will +2; Str 12, Dex 18, Con 12, Int 15, Wis 10, Cha 10.

Languages spoken: Common, Elven, Undercommon, Drow Sign, Gnome

Skills and Feats: Appraise +7, Balance +9, Disable Device +11, Disguise +7, Hide +9, Jump +6, Listen +7, Move Silently +9, Open Lock +12, Search +9, Spot +7, Tumble +9, Use Magic Device +2; Improved Initiative, Weapon Finesse.

Special Abilities: Darkvision, Evasion, Poison, Sneak Attack, Spell Resistance, Trap Sense +1, Trapfinding, Uncanny Dodge.

Racial Spells Known: 0--*Dancing lights*, *Darkness*, *Faerie fire*.

Possessions: 130 gp, Rapier mw, Light mw crossbow, Chain shirt +1, Buckler mw, Masterwork thieves' tools, Cloak of resistance +1.

Description: Istolil is everyone's friend and brother, and he has endured and secured his place through making sure that no one who can say otherwise is alive to say it. Cheerful for a drow, Istolil smiles more than any other member of the party, his perfect teeth and gleaming eyes endearing him to many a heart, both drow and otherwise. Istolil is a scoundrel of the highest order, a scout of the greatest skill, a gambler of questionable luck, and will proudly describe himself as such. Beneath the smile is the calculating mind of one of House Despana's top spies, one who may actually know more of his House Matron's desires than even his Mistress on this mission knows, and that calculating mind is what keeps him alive. Istolil is friendly to any who show a decent respect for his nature- that being drow, and a decent intent to gamble with him, Istolil's favorite method of winning new friends. He knows well where each house stands, though he will attempt to muddy the issue where he can—implying that Tormtor is against the alliance, Noquar might be for it, and Despana seems undecided, purposely trying to win the escorts over as temporary allies as his Mistress has commanded. Istolil's smile stands out amongst his fellows, as does his habit of toying with his bone dice when he is bored or thinking.

Merinid of House Despana; Drow elf Bbn2/Ftr2: CR 5; Size M; HD 2d12+2 + 2d10+2; hp 36; Init +1; Spd 30 ft (base 40 ft); AC 18, touch 11, FF 17; BAB +4; Grapple +7; Atk: +9 melee (1d8 + 3/crit 19-20, Longsword MW), +6 ranged (1d8 + 3/crit x3, Longbow, mighty (+3 Str) composite MW); SA Poison, spell-like abilities; SQ Drow traits, Light Blindness, Darkvision 120 ft., immune to sleep effects, Rage (1/day), Uncanny Dodge; SR 15; AL CE; SV Fort +7, Ref +1, Will +1; Str 16, Dex 12, Con 12, Int 14, Wis 13, Cha 10.

Languages spoken: Common, Elven, Undercommon, Drow Sign, Gnome

Skills and Feats: Climb +6, Intimidate +7, Survival +6, Jump +6, Listen +8, Swim +6; Combat Expertise, Distracting Attack^{MH}, Extend Rage^{CW}, Weapon Focus (longsword).^{MH} *Miniatures Handbook*, ^{CW} *Complete Warrior*.

Special Abilities: Darkvision, Fast Movement, Illiteracy, Poison, Rage, Spell Resistance, Uncanny Dodge.

Racial Spells Known: 0--*Dancing lights*, *Darkness*, *Faerie fire*.

Possessions: 2264 gp, Longsword mw, Mighty longbow (+3 str) composite mw, Breastplate mw, Heavy steel mw shield, Arrows (20).

Description: Merinid of House Despana is a brutal man, scarred with the signs of the numerous battles he has seen, both in the arena and in the service of his House Matron. He is tall and broad for an elf, and, when not in battle, moves more like a human plodding on to his destination. Wielding a long sword with brutal strength more than precision, Merinid hacks his way through any problem that presents itself. He is also skilled in surviving in the underdark and makes use of that skill until they reach the surface. Merinid is a bitter and broken specimen of a drow male, serving his matron out of fear and remembered pain at previous failings. He does as his Mistress bids while wishing her ill that he never speaks of. Merinid sees the escorts as enemies, as he sees all non-drow who wield weapons. He obeys the Mistress's command to try to make friends while hoping that it provides him a later opportunity to kill them. Merinid knows that House Noquar will not reach the council meeting and it makes him smile to himself from time to time, pleased at the potential for violence. Merinid keeps his head shaved, partially to set himself aside and partially to reveal the horrific criss-crossing of scars that cover his scalp. These scars and the seething anger that seems to ever boil just below the

surface set Merinid apart from the others even when he is among them.

APPENDIX 2 – APL 10

ENCOUNTER 1A

TWO- OR THREE-CHARACTER ENCOUNTER

Beta, Male Drider Ftr1: Large Aberration; CR 8; HD 6d8+18+1d10+3; hp 59; Init +2; Spd 30 ft., climb 15 ft.; AC 17, touch 11, flat-footed 15 (+6 natural, +2 dex, -1 size); Base Atk/Grp: +5/+11; Atk +7 melee (1d6+2, mw dagger) or +7 ranged (1d8, mw shortbow) or +2 melee (1d4+1 plus poison, bite); Full Atk +5 melee (1d6+2, 2 mw daggers) and +2 melee (1d4+1 plus poison, bite) or +7 ranged (1d8, mw shortbow); SA spells, spell-like abilities, poison; SQ darkvision 60 ft., spell resistance 17; AL CE; SV Fort +7, Ref +4, Will +8; Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16.

Skills & Feats: Climb +14, Concentration +9, Hide +10, Intimidate +4, Jump +5, Listen +9, Move Silently +12, Spot +9; Blind-Fight, Combat Casting, Two-Weapon Fighting, Weapon Focus (bite).

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Languages: Elven, Common, and Undercommon.

Spell-Like Abilities: 1/day – *dancing lights, clairaudience/clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Spells Known (6/7/6/4, save DC = 13 + spell level): 0 – *daze, detect magic, ghost sound, mage hand, ray of frost, read magic, resistance*; 1st – *mage armor, magic missile, ray of enfeeblement, silent image*; 2nd – *invisibility, web*; 3rd – *lightning bolt*.

Possessions: MW Large Shortbow, MW Dagger (x2) (for large creature).

Description: This strange being has the head and torso of a dark elf and the legs and lower body of a giant spider.

Alpha, Female Drider Sor1: Large Aberration; CR 8; HD 6d8+18+1d4+3; hp 55; Init +2; Spd 30 ft., climb 15 ft.; AC 17, touch 11, flat-footed 15 (+6 natural, +2 dex, -1 size); Base Atk/Grp: +4/+10; Atk +6 melee (1d6+2, mw dagger) or +5 ranged (1d8, shortbow) or +1 melee (1d4+1 plus poison, bite); Full Atk +4 melee (1d6+2, 2 mw daggers)

and +1 melee (1d4+1 plus poison, bite) or +5 ranged (1d8, shortbow); SA spells, spell-like abilities, poison; SQ darkvision 60 ft., spell resistance 17; AL CE; SV Fort +5, Ref +4, Will +10; Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16.

Skills & Feats: Climb +14, Concentration +9, Hide +10, Knowledge (arcane) +4, Listen +9, Move Silently +12, Spellcraft +4, Spot +9; Combat Casting, Two-Weapon Fighting, Weapon Focus (bite).

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Languages: Elven, Common, and Undercommon.

Spell-Like Abilities: 1/day – *dancing lights, clairaudience/clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Racial Spells Known (6/7/6/4, save DC = 13 + spell level): 0 – *daze, detect magic, ghost sound, mage hand, ray of frost, read magic, resistance*; 1st – *mage armor, magic missile, ray of enfeeblement, silent image*; 2nd – *invisibility, web*; 3rd – *lightning bolt*.

Sorcerer Spells Known (5/4, save DC = 13 + spell level): 0 – *arcane mark, detect poison, prestidigitation, touch of fatigue*; 1st – *alarm, arrow mind*.

Possessions: Large Shortbow, MW Dagger (x2) (for large creature), spell component pouch, scroll of blur, scroll of ray of enfeeblement.

Description: This strange being has the head and torso of a dark elf and the legs and lower body of a giant spider.

FOUR- TO SIX-CHARACTER ENCOUNTER

Beta, Male Drider Ftr2: Large Aberration; CR 9; HD 6d8+18+2d10+6; hp 69; Init +2; Spd 30 ft., climb 15 ft.; AC 17, touch 11, flat-footed 15 (+6 natural, +2 dex, -1 size); Base Atk/Grp: +6/+13; Atk +9 melee (1d6+3, mw dagger) or +8 ranged (1d8+1, shortbow +1) or +4 melee (1d4+2 plus poison, bite); Full Atk +9/+4 melee (1d6+3, 2 mw daggers) and +4 melee (1d4+2 plus poison, bite) or +8/+3 ranged (1d8+1, shortbow +1); SA spells, spell-like abilities, poison; SQ darkvision 60 ft., spell resistance 17; AL CE; SV Fort +8, Ref +4,

Will +8; Str 16, Dex 15, Con 16, Int 15, Wis 16, Cha 16.

Skills & Feats: Climb +15, Concentration +9, Hide +10, Intimidate +6, Jump +8, Listen +9, Move Silently +12, Spot +9; Blind-Fight, Combat Casting, Quick Draw, Two-Weapon Fighting, Weapon Focus (bite).

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Languages: Elven, Common, and Undercommon.

Spell-Like Abilities: 1/day – *dancing lights*, *clairaudience/clairvoyance*, *darkness*, *detect good*, *detect law*, *detect magic*, *dispel magic*, *faerie fire*, *levitate*, *suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Spells Known (6/7/6/4, save DC = 13 + spell level): 0 – *daze*, *detect magic*, *ghost sound*, *mage hand*, *ray of frost*, *read magic*, *resistance*; 1st – *mage armor*, *magic missile*, *ray of enfeeblement*, *silent image*; 2nd – *invisibility*, *web*; 3rd – *lightning bolt*.

Possessions: Large Shortbow +1, MW Dagger (x2) (for large creature).

Description: This strange being has the head and torso of a dark elf and the legs and lower body of a giant spider.

Alpha, Female Drider Sor2: Large Aberration; CR 9; HD 6d8+18+2d4+6; hp 60; Init +3; Spd 30 ft., climb 15 ft.; AC 19, touch 12, flat-footed 16 (+6 natural, +1 armor, +3 dex, -1 size); Base Atk/Grp: +5/+11; Atk +7 melee (1d6+2, mw dagger) or +7 ranged (1d8, shortbow) or +2 melee (1d4+1 plus poison, bite); Full Atk +5 melee (1d6+2, 2 mw daggers) and +2 melee (1d4+1 plus poison, bite) or +7 ranged (1d8, shortbow); SA spells, spell-like abilities, poison; SQ darkvision 60 ft., spell resistance 17; AL CE; SV Fort +5, Ref +5, Will +11; Str 15, Dex 16, Con 16, Int 15, Wis 16, Cha 16.

Skills & Feats: Climb +14, Concentration +11, Hide +11, Knowledge (arcane) +5, Listen +9, Move Silently +13, Spellcraft +5, Spot +9; Combat Casting, Two-Weapon Fighting, Weapon Focus (bite).

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Languages: Elven, Common, and Undercommon.

Spell-Like Abilities: 1/day – *dancing lights*, *clairaudience/clairvoyance*, *darkness*, *detect good*, *detect law*, *detect magic*, *dispel magic*, *faerie fire*,

levitate, *suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Racial Spells Known (6/7/6/4, save DC = 13 + spell level): 0 – *daze*, *detect magic*, *ghost sound*, *mage hand*, *ray of frost*, *read magic*, *resistance*; 1st – *mage armor*, *magic missile*, *ray of enfeeblement*, *silent image*; 2nd – *invisibility*, *web*; 3rd – *lightning bolt*.

Sorcerer Spells Known (6/5, save DC = 13 + spell level): 0 – *arcane mark*, *detect poison*, *mending*, *prestidigitation*, *touch of fatigue*; 1st – *alarm*, *arrow mind*.

Possessions: Large Shortbow, MW Dagger (x2) (for large creature), spell component pouch, scroll of blur, scroll of ray of enfeeblement, scroll of gaseous form, bracers of armor +1.

Description: This strange being has the head and torso of a dark elf and the legs and lower body of a giant spider.

ENCOUNTER 1B

ONE-CHARACTER ENCOUNTER

Ogleby, Male Gnome Wizard5: Small Humanoid; CR 5; HD 5d4+10; hp 23; Init +2; Spd 20 ft.; AC 13, touch 13, flat-footed 11 (+2 dexterity, +1 size); Base Atk/Grp: +2/+2; Atk +2 melee (1d6-1, Heavy Mace); Full Atk +2 melee (1d6-1, Heavy Mace); SA gnome racial enemy; SQ Lowlight vision, +4 dodge vs giants, *Speak with Animals*, 1/day, +2 to saves vs Illusions, spell-like abilities; AL LE; SV Fort +3, Ref +3, Will +5; Str 8, Dex 14, Con 15, Int 16, Wis 12, Cha 8.

Skills & Feats: Concentration +11, Craft (alchemy) +13, Knowledge (arcana) +11, Listen +5, Spellcraft +11, Spot +4; Brew Potion, Combat Casting, Scribe Scroll, Skill Focus (alchemy).

Languages: Common, Gnome, Undercommon.

Wizard Spells Known/Prepared (4/4/3/2, save DC = 13 + spell level, +1 if illusion): 0 – *Acid Splash* (2), *Mending* (2); 1st – *Mage Armor*, *Enlarge Person* (2), *True Strike*; 2nd – *Daze Monster* (2), *Misdirection*; 3rd – *Heroism* (2).

Spellbook: 0 – *Acid Splash*, *Resistance*, *Mending*, *Message*; 1st – *Mage Armor*, *Enlarge Person*, *True Strike*; 2nd – *Daze Monster*, *Misdirection*; 3rd – *Heroism*.

Possessions: None of note.

Description: Description.

Fagen, Male Human Rog5: Medium Humanoid; CR 5; HD 5d6+5; hp 26; Init +7; Spd 30 ft.; AC 14, touch 14, flat-footed 10 (+3 dexterity, +1 Dodge); Base Atk/Grp: +3/+4; Atk +4 melee (1d6+1, Short

Sword) or +6 ranged (1d4+1, Dagger); Full Atk +4 melee (1d6+1, Short Sword) or +6 ranged (1d4+1, Dagger); SA Sneak Attack +3d6; SQ Evasion, Uncanny Dodge; AL CN; SV Fort +2 Ref +7, Will +1; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills & Feats: Bluff +7, Climb +9, Disable Device +10, Hide +11, Listen +8, Open Lock +11, Move Silently +11, Search +10, Sense Motive +8, Spot +8, Swim +9; Dodge, Improved Initiative, Mobility.

Languages: Common, Elven, Flan.

Possessions: None of note.

Rosetta, Female Dwarf Ftr5: Medium Humanoid; CR 5; HD 5d10+10; hp 48; Init +1; Spd 20 ft.; AC 12, touch 11, flat-footed 11 (+1 dexterity, +1 light steel shield); Base Atk/Grp: +5/+8; Atk +9 melee (1d8+5/x3, Battleaxe); Full Atk +9 melee (1d8+5/x3, Battleaxe); SA +1 to hit vs orcs (and half-orcs); SQ Darkvision 60 ft, stonecunning, +2 saves vs poison, spells, spell-like effects, +4 dodge vs giants; AL LN; SV Fort +7, Ref +2, Will +2; Str 16, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills & Feats: Climb +6, Jump +6, Swim +6, Spot +3; Cleave, Power Attack, Toughness, Weapon Focus (Battleaxe), Weapon Specialization (Battleaxe).

Languages: Common, Dwarven.

Possessions: None of note.

Baron Bigboutte, Male Human Arist6: Medium Humanoid; CR 5; HD 6d8+12; hp 45; Init +3; Spd 30 ft.; AC 9, touch 9, flat-footed 9 (-1 dexterity); Base Atk/Grp: +4/+5; Atk +6 melee (1d8+1, longsword); Full Atk +6 melee (1d8+1, longsword); AL NE; SV Fort +4, Ref +1, Will +7; Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills & Feats: Appraise +11, Diplomacy +14, Gather Information +10, Ride +8, Sense Motive +13; Diligent, Improved Initiative, Negotiator, Weapon Focus (longsword).

Languages: Common.

Possessions: None of note.

TWO- OR THREE-CHARACTER ENCOUNTER

Ogleby, Male Gnome Wizard6: Small Humanoid; CR 6; HD 6d4+12; hp 27; Init +2; Spd 20 ft.; AC 13, touch 13, flat-footed 11 (+2 dexterity, +1 size); Base Atk/Grp: +3/+3; Atk +3 melee (1d6-1, Heavy Mace) or +5 ranged (1d3, Acid Splash); Full Atk +3 melee (1d6-1, Heavy Mace) or +5 ranged (Spells); SA gnome racial enemy; SQ *Speak with Animals*, 1/day, Lowlight vision, +2 to saves vs

Illusions; AL LE; SV Fort +4, Ref +4, Will +6; Str 8, Dex 14, Con 15, Int 17, Wis 12, Cha 8.

Skills & Feats: Concentration +11, Craft (alchemy) +16, Knowledge (arcana) +12, Listen +5, Spellcraft +12, Spot +4; Brew Potion, Combat Casting, Scribe Scroll, Skill Focus (alchemy), Still Spell.

Languages: Common, Gnome, Undercommon.

Wizard Spells Known/Prepared (4/4/4/3, save DC = 13 + spell level, +1 if illusion): 0 – *Acid Splash* (2), *Mending* (2); 1st – *Mage Armor*, *Enlarge Person* (2), *True Strike*; 2nd – *Daze Monster* (2), *Misdirection*, *Whispering Wind*; 3rd – *Heroism* (2), *Displacement*.

Spellbook: 0 – *Acid Splash*, *Resistance*, *Mending*, *Message*; 1st – *Mage Armor*, *Enlarge Person*, *True Strike*; 2nd – *Daze Monster*, *Misdirection*, *Whispering Wind*; 3rd – *Heroism*, *Displacement*.

Possessions: None of note.

Fagen, Male Human Rog6: Medium Humanoid; CR 6; HD 6d6+6; hp 32; Init +7; Spd 30 ft.; AC 14, touch 14, flat-footed 10 (+3 dexterity, +1 Dodge); Base Atk/Grp: +4/+5; Atk +5 melee (1d6+1, Short Sword) or +7 ranged (1d4+1, Dagger); Full Atk +5 melee (1d6+1, Short Sword) or +7 ranged (1d4+1, Dagger); SA Sneak Attack +3d6; SQ Evasion, Uncanny Dodge, Trap Sense +2; AL CN; SV Fort +3, Ref +8, Will +2; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills & Feats: Bluff +8, Climb +10, Disable Device +11, Hide +12, Listen +9, Open Lock +12, Move Silently +12, Search +11, Sense Motive +9, Spot +9, Swim +10; Combat Reflexes, Dodge, Improved Initiative, Mobility.

Languages: Common, Elven, Flan.

Possessions: None of note.

Rosetta, Female Dwarf Ftr6: Medium Humanoid; CR 6; HD 6d10+18; hp 62; Init +1; Spd 20 ft.; AC 12, touch 11, flat-footed 11 (+1 dexterity, +1 light steel shield); Base Atk/Grp: +6/+9; Atk +10 melee (1d8+5/x3, Battleaxe); Full Atk +10/+5 melee (1d8+5/x3, Battleaxe); SA +1 to hit vs orcs (and half-orcs); SQ Darkvision 60 ft, +2 saves vs poison, spells, spell-like effects, stonecunning; AL LN; SV Fort +8, Ref +3, Will +3; Str 16, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills & Feats: Climb +7, Jump +7, Swim +6, Spot +3; Cleave, Great Cleave, Improved Bull Rush, Power Attack, Toughness, Weapon Focus (Battleaxe), Weapon Specialization (Battleaxe).

Languages: Common, Dwarven.

Possessions: None of note.

Baron Bigbottle, Male Human Arist7: Medium Humanoid; CR 6; HD 7d8+14; hp 53; Init +3; Spd 30 ft.; AC 9, touch 9, flat-footed 9 (-1 dexterity); Base Atk/Grp: +5/+6; Atk +7 melee (1d8+1, longsword); Full Atk +7 melee (1d8+1, longsword); AL NE; SV Fort +4, Ref +1, Will +7; Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills & Feats: Appraise +12, Diplomacy +15, Gather Information +11, Ride +9, Sense Motive +14; Diligent, Improved Initiative, Negotiator, Weapon Focus (longsword).

Languages: Common.

Possessions: None of note.

FOUR- TO SIX-CHARACTER ENCOUNTER

Ogleby, Male Gnome Wizard7: Small Humanoid; CR 7; HD 7d4+14; hp 32; Init +2; Spd 20 ft.; AC 13, touch 13, flat-footed 11 (+2 dexterity, +1 size); Base Atk/Grp: +3/+3; Atk +3 melee (1d6-1, Heavy Mace) or +5 ranged (1d3, Acid Splash); Full Atk +2 melee (1d6-1, Heavy Mace) or +5 ranged (Spells); SA gnome racial enemy; SQ *Speak with Animals*, 1/day, Lowlight vision, +2 to saves vs Illusions; AL LE; SV Fort +4, Ref +4, Will +6; Str 8, Dex 14, Con 15, Int 16, Wis 12, Cha 8.

Skills & Feats: Concentration +12, Craft (alchemy) +18, Knowledge (arcana) +13, Listen +5, Spellcraft +13, Spot +4; Brew Potion, Combat Casting, Scribe Scroll, Skill Focus (alchemy), Still Spell.

Languages: Common, Gnome, Undercommon.

Wizard Spells Known/Prepared (4/5/4/3/1, save DC = 13 + spell level, +1 if illusion): 0 – *Acid Splash* (2), *Mending* (2); 1st – *Mage Armor*, *Enlarge Person* (2), *True Strike* (2); 2nd – *Daze Monster* (2), *Misdirection*, *Whispering Wind*; 3rd – *Heroism* (2), *Displacement*; 4th – *Confusion*.

Spellbook: 0 – *Acid Splash*, *Resistance*, *Mending*, *Message*; 1st – *Mage Armor*, *Enlarge Person*, *True Strike*; 2nd – *Daze Monster*, *Misdirection*, *Whispering Wind*; 3rd – *Heroism*, *Displacement*; 4th – *Confusion*.

Possessions: None of note.

Fagen, Male Human Rog7: Medium Humanoid; CR 7; HD 7d6+7; hp 37; Init +7; Spd 30 ft.; AC 14, touch 14, flat-footed 10 (+3 dexterity, +1 Dodge); Base Atk/Grp: +5/+6; Atk +6 melee (1d6+1, Short Sword) or +8 ranged (1d4+1, Dagger); Full Atk +6 melee (1d6+1, Short Sword) or +8 ranged (1d4+1, Dagger); SA Sneak Attack +4d6; SQ *Evasion*, *Uncanny Dodge*, *Trap Sense* +2; AL CN; SV Fort

+3, Ref +8, Will +2; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills & Feats: Bluff +9, Climb +11, Disable Device +12, Hide +13, Listen +10, Open Lock +13, Move Silently +13, Search +12, Sense Motive +10, Spot +10, Swim +11; Combat Reflexes, Dodge, Improved Initiative, Mobility.

Languages: Common, Elven, Flan.

Possessions: None of note.

Rosetta, Female Dwarf Ftr7: Medium Humanoid; CR 7; HD 7d10+21; hp 71; Init +1; Spd 20 ft.; AC 12, touch 11, flat-footed 11 (+1 dexterity, +1 light steel shield); Base Atk/Grp: +7/+10; Atk +11 melee (1d8+5/x3, Battleaxe); Full Atk +11/+6 melee (1d8+5/x3, Battleaxe); SA +1 to hit vs orcs (and half-orcs); SQ *Darkvision* 60 ft, +2 saves vs poison, spells, spell-like effects, stonecunning; AL LN; SV Fort +8, Ref +3, Will +3; Str 16, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills & Feats: Climb +7, Jump +7, Swim +6, Spot +4; Cleave, Great Cleave, Improved Bull Rush, Power Attack, Toughness, Weapon Focus (Battleaxe), Weapon Specialization (Battleaxe).

Languages: Common, Dwarven.

Possessions: None of note.

Baron Bigbottle, Male Human Arist8: Medium Humanoid; CR 7; HD 8d8+16; hp 60; Init +3; Spd 30 ft.; AC 9, touch 9, flat-footed 9 (-1 dexterity); Base Atk/Grp: +6/+7; Atk +8 melee (1d8+1, longsword); Full Atk +8/+3 melee (1d8+1, longsword); AL NE; SV Fort +4, Ref +1, Will +9; Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 13.

Skills & Feats: Appraise +13, Diplomacy +16, Gather Information +12, Ride +10, Sense Motive +16; Diligent, Improved Initiative, Negotiator, Weapon Focus (longsword).

Languages: Common.

Possessions: None of note.

ENCOUNTER FOUR

Male Elf Fighter6 (3): Medium Humanoid (elf); CR 6; HD 6d10+6; hp 50; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (+5 +1 *Chain Shirt*, +3 dexterity); Base Atk/Grp: +6/+8; Atk +11 ranged (1d8+5, +1 *Composite Longbow of Str* +2) or +9 melee (1d8+2, MW Long sword); Full Atk +11/6 ranged (1d8+5, +1 *Composite Longbow of Str* +2) or +9/+9/+4 ranged (1d8+5, rapid shot) or +9/+4 melee (1d8+2, MW Long sword); SQ *Immune to magical sleep*, +2 vs Enchantments, Low-Light

Vision; AL CN; SV Fort +7, Ref +6, Will +4; Str 14, Dex 16, Con 13, Int 8, Wis 12, Cha 10.

Skills & Feats: Climb +3, Craft (bowmaking) +2, Jump +3, Listen +3, Search +1, Spot +3, Swim+2, Ride+4; Dodge, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow).

Languages: Elven, Common.

Possessions: +1 *Composite Longbow of Str +2* (2600gp), +1 *Chain shirt* (1250gp), MW Longsword (315gp), 80 Arrows (4 gp), *Potion of Pass Without Trace* (50gp), *Potion of Cure Light Wounds* (50gp), +1 *Cloak of Resistance* (1000gp).

Male Elf Fighter8 (3): Medium Humanoid (elf); CR 8; HD 8d10+16; hp 72; Init +3; Spd 30 ft.; AC 19, touch 14, flat-footed 16 (+5 *Chain Shirt*+1, +3 dexterity, +1 *Ring of Protection* +1); Base Atk/Grp: +8/+10; Atk +13/8 ranged (1d8+5, +1 *Composite Longbow of Str +2*) or +11/6 melee (1d8+2, MW Long sword); Full Atk +13/8 ranged (1d8+5, +1 *Composite Longbow of Str +2*) or +11/+11/+6 ranged (1d8+4, rapid shot) or +11/6 melee (1d8+2, MW Long sword); SQ Immune to magical sleep, +2 vs Enchantments, Low-Light Vision; AL CN; SV Fort +9, Ref +6, Will +4; Str 14, Dex 16, Con 14, Int 8, Wis 12, Cha 10.

Skills & Feats: Climb +4, Craft (bowmaking) +2, Jump +4, Listen +3, Search +1, Spot +3, Swim+2, Ride+4; Dodge, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus (longbow), Weapon Specialization (longbow).

Languages: Elven, Common.

Possessions: +1 *Composite Longbow of Str +2* (2600gp), +1 *Chain shirt* (1250gp), MW Longsword (315gp), 80 Arrows (4 gp), *Potion of Pass Without Trace* (50gp), *Potion of Cure Light Wounds* (50gp), +1 *Cloak of Resistance* (1000gp), *Ring of Protection* +1 (2000gp).

ENCOUNTER 8

Ardulace of House Tormtor; Drow elf Clr10: CR 11; ECL 12; Size M; HD 10d8; hp 70; Init +3; Spd 20 ft (base 30 ft); AC 22, touch 14, FF 19; BAB +7/+2; Grapple +9; Atk: +10/+5 melee (1d6 + 3/crit 18-20, Rapier +1), +11/+6 ranged (1d4/crit 19-20, Crossbow, hand MW); SA Poison, spell-like abilities; SQ Drow traits, Light Blindness, Darkvision 120 ft., immune to sleep effects; SR 21; AL LE; SV Fort +8, Ref +8, Will +11; Str 14, Dex 16, Con 12, Int 12, Wis 18, Cha 10.

Languages spoken: Common, Elven, Undercommon, Gnome

Skills and Feats: Bluff +5, Concentration +14, Diplomacy +10, Disguise +5, Hide +8, Listen +10, Spot +9; Alertness, Lightning Reflexes, Skill Focus (hide), Skill Focus (concentration).

Special Abilities: Aura, Domain Evil, Domain Trickery, Poison, Spell Resistance, Spontaneous Casting, Turn or Rebuke Undead.

Racial Spells Known: 0--*Dancing lights*, *Faerie fire*.

Clr Spells Prepared (6/6/6/5/5/3): -0--*Cure minor wounds* (2), *Detect magic* (2), *Inflict minor wounds*, *Resistance*, 1--*Blessed aim*^{SC}, *Cure light wounds*, *Divine favor*, *Magic weapon*, *Protection from good**, *Shield of faith*, 2--*Bull's strength*, *Cure moderate wounds*, *Inflict moderate wounds*, *Invisibility**, *Spiritual weapon*, *Summon monster ii*, 3--*Clutch of orcus*^{SC}, *Cure serious wounds*, *Energy vortex*^{SC}, *Flame of faith*^{SC}, *Magic Circle against Good**, 4--*Confusion**, *Cure critical wounds*, *Divine power*, *Inflict critical wounds*, *Summon monster iv*, 5--*Dispel Good**, *Flame strike*, *Righteous might*.^{SC} *Spell Compendium*.

*Domain spell. *Domains:* Evil (You cast evil spells at +1 caster level), Trickery (Adds Bluff, Disguise, and Hide to class skills).

Possessions: 740 gp, Breastplate +1, Buckler +1, Hand mw crossbow, Amulet of health +2, Silver holy symbol, Ring of protection +1, Periapt of wisdom +2, Rapier +1.

Description: Ardulace was born into the upper echelons of House Tormtor, the eldest daughter of the house matron who was daughter of a high matron. She is built more like a human than an elf, and the appearance makes her look heavy or fat, something she is rather vain about. Ardulace is a historian as well as a priestess, and the two professions have served her well as she uses her investigations of the past to weave her webs for the future. Ardulace values power within the hierarchy of the drow above all other things and sees all other people as stepping stones on her path to ascension to her destined role as High Matron. She is aloof and detached from all others, barking orders, even at her drow bodyguards, that demonstrate severity and an expectation to be obeyed. Ardulace is aware of the High Matron's position on the treaty, and understands her belief that the surface-dwellers may prove useful in the battle against Asberdies and his strange machinations and abominations; she also knows

that House Despana is against the idea. Ardulace has a large adamantine spider holy symbol she displays prominently about a chain and that she twiddles in her fingers when she is deep in contemplation.

Divolg of House Tormtor; Drow elf Wiz6: CR 7; ECL 8; Size M; HD 6d4+6; hp 26; Init +2; Spd 30 ft; AC 14, touch 12, FF 12; BAB +3; Grapple +4; Atk: +6 ranged (1d8/crit 19-20, Crossbow, light MW), +5 melee (1d4 + 1/crit 19-20, Dagger MW); SA Poison, spell-like abilities; SQ Drow traits, Light Blindness, Darkvision 120 ft., immune to sleep effects; SR 17; AL LE; SV Fort +5, Ref +4, Will +5; Str 12, Dex 15, Con 12, Int 18, Wis 10, Cha 10.

Languages spoken: Common, Elven, Undercommon, Draconic, Drow Sign, Gnome, Goblin

Skills and Feats: Knowledge (Dungeoneering) +13, Concentration +10, Decipher Script +13, Knowledge (Arcana) +13, Knowledge (History) +8, Spellcraft +15, Knowledge (Local - Sheldomar Valley) +9; Combat Casting, Craft Wand, Great Fortitude, Toughness, Scribe Scroll.

Special Abilities: Darkvision, Familiar, Poison, Spell Resistance.

Racial Spells Known: 0--*Dancing lights*, *Darkness*, *Faerie fire*.

Wiz Spells Known (4/4/4/3): 0--*Acid splash*, *Arcane mark*, *Dancing lights*, *Daze*, *Detect magic*, *Detect poison*, *Disrupt undead*, *Flare*, *Ghost sound*, *Light*, *Mage hand*, *Mending*, *Message*, *Open/close*, *Prestidigitation*, *Ray of frost*, *Read magic*, *Repair minor damage*^{SC}, *Resistance*, *Touch of fatigue*, 1--*Backbiter*^{SC}, *Burning hands*, *Enlarge person*, *Hail of stone*^{SC}, *Incite*^{SC}, *Inhibit*^{SC}, *Mage armor*, *Magic missile*, *Lesser orb of acid*^{SC}, *Reduce person*, *Remove Scent*^{SC}, *Summon monster i* 2--*Aiming at the Target*^{SC}, *Daze monster*, *Fireburst*^{SC}, *Minor image*, *Phantasmal assailants*^{SC}, *Scorching ray*, *Sting Ray*^{SC}, *Summon monster ii* 3--*Dispel magic*, *Fireball*, *Invisibility sphere*, *Lightning bolt*, *Suggestion*.

Wiz Spells Prepared (4/4/4/3): 0--*Acid splash* (2), *Daze*, *Detect magic*, 1--*Backbiter*^{SC}, *Burning hands*, *Magic missile*, *Lesser orb of acid*^{SC}, 2--*Fireburst*^{SC}, *Phantasmal assailants*^{SC}, *Scorching ray*, *Summon monster ii*, 3--*Fireball*, *Invisibility sphere*, *Lightning bolt*.^{SC} *Spell Compendium*.

Possessions: 93 gp, Light mw crossbow, Dagger mw, Wizard's spellbook, Spell component pouch,

Bat familiar, Wand of enlarge person, Bracers of armor +2.

Description: Divolg is a young wizard in the halls of the drow, and this trek is as much a chance for him to avoid enemies he's made in the academy of wizardry as it is a chance for him to represent his house. Like most drow wizards, he is small and thin, and matches the description one expects of an elf, except for the blackish tint of the skin and the color of the eyes, his being lavender. Divolg is an alchemist of no small measure, and is adept at many forms of botany and herbalism. He seeks to observe some of the surface fauna for his own purposes while on the journey. Motivated primarily by his personal goals, he understands he exists at the whim of the house matron, and, by proxy, of Ardulace, and as such he seeks to curry her favor when he can. Divolg shows little interest in speaking with anyone who does not show some skill at arcane magic, and will quickly lose interest if they are not wizards, with whom he will discuss the nuances of how magic works. Divolg is aware of his house's position on the alliance, but he himself does not care one way or the other—all alliances are but ephemeral things to elves after all. Divolg's left forearm is horribly scarred, as if burned or torn away in some horrific manner. The scarring extends down to his left hand and the last two fingers of that hand are feeble and seem unresponsive, though they do not seem to prevent Divolg from using his magic.

Relonor of House Tormtor; Drow elf Ftr6: CR 7; Size M; HD 6d10+6; hp 50; Init +2; Spd 20 ft (base 30 ft); AC 20, touch 12, FF 18; BAB +6/+1; Grapple +9; Atk: +11/+6 melee (2d4 + 5, Chain, spiked MW), +9/+4 ranged (1d8/crit x3, Longbow MW); SA Poison, spell-like abilities; SQ Drow traits, Light Blindness, Darkvision 120 ft., immune to sleep effects; SR 17; AL LE; SV Fort +7, Ref +5, Will +4; Str 16, Dex 15, Con 12, Int 12, Wis 12, Cha 10.

Languages spoken: Common, Elven, Undercommon, Gnome

Skills and Feats: Climb +5, Craft (Weaponsmith) +5, Handle Animal +5, Jump +5, Ride +7, Swim +5; Cleave, Combat Reflexes, Exotic Weapon Proficiency (chain, spiked), Improved Sunder, Power Attack, Weapon Focus (chain, spiked), Weapon Specialization (chain, spiked).

Special Abilities: Darkvision, Poison, Spell Resistance.

Racial Spells Known: 0--*Dancing lights*, *Darkness*, *Faerie fire*.

Possessions: 1379 gp, Breastplate +1, Buckler +1, Spiked mw chain, Longbow mw, Cloak of resistance +1, Arrows (20).

Description: Relonor is the strongest of the House Tormtor warriors, having proven himself in battle against other houses and other enemies time and again, and he is a favorite of Ardulace. Tall and muscular for an elf, he wears his white hair shaven short, almost to the scalp, where it reveals a number of scars. Wielding a spiked chain with deadly mastery, Relonor believes in the application of brute force to solving problems and sees little value in speech. He is loyal to his house and sees that loyalty as the same as his devotion to Lloth- he serves both blindly and obediently and believes that both are the source of his personal strengths and successes. Relonor has a hatred for the shorter races, particularly gnomes and halflings (whom he has trouble distinguishing from gnomes), due to an encounter with a group of svrifniblen early in his career; an encounter that went very badly. He will avoid such creatures at all costs, but will not suffer embarrassment through this avoidance. With others, he is standoffish and curt. He knows little of the family's stance on the alliance, but does know that the House of Noquar lacks a coherent position, and that much he will reveal. Relonor is never without his spiked chain, which he wears on a special sash around his waist when he is not wielding it.

Jyslin of House Despana; Drow elf Clr10: CR 11; Size M; HD 10d8+10; hp 78; Init +1; Spd 20 ft (base 30 ft); AC 24, touch 12, FF 23; BAB +7/+2; Grapple +9; Atk: +10/+5 melee (1d8 + 2, Mace, heavy MW), +9/+4 ranged (1d8/crit 19-20, Crossbow, light MW); SA Poison, spell-like abilities; SQ Drow traits, Light Blindness, Darkvision 120 ft., immune to sleep effects; SR 21; AL CE; SV Fort +9, Ref +6, Will +11; Str 14, Dex 12, Con 14, Int 14, Wis 18, Cha 10.

Languages spoken: Common, Elven, Undercommon, Drow Sign, Gnome

Skills and Feats: Concentration +8, Diplomacy +12, Heal +11, Knowledge (Planes) +10, Knowledge (Religion) +10, Spellcraft +13; Combat Casting, Divine Vigor^{CW}, Lightning Reflexes, Shielded Casting^{RS}.^{CW} *Complete Warrior*,^{RS} *Races of Stone*.

Special Abilities: Aura, Bonus Languages, Darkvision, Domain Destruction, Domain Evil, Poison, Spell Resistance, Spontaneous Casting, Turn or Rebuke Undead.

Racial Spells Known: 0--*Dancing lights*, *Darkness*, *Faerie fire*.

Clr Spells Prepared (6/6/6/5/5/3): 0--*Cure minor wounds* (2), *Detect magic* (2), *Inflict minor wounds*, *Resistance*, 1--*Command*, *Cure light wounds*, *Divine favor*, *Entropic shield*, *Inflict light wounds**, *Summon monster i*, 2--*Bull's strength*, *Cure moderate wounds*, *Hold person*, *Inflict moderate wounds*, *Shatter**, *Spiritual weapon*, 3--*Contagion**, *Cure serious wounds*, *Inflict serious wounds*, *Invisibility purge*, *Summon monster iii*, 4--*Assay resistance*^{SC}, *Cure critical wounds*, *Divine power*, *Inflict critical wounds**, *Revenance*^{SC}, 5--*Blistering radiance*^{SC}, *Flame strike**, *Righteous wrath of the faithful*^{SC}.^{SC} *Spell Compendium*.

*Domain spell. *Domains:* Evil (You cast evil spells at +1 caster level), Destruction (You gain a smite attack once per day - +4 bonus on attack rolls and bonus on damage equal to cleric level).

Possessions: 1008 gp, Full plate +1, Heavy steel +1 shield, Heavy mw mace, Light mw crossbow, Amulet of health +2, Silver holy symbol, Pearl of power 1st-level, Ring of protection +1, Periapt of wisdom +2.

Description: Jyslin exudes authority, as so many drow women do, and took that authority, and holds that authority, in that same manner. She moves with a grace and a precision that belies strength and a predatory nature that lurk just below her surface. Jyslin now seeks the highest throne- that of the High Matron of the Church- and she works diligently to increase her knowledge of Lloth and the affairs of the planes to achieve that power. She is driven by her insatiable desire to rule over the drow, and obeys her Matron only as it suits her, as she must to bide her time. Jyslin cannot stand the task she has been given, despising the sun and all the things that crawl under it, but sees the family's plan and seeks to use the escorts to her advantage when she can. She knows her family is against the alliance, though she will pretend to be undecided on the matter; she knows that House Tormtor is in favor of the alliance and will try to lead the escorts to believe otherwise. Jyslin has a crackle to her high-pitched voice, as if she were trying to make her normally child-like voice sound more menacing—the sound is at once both amusing and disconcerting, but laughter never seems an appropriate response.

Istolil of House Despana; Drow elf Rog5/Asn1: CR 7; Size M; HD 6d6+6; hp 32; Init +8; Spd 30 ft; AC 20, touch 14, FF 16; BAB +3; Grapple +4; Atk: +8 melee (1d6 + 2/crit 18-20, Rapier +1), +8 ranged (1d8/crit 19-20, Crossbow, light MW); SA Poison, spell-like abilities, Sneak Attack (+4d6), Death Attack (DC 13); SQ Drow traits, Light Blindness, Darkvision 120 ft., immune to sleep effects; SR 17; AL CE; SV Fort +3, Ref +11, Will +2; Str 12, Dex 18, Con 12, Int 15, Wis 10, Cha 10.

Languages spoken: Common, Elven, Undercommon, Drow Sign, Gnome

Skills and Feats: Appraise +7, Balance +12, Bluff +3, Disable Device +11, Disguise +7, Hide +12, Jump +9, Listen +8, Move Silently +11, Open Lock +12, Search +9, Spot +8, Tumble +11, Use Magic Device +4; Combat Expertise, Improved Initiative, Weapon Finesse.

Special Abilities: Darkvision, Death Attack, Evasion, Poison, Poison Use, Sneak Attack, Sneak Attack, Spell Resistance, Trap Sense, Trapfinding, Uncanny Dodge.

Asn Spells Known: 1--*Insightful feint*^{SC}, *True strike*.^{SC} *Spell Compendium*.

Racial Spells Known: 0--*Dancing lights*, *Darkness*, *Faerie fire*.

Asn Spells Prepared: 1--*Insightful feint*^{SC}.

Possessions: 430 gp, , Light mw crossbow, Chain shirt +1, Buckler mw, Masterwork thieves' tools, Cloak of resistance +1, Rapier +1.

Description: Istolil is everyone's friend and brother, and he has endured and secured his place through making sure that no one who can say otherwise is alive to say it. Cheerful for a drow, Istolil smiles more than any other member of the party, his perfect teeth and gleaming eyes endearing him to many a heart, both drow and otherwise. Istolil is a scoundrel of the highest order, a scout of the greatest skill, a gambler of questionable luck, and will proudly describe himself as such. Beneath the smile is the calculating mind of one of House Despana's top spies, one who may actually know more of his House Matron's desires than even his Mistress on this mission knows, and that calculating mind is what keeps him alive. Istolil is friendly to any who show a decent respect for his nature- that being drow, and a decent intent to gamble with him, Istolil's favorite method of winning new friends. He

knows well where each house stands, though he will attempt to muddy the issue where he can— implying that Tormtor is against the alliance, Noquar might be for it, and Despana seems undecided, purposely trying to win the escorts over as temporary allies as his Mistress has commanded. Istolil's smile stands out amongst his fellows, as does his habit of toying with his bone dice when he is bored or thinking.

Merinid of House Despana; Drow elf Bbn2/Ftr4: CR 7; Size M; HD 2d12+2 + 4d10+4; hp 53; Init +1; Spd 30 ft (base 40 ft); AC 20, touch 11, FF 19; BAB +6/+1; Grapple +9; Atk: +11/+6 melee (1d8 + 5/crit 19-20, Longsword MW), +8/+3 ranged (1d8 + 3/crit x3, Longbow, mighty (+3 Str) composite MW); SA Poison, spell-like abilities, Rage 1/day; SQ Drow traits, Light Blindness, Darkvision 120 ft., immune to sleep effects., Uncanny Dodge; SR 17; AL CE; SV Fort +8, Ref +2, Will +2; Str 16, Dex 12, Con 12, Int 14, Wis 13, Cha 10.

Languages spoken: Common, Elven, Undercommon, Drow Sign, Gnome

Skills and Feats: Climb +8, Intimidate +9, Survival +6, Jump +8, Listen +8, Swim +8; Combat Expertise, Distracting Attack^{MH}, Extend Rage^{CW}, Powerful Charge^{MH}, Weapon Focus (longsword), Weapon Specialization (longsword).^{MH} *Miniatures Handbook*,^{CW} *Complete Warrior*.

Special Abilities: Darkvision, Fast Movement, Illiteracy, Poison, Rage, Spell Resistance, Uncanny Dodge.

Racial Spells Known: 0--*Dancing lights*, *Darkness*, *Faerie fire*.

Possessions: 1564 gp, Longsword mw, Mighty longbow (+3 str) composite mw, Heavy steel mw shield, Arrows (20), Breastplate +1, Amulet of natural armor +1.

Description: Merinid of House Despana is a brutal man, scarred with the signs of the numerous battles he has seen, both in the arena and in the service of his House Matron. He is tall and broad for an elf, and, when not in battle, moves more like a human plodding on to his destination. Wielding a long sword with brutal strength more than precision, Merinid hacks his way through any problem that presents itself. He is also skilled in surviving in the underdark and makes use of that skill until they reach the surface. Merinid is a bitter and broken specimen of a drow male, serving his matron out of fear and remembered pain at previous failings. He does as his Mistress bids

while wishing her ill that he never speaks of. Merinid sees the escorts as enemies, as he sees all non-drow who wield weapons. He obeys the Mistress's command to try to make friends while hoping that it provides him a later opportunity to kill them. Merinid knows that House Noquar will not reach the council meeting and it makes him smile to himself from time to time, pleased at the potential for violence. Merinid keeps his head shaved, partially to set himself aside and partially to reveal the horrific criss-crossing of scars that cover his scalp. These scars and the seething anger that seems to ever boil just below the surface set Merinid apart from the others even when he is among them.

APPENDIX 3 – APL 12

ENCOUNTER 1A

ONE-CHARACTER ENCOUNTER

Beta, Male Drider Ftr1: Large Aberration; CR 8; HD 6d8+18+1d10+3; hp 59; Init +2; Spd 30 ft., climb 15 ft.; AC 17, touch 11, flat-footed 15 (+6 natural, +2 dex, -1 size); Base Atk/Grp: +5/+11; Atk +7 melee (1d6+2, mw dagger) or +7 ranged (1d8, mw shortbow) or +2 melee (1d4+1 plus poison, bite); Full Atk +5 melee (1d6+2, 2 mw daggers) and +2 melee (1d4+1 plus poison, bite) or +7 ranged (1d8, mw shortbow); SA spells, spell-like abilities, poison; SQ darkvision 60 ft., spell resistance 17; AL CE; SV Fort +7, Ref +4, Will +8; Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16.

Skills & Feats: Climb +14, Concentration +9, Hide +10, Intimidate +4, Jump +5, Listen +9, Move Silently +12, Spot +9; Blind-Fight, Combat Casting, Two-Weapon Fighting, Weapon Focus (bite).

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Languages: Elven, Common, and Undercommon.

Spell-Like Abilities: 1/day – *dancing lights, clairaudience/clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Spells Known (6/7/6/4, save DC = 13 + spell level): 0 – *daze, detect magic, ghost sound, mage hand, ray of frost, read magic, resistance*; 1st – *mage armor, magic missile, ray of enfeeblement, silent image*; 2nd – *invisibility, web*; 3rd – *lightning bolt*.

Possessions: MW Large Shortbow, MW Dagger (x2) (for large creature).

Description: This strange being has the head and torso of a dark elf and the legs and lower body of a giant spider.

Alpha, Female Drider Sor1: Large Aberration; CR 8; HD 6d8+18+1d4+3; hp 55; Init +2; Spd 30 ft., climb 15 ft.; AC 17, touch 11, flat-footed 15 (+6 natural, +2 dex, -1 size); Base Atk/Grp: +4/+10; Atk +6 melee (1d6+2, mw dagger) or +5 ranged (1d8, shortbow) or +1 melee (1d4+1 plus poison, bite); Full Atk +4 melee (1d6+2, 2 mw daggers)

and +1 melee (1d4+1 plus poison, bite) or +5 ranged (1d8, shortbow); SA spells, spell-like abilities, poison; SQ darkvision 60 ft., spell resistance 17; AL CE; SV Fort +5, Ref +4, Will +10; Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16.

Skills & Feats: Climb +14, Concentration +9, Hide +10, Knowledge (arcane) +4, Listen +9, Move Silently +12, Spellcraft +4, Spot +9; Combat Casting, Two-Weapon Fighting, Weapon Focus (bite).

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Languages: Elven, Common, and Undercommon.

Spell-Like Abilities: 1/day – *dancing lights, clairaudience/clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Racial Spells Known (6/7/6/4, save DC = 13 + spell level): 0 – *daze, detect magic, ghost sound, mage hand, ray of frost, read magic, resistance*; 1st – *mage armor, magic missile, ray of enfeeblement, silent image*; 2nd – *invisibility, web*; 3rd – *lightning bolt*.

Sorcerer Spells Known (5/4, save DC = 13 + spell level): 0 – *arcane mark, detect poison, prestidigitation, touch of fatigue*; 1st – *alarm, arrow mind*.

Possessions: Large Shortbow, MW Dagger (x2) (for large creature), spell component pouch, scroll of blur, scroll of ray of enfeeblement.

Description: This strange being has the head and torso of a dark elf and the legs and lower body of a giant spider.

TWO- OR THREE-CHARACTER ENCOUNTER

Beta, Male Drider Ftr1: Large Aberration; CR 8; HD 6d8+18+1d10+3; hp 59; Init +2; Spd 30 ft., climb 15 ft.; AC 17, touch 11, flat-footed 15 (+6 natural, +2 dex, -1 size); Base Atk/Grp: +5/+11; Atk +7 melee (1d6+2, mw dagger) or +7 ranged (1d8, mw shortbow) or +2 melee (1d4+1 plus poison, bite); Full Atk +5 melee (1d6+2, 2 mw daggers) and +2 melee (1d4+1 plus poison, bite) or +7 ranged (1d8, mw shortbow); SA spells, spell-like abilities, poison; SQ darkvision 60 ft., spell resistance 17; AL CE; SV Fort +7, Ref +4, Will +8; Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16.

Skills & Feats: Climb +14, Concentration +9, Hide +10, Intimidate +4, Jump +5, Listen +9, Move Silently +12, Spot +9; Blind-Fight, Combat Casting, Two-Weapon Fighting, Weapon Focus (bite).

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Languages: Elven, Common, and Undercommon.

Spell-Like Abilities: 1/day – *dancing lights, clairaudience/clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Spells Known (6/7/6/4, save DC = 13 + spell level): 0 – *daze, detect magic, ghost sound, mage hand, ray of frost, read magic, resistance*; 1st – *mage armor, magic missile, ray of enfeeblement, silent image*; 2nd – *invisibility, web*; 3rd – *lightning bolt*.

Possessions: MW Large Shortbow, MW Dagger (x2) (for large creature).

Description: This strange being has the head and torso of a dark elf and the legs and lower body of a giant spider.

Alpha, Female Drider Sor1: Large Aberration; CR 8; HD 6d8+18+1d4+3; hp 55; Init +2; Spd 30 ft., climb 15 ft.; AC 17, touch 11, flat-footed 15 (+6 natural, +2 dex, -1 size); Base Atk/Grp: +4/+10; Atk +6 melee (1d6+2, mw dagger) or +5 ranged (1d8, shortbow) or +1 melee (1d4+1 plus poison, bite); Full Atk +4 melee (1d6+2, 2 mw daggers) and +1 melee (1d4+1 plus poison, bite) or +5 ranged (1d8, shortbow); SA spells, spell-like abilities, poison; SQ darkvision 60 ft., spell resistance 17; AL CE; SV Fort +5, Ref +4, Will +10; Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16.

Skills & Feats: Climb +14, Concentration +9, Hide +10, Knowledge (arcane) +4, Listen +9, Move Silently +12, Spellcraft +4, Spot +9; Combat Casting, Two-Weapon Fighting, Weapon Focus (bite).

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Languages: Elven, Common, and Undercommon.

Spell-Like Abilities: 1/day – *dancing lights, clairaudience/clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Racial Spells Known (6/7/6/4, save DC = 13 + spell level): 0 – *daze, detect magic, ghost sound, mage hand, ray of frost, read magic, resistance*; 1st – *mage armor, magic missile, ray of enfeeblement, silent image*; 2nd – *invisibility, web*; 3rd – *lightning bolt*.

Sorcerer Spells Known (5/4, save DC = 13 + spell level): 0 – *arcane mark, detect poison, prestidigitation, touch of fatigue*; 1st – *alarm, arrow mind*.

Possessions: Large Shortbow, MW Dagger (x2) (for large creature), spell component pouch, scroll of blur, scroll of ray of enfeeblement.

Description: This strange being has the head and torso of a dark elf and the legs and lower body of a giant spider.

Gamma, Female Drider Clr1 of Erythnul: Large Aberration; CR 8; HD 6d8+18+1d8+3; hp 58; Init +2; Spd 30 ft., climb 15 ft.; AC 17, touch 11, flat-footed 15 (+6 natural, +2 dex, -1 size); Base Atk/Grp: +4/+10; Atk +7 melee (2d6+3, heavy mace +1) or +1 melee (1d4+1 plus poison, bite); Full Atk +7 melee (2d6+3, heavy mace +1) and +1 melee (1d4+1 plus poison, bite); SA spells, spell-like abilities, poison; SQ darkvision 60 ft., spell resistance 17; AL CE; SV Fort +7, Ref +4, Will +10; Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16.

Skills & Feats: Climb +14, Concentration +10, Hide +10, Knowledge (arcane) +3, Knowledge (religion) +3, Listen +9, Move Silently +12, Spellcraft +3, Spot +9; Combat Casting, Two-Weapon Fighting, Weapon Focus (bite).

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Str. The save DC is Constitution based.

Languages: Elven, Common, and Undercommon.

Spell-Like Abilities: 1/day – *dancing lights, clairaudience/clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Racial Spells Known (6/7/6/4, save DC = 13 + spell level): 0 – *daze, detect magic, ghost sound, mage hand, ray of frost, read magic, resistance*; 1st – *mage armor, magic missile, ray of enfeeblement, silent image*; 2nd – *invisibility, web*; 3rd – *lightning bolt*.

Cleric Spells Prepared (3/2, save DC = 13 + spell level): 0 – *detect magic, inflict minor wounds, virtue*; 1st – *protection from good, shield of faith*.

*Domain spell. *Domains*: Evil (Casts evil spells at +1 caster level), War (Weapon Proficiency & Focus with deity's weapon – heavy mace).

Possessions: Large Heavy Mace +1, spell component pouch.

Description: This strange being has the head and torso of a dark elf and the legs and lower body of a giant spider.

FOUR- TO SIX-CHARACTER ENCOUNTER

Beta, Male Drider Ftr4: Large Aberration; CR 11; HD 6d8+18+4d10+12; hp 89; Init +2; Spd 30 ft., climb 15 ft.; AC 17, touch 11, flat-footed 15 (+6 natural, +2 dex, -1 size); Base Atk/Grp: +8/+15; Atk +11 melee (1d6+3, mw dagger) or +11 ranged (1d8+2, shortbow +1) or +6 melee (1d4+2 plus poison, bite); Full Atk +9/+4 melee (1d6+3, 2 mw daggers) and +6 melee (1d4+2 plus poison, bite) or +11/+6 ranged (1d8+2, shortbow +1); SA spells, spell-like abilities, poison; SQ darkvision 60 ft., spell resistance 17; AL CE; SV Fort +9, Ref +5, Will +9; Str 16, Dex 15, Con 16, Int 15, Wis 16, Cha 16.

Skills & Feats: Climb +16, Concentration +9, Hide +10, Intimidate +10, Jump +11, Listen +9, Move Silently +12, Spot +9; Blind-Fight, Combat Casting, Point Blank Shot, Precise Shot, Quick Draw, Two-Weapon Fighting, Weapon Focus (bite).

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Languages: Elven, Common, and Undercommon.

Spell-Like Abilities: 1/day – *dancing lights, clairaudience/clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Racial Spells Known (6/7/6/4, save DC = 13 + spell level): 0 – *daze, detect magic, ghost sound, mage hand, ray of frost, read magic, resistance*; 1st – *mage armor, magic missile, ray of enfeeblement, silent image*; 2nd – *invisibility, web*; 3rd – *lightning bolt*.

Possessions: Large Shortbow +1, MW Dagger (x2) (for large creature), Hand of the Mage, Potion of Gaseous Form.

Description: This strange being has the head and torso of a dark elf and the legs and lower body of a giant spider.

Alpha, Female Drider Sor4: Large Aberration; CR 11; HD 6d8+18+4d4+12; hp 71; Init +3; Spd 30 ft., climb 15 ft.; AC 19, touch 12, flat-footed 16 (+6 natural, +1 armor, +3 dex, -1 size); Base

Atk/Grp: +6/+12; Atk +8 melee (1d6+2, mw dagger) or +8 ranged (1d8, shortbow) or +3 melee (1d4+1 plus poison, bite); Full Atk +6/+1 melee (1d6+2, 2 mw daggers) and +3 melee (1d4+1 plus poison, bite) or +8/+3 ranged (1d8, shortbow); SA spells, spell-like abilities, poison; SQ darkvision 60 ft., spell resistance 17; AL CE; SV Fort +6, Ref +6, Will +12; Str 15, Dex 16, Con 16, Int 15, Wis 16, Cha 16.

Skills & Feats: Climb +14, Concentration +13, Hide +11, Knowledge (arcane) +8, Listen +9, Move Silently +13, Spellcraft +10, Spot +9; Combat Casting, Eyes in the Back of Your Head^{CW}, Two-Weapon Fighting, Weapon Focus (bite). ^{CW}*Complete Warrior*.

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Languages: Elven, Common, and Undercommon.

Spell-Like Abilities: 1/day – *dancing lights, clairaudience/clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Racial Spells Known (6/7/6/4, save DC = 13 + spell level): 0 – *daze, detect magic, ghost sound, mage hand, ray of frost, read magic, resistance*; 1st – *mage armor, magic missile, ray of enfeeblement, silent image*; 2nd – *invisibility, web*; 3rd – *lightning bolt*.

Sorcerer Spells Known (6/7/4, save DC = 13 + spell level): 0 – *arcane mark, detect poison, mending, message, prestidigitation, touch of fatigue*; 1st – *alarm, arrow mind, jump*; 2nd – *protection from arrows*.

Possessions: Large Shortbow, MW Dagger (x2) (for large creature), spell component pouch, scroll of blur, scroll of ray of enfeeblement, scroll of gaseous form, scroll of protection from good, scroll of shatter, bracers of armor +1.

Description: This strange being has the head and torso of a dark elf and the legs and lower body of a giant spider.

Gamma, Female Drider Clr1 of Erythnul: Large Aberration; CR 8; HD 6d8+18+1d8+3; hp 58; Init +2; Spd 30 ft., climb 15 ft.; AC 17, touch 11, flat-footed 15 (+6 natural, +2 dex, -1 size); Base Atk/Grp: +4/+10; Atk +7 melee (2d6+3, heavy mace +1) or +1 melee (1d4+1 plus poison, bite); Full Atk +7 melee (2d6+3, heavy mace +1) and +1 melee (1d4+1 plus poison, bite); SA spells, spell-like abilities, poison; SQ darkvision 60 ft., spell resistance 17; AL CE; SV Fort +7, Ref +4, Will

+10; Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16.

Skills & Feats: Climb +14, Concentration +10, Hide +10, Knowledge (arcane) +3, Knowledge (religion) +3, Listen +9, Move Silently +12, Spellcraft +3, Spot +9; Combat Casting, Two-Weapon Fighting, Weapon Focus (bite).

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Languages: Elven, Common, and Undercommon.

Spell-Like Abilities: 1/day – dancing lights, clairaudience/clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion (DC 16). Caster level 6th. The save DCs are Charisma-based.

Racial Spells Known (6/7/6/4, save DC = 13 + spell level): 0 – daze, detect magic, ghost sound, mage hand, ray of frost, read magic, resistance; 1st – mage armor, magic missile, ray of enfeeblement, silent image; 2nd – invisibility, web; 3rd – lightning bolt.

Cleric Spells Prepared (3/2, save DC = 13 + spell level): 0 – detect magic, inflict minor wounds, virtue; 1st – protection from good*, shield of faith.

*Domain spell. **Domains:** Evil (Casts evil spells at +1 caster level), War (Weapon Proficiency & Focus with deity's weapon – heavy mace).

Possessions: Large Heavy Mace +1, spell component pouch.

Description: This strange being has the head and torso of a dark elf and the legs and lower body of a giant spider.

Delta, Male Drider Ftr1: Large Aberration; CR 8; HD 6d8+18+1d10+3; hp 59; Init +2; Spd 30 ft., climb 15 ft.; AC 17, touch 11, flat-footed 15 (+6 natural, +2 dex, -1 size); Base Atk/Grp: +5/+11; Atk +7 melee (1d6+2, mw dagger) or +7 ranged (1d8, mw shortbow) or +2 melee (1d4+1 plus poison, bite); Full Atk +5 melee (1d6+2, 2 mw daggers) and +2 melee (1d4+1 plus poison, bite) or +7 ranged (1d8, mw shortbow); SA spells, spell-like abilities, poison; SQ darkvision 60 ft., spell resistance 17; AL CE; SV Fort +7, Ref +4, Will +8; Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16.

Skills & Feats: Climb +14, Concentration +9, Hide +10, Intimidate +4, Jump +5, Listen +9, Move Silently +12, Spot +9; Blind-Fight, Combat Casting, Two-Weapon Fighting, Weapon Focus (bite).

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Languages: Elven, Common, and Undercommon.

Spell-Like Abilities: 1/day – dancing lights, clairaudience/clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion (DC 16). Caster level 6th. The save DCs are Charisma-based.

Racial Spells Known (6/7/6/4, save DC = 13 + spell level): 0 – daze, detect magic, ghost sound, mage hand, ray of frost, read magic, resistance; 1st – mage armor, magic missile, ray of enfeeblement, silent image; 2nd – invisibility, web; 3rd – lightning bolt.

Possessions: MW Large Shortbow, MW Dagger (x2) (for large creature).

Description: This strange being has the head and torso of a dark elf and the legs and lower body of a giant spider.

ENCOUNTER 1B

ONE-CHARACTER ENCOUNTER

Ogleby, Male Gnome Wizard7: Small Humanoid; CR 7; HD 7d4+14; hp 32; Init +2; Spd 20 ft.; AC 13, touch 13, flat-footed 11 (+2 dexterity, +1 size); Base Atk/Grp: +3/+3; Atk +3 melee (1d6-1, Heavy Mace) or +5 ranged (1d3, Acid Splash); Full Atk +2 melee (1d6-1, Heavy Mace) or +5 ranged (Spells); SA gnome racial enemy; SQ *Speak with Animals*, 1/day, Lowlight vision, +2 to saves vs Illusions; AL LE; SV Fort +4, Ref +4, Will +6; Str 8, Dex 14, Con 15, Int 16, Wis 12, Cha 8.

Skills & Feats: Concentration +12, Craft (alchemy) +18, Knowledge (arcana) +13, Listen +5, Spellcraft +13, Spot +4; Brew Potion, Combat Casting, Scribe Scroll, Skill Focus (alchemy), Still Spell.

Languages: Common, Gnome, Undercommon.

Wizard Spells Known/Prepared (4/5/4/3/1, save DC = 13 + spell level, +1 if illusion): 0 – Acid Splash (2), Mending (2); 1st – Mage Armor, Enlarge Person (2), True Strike (2); 2nd – Daze Monster (2), Misdirection, Whispering Wind; 3rd – Heroism (2), Displacement; 4th – Confusion.

Spellbook: 0 – Acid Splash, Resistance, Mending, Message; 1st – Mage Armor, Enlarge Person, True Strike; 2nd – Daze Monster, Misdirection, Whispering Wind; 3rd – Heroism, Displacement; 4th – Confusion.

Possessions: None of note.

Fagen, Male Human Rog7: Medium Humanoid; CR 7; HD 7d6+7; hp 37; Init +7; Spd 30 ft.; AC 14,

touch 14, flat-footed 10 (+3 dexterity, +1 Dodge); Base Atk/Grp: +5/+6; Atk +6 melee (1d6+1, Short Sword) or +8 ranged (1d4+1, Dagger); Full Atk +6 melee (1d6+1, Short Sword) or +8 ranged (1d4+1, Dagger); SA Sneak Attack +4d6; SQ Evasion, Uncanny Dodge, Trap Sense +2; AL CN; SV Fort +3, Ref +8, Will +2; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills & Feats: Bluff +9, Climb +11, Disable Device +12, Hide +13, Listen +10, Open Lock +13, Move Silently +13, Search +12, Sense Motive +10, Spot +10, Swim +11; Combat Reflexes, Dodge, Improved Initiative, Mobility.

Languages: Common, Elven, Flan.

Possessions: None of note.

Rosetta, Female Dwarf Ftr7: Medium Humanoid; CR 7; HD 7d10+21; hp 71; Init +1; Spd 20 ft.; AC 12, touch 11, flat-footed 11 (+1 dexterity, +1 light steel shield); Base Atk/Grp: +7/+10; Atk +11 melee (1d8+5/x3, Battleaxe); Full Atk +11/+6 melee (1d8+5/x3, Battleaxe); SA +1 to hit vs orcs (and half-orcs); SQ Darkvision 60 ft, +2 saves vs poison, spells, spell-like effects, stonecunning; AL LN; SV Fort +8, Ref +3, Will +3; Str 16, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills & Feats: Climb +7, Jump +7, Swim +6, Spot +4; Cleave, Great Cleave, Improved Bull Rush, Power Attack, Toughness, Weapon Focus (Battleaxe), Weapon Specialization (Battleaxe).

Languages: Common, Dwarven.

Possessions: None of note.

Baron Bigbottle, Male Human Arist8: Medium Humanoid; CR 7; HD 8d8+16; hp 60; Init +3; Spd 30 ft.; AC 9, touch 9, flat-footed 9 (-1 dexterity); Base Atk/Grp: +6/+7; Atk +8 melee (1d8+1, longsword); Full Atk +8/+3 melee (1d8+1, longsword); AL NE; SV Fort +4, Ref +1, Will +9; Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 13.

Skills & Feats: Appraise +13, Diplomacy +16, Gather Information +12, Ride +10, Sense Motive +16; Diligent, Improved Initiative, Negotiator, Weapon Focus (longsword).

Languages: Common.

Possessions: None of note.

TWO- OR THREE-CHARACTER ENCOUNTER

Ogleby, Male Gnome Wizard8: Small Humanoid; CR 8; HD 8d4+16; hp 36; Init +2; Spd 20 ft.; AC 13, touch 13, flat-footed 11 (+2 dexterity, +1 size); Base Atk/Grp: +4/+4; Atk +4 melee (1d6-1, Heavy Mace) or +6 ranged (1d3, Acid Splash); Full Atk +4 melee (1d6-1, Heavy Mace) or +6 ranged

(Spells); SA gnome racial enemy; SQ *Speak with Animals*, 1/day, Lowlight vision, +2 to saves vs Illusions, spell-like abilities; AL LE; SV Fort +4, Ref +4, Will +7; Str 8, Dex 14, Con 15, Int 17, Wis 12, Cha 8.

Skills & Feats: Concentration +13, Craft (alchemy) +19, Knowledge (arcana) +14, Listen +5, Spellcraft +15, Spot +4; Brew Potion, Combat Casting, Scribe Scroll, Skill Focus (alchemy), Still Spell.

Languages: Common, Gnome, Undercommon.

Wizard Spells Prepared (4/5/4/4/2, save DC = 14 + spell level, +1 if illusion): 0 – *Acid Splash* (2), *Mending* (2); 1st – *Mage Armor*, *Enlarge Person* (2), *True Strike* (2); 2nd – *Daze Monster* (2), *Misdirection*, *Whispering Wind*; 3rd – *Heroism* (2), *Displacement*, *Keen Edge*; 4th – *Confusion* (2).

Spellbook: 0 – *Acid Splash*, *Resistance*, *Mending*, *Message*; 1st – *Comprehend Languages*, *Mage Armor*, *Enlarge Person*, *True Strike*, *Comprehend Languages*; 2nd – *Daze Monster*, *Misdirection*, *Whispering Wind*; 3rd – *Heroism*, *Displacement*, *Keen Edge*; 4th – *Confusion*, *Detect Scrying*.

Possessions: None of note.

Fagen, Male Human Rog8: Medium Humanoid; CR 8; HD 8d6+8; hp 42; Init +7; Spd 30 ft.; AC 14, touch 14, flat-footed 10 (+3 dexterity, +1 Dodge); Base Atk/Grp: +6/+7; Atk +7 melee (1d6+1, Short Sword) or +9 ranged (1d4+1, Dagger); Full Atk +7/+2 melee (1d6+1, Short Sword) or +9 ranged (1d4+1, Dagger); SA Sneak Attack +4d6; SQ Evasion, Uncanny Dodge, Improved Uncanny Dodge; AL CN; SV Fort +3, Ref +9, Will +2; Str 12, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills & Feats: Bluff +10, Climb +12, Disable Device +13, Hide +14, Listen +11, Open Lock +14, Move Silently +14, Search +13, Sense Motive +11, Spot +11, Swim +12; Combat Reflexes, Dodge, Improved Initiative, Mobility.

Languages: Common, Elven, Flan.

Possessions: None of note.

Rosetta, Female Dwarf Ftr8: Medium Humanoid; CR 8; HD 8d10+24; hp 81; Init +2; Spd 20 ft.; AC 13, touch 12, flat-footed 11 (+2 dexterity, +1 light steel shield); Base Atk/Grp: +8/+11; Atk +12 melee (1d8+5/19-20; x3, Battleaxe); Full Atk +12/+7 melee (1d8+5/19-20; x3, Battleaxe); SA +1 to hit vs orcs (and half-orcs); SQ Darkvision 60 ft, +2 saves vs poison, spells, spell-like effects, stonecunning; AL LN; SV Fort +9, Ref +4, Will +3; Str 16, Dex 14, Con 16, Int 10, Wis 12, Cha 6.

Skills & Feats: Climb +8, Jump +7, Swim +7, Spot +4; Cleave, Great Cleave, Improved Bull Rush, Improved Critical (Battle Axe), Power Attack, Toughness, Weapon Focus (Battleaxe), Weapon Specialization (Battleaxe).

Languages: Common, Dwarven.

Possessions: None of note.

Baron Bigboutte, Male Human Arist9: Medium Humanoid; CR 8; HD 9d8+18; hp 68; Init +3; Spd 30 ft.; AC 9, touch 9, flat-footed 9 (-1 dexterity); Base Atk/Grp: +6/+7; Atk +8 melee (1d8+1, longsword); Full Atk +8/+3 melee (1d8+1, longsword); AL NE; SV Fort +5, Ref +4, Will +9; Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 13.

Skills & Feats: Appraise +14, Diplomacy +17, Gather Information +13, Ride +11, Sense Motive +17; Diligent, Improved Initiative, Lightning Reflexes, Negotiator, Weapon Focus (longsword).

Languages: Common.

Possessions: None of note.

FOUR- TO SIX-CHARACTER ENCOUNTER

Ogleby, Male Gnome Wizard10: Small Humanoid; CR 10; HD 10d4+20; hp 45; Init +2; Spd 20 ft.; AC 13, touch 13, flat-footed 11 (+2 dexterity, +1 size); Base Atk/Grp: +5/+5; Atk +5 melee (1d6-1, Heavy Mace) or +7 ranged (1d3, Acid Splash); Full Atk +5 melee (1d6-1, Heavy Mace) or +7 ranged (Spells); SA gnome racial enemy; SQ *Speak with Animals*, 1/day, Lowlight vision, +2 to saves vs Illusions; AL LE; SV Fort +5, Ref +5, Will +8; Str 8, Dex 14, Con 15, Int 17, Wis 12, Cha 8.

Skills & Feats: Concentration +9, Craft (alchemy) +21, Knowledge (arcana) +16, Listen +6, Spellcraft +17, Spot +5; Brew Potion, Combat Casting, Scribe Scroll, Skill Focus (alchemy), Silent Spell, Spell Focus (Evocation), Still Spell.

Languages: Common, Gnome, Undercommon.

Wizard Spells Known/Prepared (4/5/5/4/4/2, save DC = 14 + spell level, +1 if illusion, +2 if evocation): 0 – *Acid Splash* (2), *Mending* (2); 1st – *Comprehend Languages*, *Mage Armor*, *Enlarge Person*, *True Strike* (2); 2nd – *Daze Monster* (2), *Misdirection*, *Shatter*, *Whispering Wind*; 3rd – *Heroism* (2), *Displacement*, *Keen Edge*; 4th – *Confusion* (2), *Detect Scrying*; 5th – *Mind Fog* (2).

Spellbook: 0 – *Acid Splash*, *Resistance*, *Mending*, *Message*; 1st – *Mage Armor*, *Enlarge Person*, *True Strike*, *Comprehend Languages*; 2nd – *Daze Monster*, *Misdirection*, *Shatter*, *Whispering Wind*; 3rd – *Heroism*, *Displacement*, *Keen Edge*; 4th – *Confusion*, *Detect Scrying*; 5th – *Mind Fog*.

Possessions: None of note.

Fagen, Male Human Rog10: Medium Humanoid; CR 10; HD 10d6+10; hp 53; Init +7; Spd 30 ft.; AC 14, touch 14, flat-footed 10 (+3 dexterity, +1 Dodge); Base Atk/Grp: +7/+8; Atk +8 melee (1d6+1, Short Sword) or +10 ranged (1d4+1, Dagger); Full Atk +8/+3 melee (1d6+1, Short Sword) or +10 ranged (1d4+1, Dagger); SA Sneak Attack +5d6; SQ Evasion, Uncanny Dodge, Improved Uncanny Dodge, Trap sense +3; AL CN; SV Fort +4, Ref +10, Will +3; Str 12, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills & Feats: Bluff +12, Climb +14, Disable Device +15, Hide +16, Listen +13, Open Lock +16, Move Silently +16, Search +15, Sense Motive +13, Spot +13, Swim +14; Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack.

Crippling Strike (Ex): A rogue with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of strength damage. Ability points lost due to damage return on their own at the rate of 1 point per day for each damaged ability.

Languages: Common, Elven, Flan.

Possessions: None of note.

Rosetta, Female Dwarf Ftr10: Medium Humanoid; CR 10; HD 10d10+20; hp 93; Init +1; Spd 20 ft.; AC 13, touch 12, flat-footed 11 (+2 dexterity, +1 light steel shield); Base Atk/Grp: +10/+13; Atk +15 melee (1d8+5/19-20; x3, Battleaxe); Full Atk +15/+10 melee (1d8+5/19-20; x3, Battleaxe); SA +1 to hit vs orcs (and half-orcs); SQ Darkvision 60 ft, +2 saves vs poison, spells, spell-like effects; AL LN; SV Fort +10, Ref +5, Will +4; Str 16, Dex 14, Con 16, Int 10, Wis 12, Cha 6.

Skills & Feats: Climb +9, Jump +9, Swim +8, Spot +4; Cleave, Dodge, Great Cleave, Greater Weapon Focus (Battle Axe), Improved Bull Rush, Improved Critical (Battle Axe), Power Attack, Toughness, Weapon Focus (Battleaxe), Weapon Specialization (Battleaxe).

Languages: Common, Dwarven.

Possessions: None of note.

Baron Bigboutte, Male Human Arist11: Medium Humanoid; CR 10; HD 11d8+22; hp 83; Init +3; Spd 30 ft.; AC 9, touch 9, flat-footed 9 (-1 dexterity, +1 dodge); Base Atk/Grp: +8/+9; Atk +10 melee (1d8+1, longsword); Full Atk +10/+5 melee (1d8+1, longsword); AL NE; SV Fort +5, Ref +4, Will +10; Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 13.

Skills & Feats: Appraise +16, Diplomacy +19, Gather Information +15, Ride +13, Sense Motive +19; Diligent, Improved Initiative, Lightning Reflexes, Negotiator, Weapon Focus (longsword).

Languages: Common.

Possessions: None of note.

ENCOUNTER FOUR

Male Elf Fighter9 (3): Medium Humanoid (elf); CR 9; HD 9d10+18; hp 81; Init +3; Spd 30 ft.; AC 19, touch 14, flat-footed 16 (+5 *Chain Shirt*+1, +3 dexterity, +1 *Ring of Protection* +1); Base Atk/Grp: +9/+11; Atk +15/10 ranged (1d8+6, +2 *Composite Longbow of Str* +2) or +12/7 melee (1d8+2, MW Long sword); Full Atk +15/10 ranged (1d8+6, +2 *Composite Longbow of Str* +2) or +13/+13/+8 ranged (1d8+4, rapid shot) or +12/7 melee (1d8+2, MW Long sword); SQ Immune to magical sleep, +2 vs Enchantments, Low-Light Vision; AL CN; SV Fort +9, Ref +7, Will +5; Str 14, Dex 16, Con 14, Int 8, Wis 12, Cha 10.

Skills & Feats: Climb +4, Craft (bowmaking) +2, Jump +4, Listen +3, Search +1, Spot +3, Swim+3, Ride+4; Dodge, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Sharp Shooting^{CW}, Shot on the Run, Weapon Focus (longbow), Weapon Specialization (longbow).^{CW}*Complete Warrior.* *Languages:* Elven, Common.

Possessions: +2 *Composite Longbow of Str* +2 (6600gp), +1 *Chain shirt* (1250gp), MW Longsword (315gp), 80 Arrows (4 gp), *Potion of Pass Without Trace* (50gp), *Potion of Cure Light Wounds* (50gp), +1 *Cloak of Resistance* (1000gp), *Ring of Protection* +1 (2000gp).

Male Elf Fighter11 (3): Medium Humanoid (elf); CR 11; HD 11d10+22; hp 99; Init +4; Spd 30 ft.; AC 20, touch 15, flat-footed 16 (+5 *Chain Shirt*+1, +4 dexterity, +1 *Ring of Protection* +1); Base Atk/Grp: +11/+13; Atk +19/14/9 ranged (1d8+7, +2 *Composite Longbow of Str* +2) or +14/9/4 melee (1d8+2, MW Long sword); Full Atk +19/14/9 ranged (1d8+7/19-20, +2 *Composite Longbow of Str* +2) or +17/+17/+12/+7 ranged (1d8+7/19-20, rapid shot) or +14/9/4 melee (1d8+2, MW Long sword); SQ Immune to magical sleep, +2 vs Enchantments, Low-Light Vision; AL CN; SV Fort +11, Ref +9, Will +6; Str 14, Dex 18, Con 14, Int 8, Wis 12, Cha 10.

Skills & Feats: Climb +5, Craft (bowmaking) +2, Jump +4, Listen +3, Search +1, Spot +3, Swim+4, Ride+5; Dodge, Mobility, Point Blank

Shot, Precise Shot, Ranged Disarm^{CW}, Rapid Shot, Sharp Shooting^{CW}, Shot on the Run, Weapon Focus (longbow), Weapon Specialization (longbow).^{CW}*Complete Warrior.*

Languages: Elven, Common.

Possessions: +2 *Composite Longbow of Str* +2 (8600gp), +1 *Chain shirt* (1250gp), MW Longsword (315gp), 80 Arrows (4 gp), *Potion of Pass Without Trace* (50gp), *Potion of Cure Light Wounds* (50gp), +2 *Cloak of Resistance* (4000gp), *Ring of Protection* +1 (2000gp), *Boots of Elvenkind* (2500gp), *Gloves of Dexterity* +2 (4000gp).

ENCOUNTER 8

Ardulace of House Tormtor; Drow elf Clr12: CR 13; ECL 14; Size M; HD 12d8; hp 84; Init +3; Spd 20 ft (base 30 ft); AC 24, touch 14, FF 21; BAB +9/+4; Grapple +11; Atk: +12/+7 melee (1d6 + 3/crit 18-20, Rapier +1), +13/+8 ranged (1d4/crit 19-20, Crossbow, hand MW); SA Poison, spell-like abilities; SQ Drow traits, Light Blindness, Darkvision 120 ft., immune to sleep effects; SR 23; AL LE; SV Fort +9, Ref +9, Will +12; Str 14, Dex 16, Con 12, Int 12, Wis 19, Cha 10.

Languages spoken: Common, Elven, Undercommon, Gnome

Skills and Feats: Bluff +5, Concentration +17, Diplomacy +10, Disguise +5, Hide +10, Listen +10, Spellcraft +2, Spot +9; Alertness, Divine Vigor^{CW}, Lightning Reflexes, Skill Focus (hide), Skill Focus Concentration.

Special Abilities: Aura, Domain Evil, Domain Trickery, Poison, Spell Resistance, Spontaneous Casting, Turn or Rebuke Undead.

Racial Spells Known: 0--*Dancing lights, Faerie fire.*

Clr Spells Prepared (6/7/6/6/5/4/3): -0--*Cure minor wounds* (2), *Detect magic* (2), *Inflict minor wounds*, *Resistance*, 1—*Bless*, *Blessed aim*^{SC}, *Cure light wounds*, *Divine favor*, *Magic weapon*, *Protection from good**, *Shield of faith*, 2--*Bull's strength*, *Cure moderate wounds*, *Inflict moderate wounds*, *Invisibility**, *Spiritual weapon*, *Summon monster ii*, 3--*Clutch of orcus*^{SC}, *Cure serious wounds*, *Energy vortex*^{SC}, *Flame of faith*^{SC}, *Magic circle against good**, *Ring of blades*^{SC}, 4—*Confusion**, *Cure critical wounds*, *Divine power*, *Inflict critical wounds*, *Summon monster iv*, 5—*Dispel Good**, *Flame strike*, *Righteous might*, *Righteous wrath of the faithful*^{SC}, 6--*Mass bull's strength*, *Mislead**, *Summon Monster vi*.^{SC}*Spell Compendium.*

*Domain spell. *Domains:* Evil (You cast evil spells at +1 caster level), Trickery (Adds Bluff, Disguise, and Hide to class skills).

Possessions: 740 gp, Hand mw crossbow, Amulet of health +2, Silver holy symbol, Ring of protection +1, Periapt of wisdom +2, Rapier +1, Amulet of natural armor +1, Breastplate +2, Buckler +2, Silent lesser rod of metamagic.

Description: Ardulace was born into the upper echelons of House Tormtor, the eldest daughter of the house matron who was daughter of a high matron. She is built more like a human than an elf, and the appearance makes her look heavy or fat, something she is rather vain about. Ardulace is a historian as well as a priestess, and the two professions have served her well as she uses her investigations of the past to weave her webs for the future. Ardulace values power within the hierarchy of the drow above all other things and sees all other people as stepping stones on her path to ascension to her destined role as High Matron. She is aloof and detached from all others, barking orders, even at her drow bodyguards, that demonstrate severity and an expectation to be obeyed. Ardulace is aware of the High Matron's position on the treaty, and understands her belief that the surface-dwellers may prove useful in the battle against Asberdies and his strange machinations and abominations; she also knows that House Despana is against the idea. Ardulace has a large adamantine spider holy symbol she displays prominently about a chain and that she twiddles in her fingers when she is deep in contemplation.

Divolg of House Tormtor; Drow elf Wiz8: CR 9; Size M; HD 8d4+8; hp 33; Init +3; Spd 30 ft; AC 16, touch 14, FF 13; BAB +4; Grapple +5; Atk: +8 ranged (1d8/crit 19-20, Crossbow, light MW), +6 melee (1d4 + 1/crit 19-20, Dagger MW); SA Poison, spell-like abilities; SQ Drow traits, Light Blindness, Darkvision 120 ft., immune to sleep effects; SR 19; AL LE; SV Fort +6, Ref +6, Will +7; Str 12, Dex 16, Con 12, Int 18, Wis 10, Cha 10.

Languages spoken: Common, Elven, Undercommon, Draconic, Drow Sign, Gnome, Goblin

Skills and Feats: Knowledge (Dungeoneering) +15, Concentration +12, Decipher Script +15, Knowledge (Arcana) +15, Knowledge (History) +9, Spellcraft +17, Knowledge (Local - Sheldomar Valley) +10; Combat Casting, Craft Wand, Great Fortitude, Toughness, Scribe Scroll.

Special Abilities: Darkvision, Familiar, Poison, Spell Resistance.

Racial Spells Known: 0--*Dancing lights, Darkness, Faerie fire.*

Wiz Spells Known (4/5/4/4/3): 0--*Acid splash, Arcane mark, Dancing lights, Daze, Detect magic, Detect poison, Disrupt undead, Flare, Ghost sound, Light, Mage hand, Mending, Message, Open/close, Prestidigitation, Ray of frost, Read magic, Repair minor damage^{SC}, Resistance, Touch of fatigue, 1--Backbiter^{SC}, Burning hands, Enlarge person, Hail of stone^{SC}, Incite^{SC}, Inhibit^{SC}, Mage armor, Magic missile Lesser orb of acid^{SC}, Reduce person, Remove Scent^{SC}, Shocking grasp, Summon monster i 2--Aiming at the Target^{SC}, Daze monster, Fireburst^{SC}, Minor image, Phantasmal assailants^{SC}, Scorching ray, Sting Ray^{SC}, Summon monster ii 3--Dispel magic, Fireball, Invisibility sphere, Lightning bolt, Spiderskin^{SC}, Suggestion 4--Burning blood^{SC}, Confusion, Greater invisibility.*

Wiz Spells Prepared (4/5/4/4/3): 0--*Acid splash (2), Daze, Detect magic, 1--Backbiter^{SC}, Burning hands, Hail of stone^{SC}, Magic missile, Lesser orb of acid^{SC}, 2--Fireburst^{SC}, Phantasmal assailants^{SC}, Scorching ray, Summon monster ii, 3--Fireball, Invisibility sphere, Lightning bolt, Suggestion, 4--Burning blood^{SC}, Confusion, Greater invisibility.*^{SC} *Spell Compendium.*

Possessions: 143 gp, Light mw crossbow, Dagger mw, Wizard's spellbook, Spell component pouch, Bat familiar, Wand of enlarge person, Bracers of armor +2, Ring of protection +1, Cloak of resistance +1, Wand of magic missile (1st), Wand of shocking grasp.

Description: Divolg is a young wizard in the halls of the drow, and this trek is as much a chance for him to avoid enemies he's made in the academy of wizardry as it is a chance for him to represent his house. Like most drow wizards, he is small and thin, and matches the description one expects of an elf, except for the blackish tint of the skin and the color of the eyes, his being lavender. Divolg is an alchemist of no small measure, and is adept at many forms of botany and herbalism. He seeks to observe some of the surface fauna for his own purposes while on the journey. Motivated primarily by his personal goals, he understands he exists at the whim of the house matron, and, by proxy, of Ardulace, and as such he seeks to curry her favor when he can. Divolg shows little interest in speaking with anyone who does not show some skill at arcane magic, and will quickly lose interest

if they are not wizards, with whom he will discuss the nuances of how magic works. Divolg is aware of his house's position on the alliance, but he himself does not care one way or the other—all alliances are but ephemeral things to elves after all. Divolg's left forearm is horribly scared, as if burned or torn away in some horrific manner. The scarring extends down to his left hand and the last two fingers of that hand are feeble and seem unresponsive, though they do not seem to prevent Divolg from using his magic.

Relonor of House Tormtor; Drow elf Ftr6/EWM2: CR 9; Size M; HD 8d10+8; hp 66; Init +3; Spd 20 ft (base 30 ft); AC 21, touch 13, FF 18; BAB +8/+3; Grapple +11; Atk: +13/+8 melee (2d4 + 6, Chain, spiked +1), +12/+7 ranged (1d8/crit x3, Longbow MW); SA Poison, spell-like abilities; SQ Drow traits, Light Blindness, Darkvision 120 ft., immune to sleep effects; SR 19; AL LE; SV Fort +10, Ref +6, Will +4; Str 16, Dex 16, Con 12, Int 12, Wis 12, Cha 10. *Exotic Weapon Master, Complete Warrior, page 30.*

Languages spoken: Common, Elven, Undercommon, Gnome

Skills and Feats: Climb +5, Craft (Weaponsmith) +5, Handle Animal +5, Intimidate +6, Jump +5, Ride +8, Swim +5; Cleave, Combat Reflexes, Exotic Weapon Proficiency (chain, spiked), Improved Sunder, Power Attack, Weapon Focus (chain, spiked), Weapon Specialization (chain, spiked).

Special Abilities: Darkvision, Poison, Spell Resistance.

Racial Spells Known: 0--*Dancing lights, Darkness, Faerie fire.*

Exotic Weapon Stunt (Ex): Exotic Reach: When wielding an exotic weapon with reach, the character may make an attack of opportunity against a foe that provokes such an attack even if the foe has cover (but not total cover).

Exotic Weapon Stunt (Ex): Flurry of Strikes: When wielding an exotic double weapon or spiked chain with both hands, the character can elect to use a full attack action to make a flurry of strikes. When doing so, he may make one extra attack in the round at his full base attack bonus, but this attack takes a -2 penalty, as does each other attack made in that round and until the exotic weapon master's next turn. The extra attack may be with either end of the double weapon.

Possessions: 479 gp, Breastplate +1, Buckler +1, Longbow mw, Cloak of resistance +1, Arrows (20), Adamantine spiked chain +1.

Description: Relonor is the strongest of the House Tormtor warriors, having proven himself in battle against other houses and other enemies time and again, and he is a favorite of Ardulace. Tall and muscular for an elf, he wears his white hair shaven short, almost to the scalp, where it reveals a number of scars. Wielding a spiked chain with deadly mastery, Relonor believes in the application of brute force to solving problems and sees little value in speech. He is loyal to his house and sees that loyalty as the same as his devotion to Lloth- he serves both blindly and obediently and believes that both are the source of his personal strengths and successes. Relonor has a hatred for the shorter races, particularly gnomes and halflings (whom he has trouble distinguishing from gnomes), due to an encounter with a group of svrifniblen early in his career; an encounter that went very badly. He will avoid such creatures at all costs, but will not suffer embarrassment through this avoidance. With others, he is standoffish and curt. He knows little of the family's stance on the alliance, but does know that the House of Noquar lacks a coherent position, and that much he will reveal. Relonor is never without his spiked chain, which he wears on a special sash around his waist when he is not wielding it.

Jyslin of House Despana; Drow elf Clr12: CR 13; Size M; HD 12d8+12; hp 93; Init +1; Spd 20 ft (base 30 ft); AC 26, touch 12, FF 25; BAB +9/+4; Grapple +11; Atk: +12/+7 melee (1d8 + 3, Mace, heavy +1), +11/+6 ranged (1d8/crit 19-20, Crossbow, light MW); SA Poison, spell-like abilities; SQ Drow traits, Light Blindness, Darkvision 120 ft., immune to sleep effects; SR 23; AL CE; SV Fort +10, Ref +7, Will +12; Str 14, Dex 12, Con 14, Int 14, Wis 19, Cha 10.

Languages spoken: Common, Elven, Undercommon, Drow Sign, Gnome

Skills and Feats: Concentration +12, Diplomacy +13, Heal +13, Knowledge (Planes) +12, Knowledge (Religion) +12, Spellcraft +14; Combat Casting, Divine Spell Power^{CD}, Divine Vigor^{CW}, Lightning Reflexes, Shielded Casting^{RS}.
^{CD}Complete Divine, ^{CW}Complete Warrior, ^{RS}Races of Stone.

Special Abilities: Aura, Bonus Languages, Darkvision, Domain Destruction, Domain Evil,

Poison, Spell Resistance, Spontaneous Casting, Turn or Rebuke Undead.

Racial Spells Known: 0--*Dancing lights*, *Darkness*, *Faerie fire*.

Cleric Spells Prepared (6/7/6/6/5/4/3): 0--*Cure minor wounds* (2), *Detect magic* (2), *Inflict minor wounds*, *Resistance*, 1--*Command*, *Cure light wounds*, *Divine favor*, *Entropic shield*, *Inflict light wounds**, *Shield of faith*, *Summon monster i*, 2--*Bull's strength*, *Cure moderate wounds*, *Hold person*, *Inflict moderate wounds*, *Shatter**, *Spiritual weapon*, 3--*Contagion**, *Cure serious wounds*, *Dispel magic*, *Inflict serious wounds*, *Invisibility purge*, *Summon monster iii*, 4--*Assay resistance*^{SC}, *Cure critical wounds*, *Divine power*, *Inflict critical wounds**, *Revenge*^{SC}, 5--*Blistering radiance*^{SC}, *Flame strike*, *Mass inflict light wounds**, *Righteous wrath of the faithful*^{SC}, 6--*Harm**, *Mass cure moderate wounds*, *Vigorous circle*^{SC}. ^{SC} *Spell Compendium*.

*Domain spell. *Domains:* Evil (You cast evil spells at +1 caster level), Destruction (You gain a smite attack once per day - +4 bonus on attack rolls and bonus on damage equal to cleric level).

Possessions: 3833 gp, Light mw crossbow, Amulet of health +2, Silver holy symbol, Pearl of power 1st-level, Ring of protection +1, Periapt of wisdom +2, Heavy +1 mace, Full plate +2, Heavy steel +2 shield, Scroll of cure light wounds (div), Scroll of resist energy (div).

Description: Jyslin exudes authority, as so many drow women do, and took that authority, and holds that authority, in that same manner. She moves with a grace and a precision that belies strength and a predatory nature that lurk just below her surface. Jyslin now seeks the highest throne- that of the High Matron of the Church- and she works diligently to increase her knowledge of Lloth and the affairs of the planes to achieve that power. She is driven by her insatiable desire to rule over the drow, and obeys her Matron only as it suits her, as she must to bide her time. Jyslin cannot stand the task she has been given, despising the sun and all the things that crawl under it, but sees the family's plan and seeks to use the escorts to her advantage when she can. She knows her family is against the alliance, though she will pretend to be undecided on the matter; she knows that House Tormtor is in favor of the alliance and will try to lead the escorts to believe otherwise. Jyslin has a crackle to her high-pitched voice, as if she were trying to make her normally child-like voice sound more menacing—the sound is at once

both amusing and disconcerting, but laughter never seems an appropriate response.

Istolil of House Despana; Drow elf Rog5/Asn3: CR 9; Size M; HD 8d6+8; hp 42; Init +8; Spd 30 ft; AC 21, touch 13, FF 18; BAB +5; Grapple +6; Atk: +10 melee (1d6 + 2/crit 18-20, Rapier +1), +10 ranged (1d8/crit 19-20, Crossbow, light MW); SA Poison, spell-like abilities, Sneak attack (+5d6), death attack (DC 16); SQ Drow traits, Light Blindness, Darkvision 120 ft., immune to sleep effects, Improved Uncanny Dodge, Evasion, Trap Sense +1, Save bonus against poison +1; SR 19; AL CE; SV Fort +4, Ref +12, Will +3; Str 12, Dex 18, Con 12, Int 16, Wis 10, Cha 10.

Languages spoken: Common, Elven, Undercommon, Drow Sign, Gnome

Skills and Feats: Appraise +8, Balance +10, Bluff +3, Disable Device +12, Disguise +8, Hide +11, Jump +7, Listen +9, Move Silently +11, Open Lock +13, Search +14, Spot +9, Tumble +12, Use Magic Device +4; Combat Expertise, Improved Initiative, Weapon Finesse.

Special Abilities: Darkvision, Death Attack, Evasion, Improved Uncanny Dodge, Poison, Poison Use, Save Bonus against Poison, Sneak Attack, Spell Resistance, Trap Sense, Trapfinding, Uncanny Dodge.

Asn Spells Known (3/2): 1--*Feather fall*, *Insightful feint*^{SC}, *True strike*, 2--*Ice knife*^{SC}, *Invisibility*.

Racial Spells Known: 0--*Dancing lights*, *Darkness*, *Faerie fire*.

Asn Spells Prepared (3/1): 1--*Insightful feint*^{SC} (2), *True strike*, 2--*Invisibility*. ^{SC} *Spell Compendium*.

Possessions: 230 gp, Light mw crossbow, Masterwork thieves' tools, Cloak of resistance +1, Rapier +1, Buckler +1, Chain shirt +2.

Description: Istolil is everyone's friend and brother, and he has endured and secured his place through making sure that no one who can say otherwise is alive to say it. Cheerful for a drow, Istolil smiles more than any other member of the party, his perfect teeth and gleaming eyes endearing him to many a heart, both drow and otherwise. Istolil is a scoundrel of the highest order, a scout of the greatest skill, a gambler of questionable luck, and will proudly describe himself as such. Beneath the smile is the calculating mind of one of House Despana's top spies, one who may actually know more of his

House Matron's desires than even his Mistress on this mission knows, and that calculating mind is what keeps him alive. Istolil is friendly to any who show a decent respect for his nature- that being drow, and a decent intent to gamble with him, Istolil's favorite method of winning new friends. He knows well where each house stands, though he will attempt to muddy the issue where he can— implying that Tormtor is against the alliance, Noquar might be for it, and Despana seems undecided, purposely trying to win the escorts over as temporary allies as his Mistress has commanded. Istolil's smile stands out amongst his fellows, as does his habit of toying with his bone dice when he is bored or thinking.

Merinid of House Despana; Drow elf Bbn2/Ftr6: CR 9; Size M; HD 2d12+2 + 6d10+6; hp 69; Init +1; Spd 20 ft (base 30 ft); AC 21, touch 11, FF 20; BAB +8/+3; Grapple +11; Atk: +13/+8 melee (1d8 + 6/crit 17-20, Longsword +1), +10/+5 ranged (1d8 + 3/crit x3, Longbow, mighty (+3 Str) composite MW); SA Poison, spell-like abilities, Rage 1/day; SQ Drow traits, Light Blindness, Darkvision 120 ft., immune to sleep effects, Uncanny Dodge; SR 19; AL CE; SV Fort +10, Ref +4, Will +4; Str 17, Dex 12, Con 12, Int 14, Wis 13, Cha 10.

Languages spoken: Common, Elven, Undercommon, Drow Sign, Gnome

Skills and Feats: Climb +10, Intimidate +11, Survival +6, Jump +10, Listen +8, Swim +10; Combat Expertise, Distracting Attack^{MH}, Extend Rage^{CW}, Improved Critical (longsword), Powerful Charge^{MH}, Weapon Focus (longsword), Weapon Specialization (longsword).^{MH} *Miniatures Handbook*,^{CW} *Complete Warrior*.

Special Abilities: Darkvision, Fast Movement, Illiteracy, Poison, Rage, Spell Resistance, Uncanny Dodge.

Racial Spells Known: 0--*Dancing lights*, *Darkness*, *Faerie fire*.

Possessions: 1364 gp, Mighty longbow (+3 str) composite mw, Arrows (20), Breastplate +1, Amulet of natural armor +1, Longsword +1, Heavy steel +1 shield, Cloak of resistance +1.

Description: Merinid of House Despana is a brutal man, scarred with the signs of the numerous battles he has seen, both in the arena and in the service of his House Matron. He is tall and broad for an elf, and, when not in battle, moves more like a human plodding on to his destination. Wielding a long sword with brutal strength more than

precision, Merinid hacks his way through any problem that presents itself. He is also skilled in surviving in the underdark and makes use of that skill until they reach the surface. Merinid is a bitter and broken specimen of a drow male, serving his matron out of fear and remembered pain at previous failings. He does as his Mistress bids while wishing her ill that he never speaks of. Merinid sees the escorts as enemies, as he sees all non-drow who wield weapons. He obeys the Mistress's command to try to make friends while hoping that it provides him a later opportunity to kill them. Merinid knows that House Noquar will not reach the council meeting and it makes him smile to himself from time to time, pleased at the potential for violence. Merinid keeps his head shaved, partially to set himself aside and partially to reveal the horrific criss-crossing of scars that cover his scalp. These scars and the seething anger that seems to ever boil just below the surface set Merinid apart from the others even when he is among them.

APPENDIX 7 – ALL APLS

THE DROW SLAVES

There will likely be a need for NPC slaves to fill out the ranks of those who are not PC-slave porters for the drow. Each family is assigned two slave-porters, but they are not, as is common, aligned to the houses. The drow diplomats accepted those slaves appointed from the pits of the High Priestess to avoid “plants” and “secret assassins” being brought along subversively by any one house to the detriment of the others. As such, any slaves that are not PCs are not aligned to any house and show little interest in any combats—they had no trouble fighting each other in the arena for the chance at freedom, but have been broken beyond the desire to fight for their own freedom against the drow or to side with any family in the battle that is to come.

The following NPCs can be used as the slave-porters, should the party demonstrate curiosity or interest in these NPCs. With the exception of the first, none actively take part in the module unless the party pursues their involvement. If there are Player Characters that began the module as slave-porters themselves, they replace the members of this list from the bottom to the top (leaving the first NPCs as the most likely to be encountered, unless the party is all slaves).

Aure’Agics Goldhand, Male dwarf Rog3

Aure is a fully shaved dwarf (the one encountered sitting on the rock in Encounter 3 if no player character slaves are present) who remembers nothing of his life before becoming a slave to the drow. He is scarred across most of his back and shoulders, or as much of it as you can see, and there are some deep scars that run across his clean-shaven head and face. Aure’Agics is quick for a dwarf, and his ability to move just a little more than his fellows has kept him alive amongst his fellow slaves for many years. Aure craves nothing, seeks nothing, and expects nothing but death at the hands of the drow—the proposition that they will be freed at the end of the journey is too unbelievable for him to even hope for. Of all the slaves, Aure’Agics is the most talkative and likely to spend times amongst the PCs, though he also appears in some ways to be the most broken of the slaves as well. He knows much of the politics

of the families—that Tormtor favors alliance, that Despana is against it, and that Noquar is undecided or not stated—and will gladly share this if he is asked about it while none of the drow are around. Aure’Agics stands out, other than for being clean-shaven and heavily scarred, for his golden-capped canine teeth, which the drow apparently gave up on trying to take away from him.

Malachus, Male human Clr3

Malachus is a recent capture, a servant of Delleb like his leader, whom the drow apparently still hold below (or so he thinks...). Thin and wiry, Malachus is perpetually nervous and is disturbed now by his acts in the arena, where he was forced to fight other slaves for his life. A talented healer if called upon, Malachus shows little interest in anything but reaching the end of this trek and gaining his promised freedom, after which he plans to atone for his acts while serving the drow. Malachus mumbles to himself incessantly about “those poor souls” though he is unwilling to reveal more, simply calling on Delleb to protect them all on this journey and that they live long enough to gain insight from what has happened.

Shebeme, Female half-orc Bbn3

Large, brusque, and ugly, Shebeme is a half-orc female taken from an underground orcish tribe, where she was slowly earning respect as a warrior. She speaks no common and wishes no interaction with anyone from the party, unless they are half-orcs. The drow have explained to her that she will go free when they reach the human city and she looks forward to that day eagerly, hoping to return to her home beneath the earth as soon as possible. She will try to convince any strong half-orc player characters to join her.

Quintin Smallfires, Male halfling Exp6

Quintin was a cook for several years at a bakery he owned in Hardwick before the “Great Fall” as he calls it. Round even for a halfling with prodigious amounts of ear hair, Quintin is truly an amazing pastry cook, and has been used as a cook by the drow since they took him prisoner shortly after the “Great Fall”. Having angered a Priestess by refusing to use human body parts in pastries (though not in meat-pies); he eventually landed himself with most of the other prisoners in hard labor. At the thought of gaining his freedom,

Quintin was one of the first to arm himself and seek out others to kill, for the idea of getting back up top and opening a new bakery and forgetting all this nastiness below is his only dream, and now all he lives for. Quintin will have little to say to the party, and will tend to redirect any questions he is asked back at the party in the form of questions about Hardwick (or Hardwick Falls, as it is now called) and pastries they've tried.

Dorhan Steelheart, Female dwarf Ftr3

Dorhan was born the daughter of a weaker and lesser dwarven family and fought her whole life to prove the strength of her family. She is tall for a dwarf, but leaner than many of her fellows, and she uses her build to her advantage, using her greater reach to strike and her suppleness to dodge out of the way. Had she not been captured by a drow slaving party, she'd likely have earned a high position amongst the dwarven warriors and would have made her family proud. In her mind, she formulates her return to the dwarven citadel at Urrakbek where she plans to raise a team to take vengeance upon these drow that enslaved her and her kin. She knows little of the goings-on of the drow nor is she interested in their affairs, only wishing a chance at freedom to return to take her revenge. She is stand-offish except to any dwarves, whom she will question for information about her family and clan.

Epimezius Aundrancachou, Male gnome Wiz3

This gnome is, or was, an alchemist before he was captured while collecting rare subterranean mushrooms and lichens. He has a mop of bright red hair atop his head and he is often squinting (as he lost his glasses in the encounter in which he was captured). Epimezius has spent most of his time as a slave mining and toiling in a variety of the drows' work camps and has fared better than any would have expected. He is eager to get back to Loftwick, and from there to home, and see what some of the new substances he has secreted about his person do...Epimezius has little useful knowledge for the party and can't see clearly enough to be sure that who he is talking to is who he thinks it is, making some of the conversations with him strange.

HOUSE NOQUAR

There is little to no chance of House Noquar surviving to make it to Loftwick. They will either be eliminated by the other two families or flee to avoid such a fate. There is no chance they will accept healing or any type of revivification from the player

characters or the other families. As such, each of the members of House Noquar is only listed once here as part of a description. If it is necessary to use statistics (skills or feats, ability checks, etc), assume that they are identical to the character listed with them for statistical purposes, and that they differ in the personality as listed.

"Pellanistra of House Noquar"

(If statistics are necessary for Pellanistra, use the matching statistics at that level for Jyslin of House Despana)

Description: Pellanistra is young, and her position in this assemblage, though she considers it a sign of honor worthy of her due respect, is actually almost a sacrificial offering by the Matron of House Noquar. Pellanistra thinks herself a favorite of the Matron; nothing could be further from the truth. Pellanistra is shorter than any other drow with the party, but her size does not prevent her from projecting the loudest voice. Pellanistra is not as smart as several others of the House Mistresses, but she is persistent, determined, and apparently blessed with luck, though that seems to be running out. As Lloth despises luck, it being the thing that allows the fly to escape the well-laid web, so too do several of the other Mistresses despise Pellanistra, which does not seem to bother her in the slightest. Pellanistra commands by overshooting the others, being forceful and demanding in her expectations of all others, especially these new volunteer slaves (she seems unclear on non-drow being anything but slaves). She has little useful knowledge, the House Matron having told her that she would receive more instructions when she reached the overworld capital, though she does know that the Matrons and Mistresses of House Noquar had not yet decided their position when she left. Pellanistra is more recognizable by her voice, which often precedes her in recognition.

"Belgos of House Noquar"

(If statistics are necessary for Belgos, use the matching statistics at that level for Divolg of House Tormtor, with the exceptions of the limited spells he has available, as listed in Encounter 3: Family Politics)

Description: Belgos is an old drow, the oldest you've ever seen and clearly the oldest in this party, though not nearly as old as several elves you have met are alleged to be. His emaciated frame cracks as he moves, as broken bones and joints that seem to have healed poorly pull at the man. Even with his apparent infirmity, there is a sharpness to Belgos' eye that shows why he is still a part of his drow house, even if you fail to notice

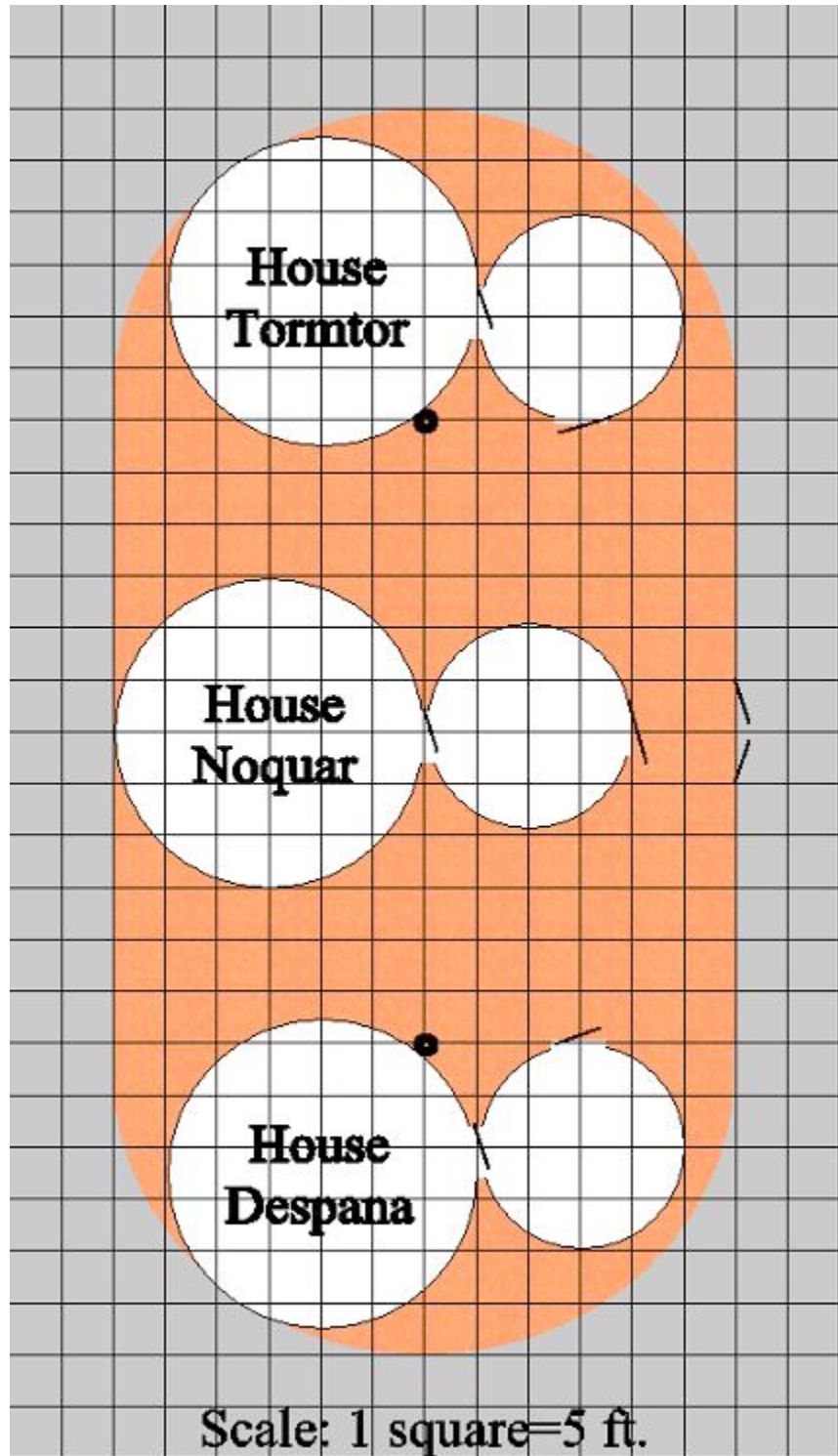
the intricate arcane patterns woven black-on-black into his robe and cloak. Belgos values his own life above all else and pursues knowledge of what the other drow in the party are up to through any means he can, fearful that such an extended stay away from the city can only spell doom for a house assemblage with a weak leader, as he sees Pellanistra to be. Belgos is impatient and demanding of non-drow, but submissive, almost sycophantic, to other drow, as he struggles to hold his position against the infirmities of numerous battles and age. Belgos knows that House Noquar is undecided and he realizes that this is a dangerous position to be in, so he is unlikely to reveal as much to anyone, though he will be curious what others know. Belgos is easily recognizable by his embroidered robe and cloak, which bear arcane symbols instead of web-work, and by the creaking and cracking sounds he makes when he stands and walks.

“Anatlab of House Noquar”

(If statistics are necessary for Anatlab, use the matching statistics at that level for Merinid of House Despana)

Description: Anatlab is the oldest living brother of Pellanistra and one of her most ardent supporters, and as such was selected to go with her on this sojourn. Anatlab is shorter than the other male drow, though not as short as his sister, and he is perhaps the youngest of the drow, somewhat unsure of himself around this pack of hardened veterans, though he would fight to prove otherwise to anyone who presumed to say as much. Anatlab cares for little but his sister, whom he feels he owes his life to, and he will do anything to protect and save her from harm. Anatlab hates humans and half-orcs, but doesn't mind dwarves or the other shorter races, whom he finds somewhat entertaining, as his family once had a gnome jester. Other than this dislike for humans and half-orcs, Anatlab is eager to prove himself worthy of this trip, and as such seeks approval from wherever he can find it, making him fairly amenable to the party if they acknowledge and recognize his obvious superiority to them in every way. Anatlab knows that the House Noquar has not decided where it stands on the issue of alliance with the surface-dwellers, although he has little understanding of why this seems to bother Pellanistra and Belgos so much. Anatlab stands out amongst the drow as the most and least drow-like, almost as if he is trying too hard to be what a drow is supposed to be without a clear enough understanding of what that is.

DM AID: MAP #1 – THE DROW PAVILION



DM AID: NEW RULES

NEW FEATS

Badge of Bondage [General] (*Dragon #315, January 2004*)

Your experiences as a slave have made you more resistant to torture and mental manipulation.

Prerequisite: Your body must bear some obvious sign of your former bondage—whip scars on your back, an owner's brand on your neck, or the like.

Benefit: You receive a +1 insight bonus on all Fortitude and Will saves. You also receive a +2 competence bonus on Bluff checks.

Distracting Attack [General] (*Miniatures Handbook*)

You are skilled at interfering with opponents in melee..

Prerequisite: base attack bonus +1.

Benefit: When you make a melee attack against a creature, whether you are successful or not, all other creatures get a +1 circumstance bonus on attack rolls against that creature until the start of your next turn.

Special: A fighter may select Distracting Attack as a bonus feat.

Divine Spell Power [Divine] (*Complete Divine*)

You can channel energy into some of your divine spells to make them more powerful.

Prerequisite: Ability to turn undead or rebuke undead.

Benefit: You can spend a turn or rebuke attempt as a free action and roll a turning check (with a special +3 bonus, plus any other modifiers you'd normally apply to your turning check). Treat the result of the turning check as a modifier to your caster level on the next divine spell you cast in that round.

For example, if a cleric used this feat and rolled a 16 on his turning check, he would add a +2 bonus to his caster level for the next divine spell he casts in the round. Had he rolled an 8, he would instead apply a –1 penalty to his caster level for the next divine spell he cast in the round.

If you don't cast a divine spell before your next turn, you lose the effect of the check result. This feat has no effect on your arcane spellcasting ability.

Divine Vigor [Divine] (*Complete Warrior*)

You can channel energy to increase your speed and durability.

Prerequisite: Turn or rebuke undead ability.

Benefit: As a standard action, spend one of your turn or rebuke undead attempts to increase your base speed by 10 feet and gain +2 temporary hit points per character level. These effects last a number of minutes equal to your Charisma modifier.

Extend Rage [General] (*Complete Warrior*)

You are able to maintain your rage longer than most.

Prerequisite: Rage or frenzy ability.

Benefit: Each of the uses of your rage or frenzy ability lasts an additional 5 rounds beyond its normal duration.

Special: You can take this feat multiple times. Its effects stack.

Eyes in the Back of Your Head [General] (*Complete Warrior*)

Your superior battle sense helps minimize the threat of flanking attacks.

Prerequisite: Wis 13, base attack bonus +1.

Benefit: Attackers do not gain the usual +2 bonus on their attack rolls when flanking you. This feat grants no effect whenever you are attacked without benefit of your Dexterity modifier to Armor Class, such as when you are flat-footed. You may still be sneak-attacked when flanked.

Normal: When you are flanked, the flanking opponents receive a +2 bonus on their attack rolls against you.

Powerful Charge [General] (*Miniatures Handbook*)

You can charge with extra force.

Prerequisite: Medium or larger, base attack bonus +1.

Benefit: When you charge, if your melee attack hits, it deals an extra 1d8 points of damage (if you're Medium). For Large creatures, the extra damage is 2d6; for Huge, 3d6; for Gargantuan, 4d6; for Colossal, 6d6.

This feat works only when you make a charge. It does not work when you're mounted. If you have the ability to make multiple attacks on a charge, you may apply this extra damage to only one of those attacks in a round.

Special: A fighter may select Powerful Charge as one of his fighter bonus feats.

Ranged Disarm [General] (*Complete Warrior*)

You can disarm a foe from a distance.

Prerequisite: Point Blank Shot, Precise Shot, base attack bonus +5, Dex 15.

Benefit: Choose one type of ranged weapon with which you are proficient. You can make a disarm attempt with this weapon as long as your target is within 30 feet.

Special: A fighter may select Ranged Disarm as a bonus feat.

Sharp Shooting [General] (*Complete Warrior*)

Your skill with ranged weapons lets you score hits others would miss due to an opponent's cover.

Prerequisite: Point Blank Shot, Precise Shot, base attack bonus +3.

Benefit: Your targets only receive a +2 bonus to Armor Class due to cover. This feat has no effect against foes with no cover or total cover.

Special: A fighter may select Sharp-Shooting as a bonus feat.

Shielded Casting [General] (*Races of Stone*)

You are skilled at covering yourself with your shield when casting spells in combat.

Prerequisite: Concentration 5 ranks, Combat Casting, Shield Proficiency.

Benefit: As long as you have a light shield, heavy shield, or tower shield ready, you do not provoke attacks of opportunity for casting spells in combat.

NEW SPELLS

Aiming at the Target (Spell Compendium)

Abjuration

Level: Sorcerer/wizard 2

Components: S

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: Concentration, up to 20 minutes; see text

As you intone the words of power to release this spell, you feel far more focused on the spell on which you have been concentrating.

When you cast this spell, you increase your ability to concentrate on a spell you have already cast. You can cast this spell while maintaining concentration on another spell. *Aiming at the target* gives you a +10 circumstance bonus on Concentration checks you make to maintain concentration on the other spell, and its effect lasts as long as you concentrate on the other spell (to a maximum of 20 minutes).

Assay Spell Resistance (Spell Compendium)

Divination

Level: Clr 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level

This spell enables you to divine the exact nature and vulnerabilities of a single creature's magical defenses, giving you a +10 bonus on caster level checks to overcome spell resistance. *Assay resistance* is effective only against one specific creature per casting, and you must be able to see the creature when you cast the spell.

Backbiter (Spell Compendium)

Necromancy

Level: Sorcerer/wizard 1

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One weapon

Duration: 1 round/level or until discharged

Saving Throw: Will negates; see text

Spell Resistance: Yes (object)

The weapon you indicate during the spell's casting briefly shimmers with a black aura that disappears in an eyeblink.

You cast this spell on any melee weapon. The next time that weapon is used to make a melee attack, its shaft twists around so that the weapon strikes the wielder instead. The weapon hits automatically, and no attack roll is made.

The wielder gets no warning or knowledge of the spell's effect on his weapon, and although he makes the attack, he the self-dealt damage can't be consciously reduced (though damage reduction applies) or changed to nonlethal damage. Once the weapon attacks its wielder (whether successfully or not), the spell is discharged.

Magic weapons targeted by this spell receive a Will save. An item in a creature's possession uses its own Will save bonus or its wielder's bonus, whichever is higher.

Focus: A dagger.

Baleful Transposition (Spell Compendium)

Conjuration (Teleportation)

Level: Sorcerer/wizard 2

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Two creatures of up to Large size

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Seeing your friend imperiled, you cast about for a likely target and settle upon a nearby foe. With a word, your ally stands free while your foe faces death.

Two target creatures, of which you can be one, instantly swap positions. A solid object such as the ground, a bridge, or a rope must connect the creatures. Both subjects must be within range. Objects carried by the creatures (up to the creatures' maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke attacks of opportunity.

If either creature succeeds on its Will save, the spell is negated.

Blessed Aim (Spell Compendium)

Divination

Level: Clr 1, Pal 1, Blk 1

Components: V, S

Casting Time: 1 standard action

Range: 50 ft.

Effect: 50-ft. spread, centered on you

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

With the blessing of your deity, you bolster your allies' aim with an exhortation.

This spell grants your allies within the spread a +2 morale bonus on ranged attack rolls.

Blistering Radiance (Spell Compendium)

Evocation [Fire, Light]

Level: Clr 5, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400ft. + 40ft./level)

Area: 50ft-radius spread

Duration: 1 round/level

Saving Throw: None and Fortitude partial; see text

Spell Resistance: Yes

A blazing ball of light is hurled toward the point you designate, erupting into a brilliant hovering sphere. All sighted creatures in the area are dazzled (no save), and the heat from the *blistering radiance* deals 2d6 points of fire damage to all creatures and objects in the area each round on your turn (Fortitude save for half). Like *fireball*, *blistering radiance* erupts if it strikes any material body or solid barrier before attaining the prescribed range, and you must make a successful ranged touch attack to send the sphere through a narrow opening or passage.

Blistering radiance counters or dispels any darkness spell of equal or lower level.

Material Component: A bit of tinder and a small lens.

Burning Blood (Spell Compendium)

Necromancy

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature; see text

Duration: 1 round/level (D)

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

The taste of copper fills your mouth and bloody splatters punctuate the last few words that unlock the spell. You gag slightly as the blood in your mouth congeals, but disappears even as you release the spell.

You taint a living creature's blood with a hot, corrosive infusion, dealing 1d8 points of acid damage and 1d8 points of fire damage per round. The subject can attempt a Fortitude save each round to negate the damage, but a successful save does not negate damage in future rounds. Searing pain limits the subject to a single move in any round when it fails its Fortitude save.

Burning blood does not affect creatures of the construct, elemental, ooze, plant, or undead types.

Material Component: A drop of blood and a pinch of saltpeter.

Clutch of Orcus (Spell Compendium)

Necromancy [Evil]

Level: Clr 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One humanoid

Duration: Concentration, up to 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Reaching out a hand twisted by tension into a grasping claw, you squeeze your foe's heart from afar, anticipating the moment its smoking remains will rest in your palm.

Magical force grips the subject's heart (or similar vital organ) and begins crushing it. The victim reacts as if having a heart attack (it is paralyzed) and takes 1d12 points of damage per round. Concentration is required to maintain the spell each round. A conscious victim gains a new saving throw each round to end the spell. If the victim dies as a result of this spell, its smoking heart appears in the casters hand.

Combust (Spell Compendium)

Evocation [Fire]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Touched creature or combustible object that weighs no more than 25 lbs./level

Duration: Instantaneous; see text

Saving Throw: Reflex partial

Spell Resistance: Yes

You rub the oil against the flint and murmur the ancient words, touching your target. It immediately smolders and then bursts into bright flames.

This spell makes a combustible object or a creature's combustible equipment burst into flame, even if damp.

If the target is a creature, the initial eruption of flame causes 1d8 points of fire damage per caster level (maximum 10d8) with no saving throw. Further, the creature must make a DC 15 Reflex save or catch fire (*DMG* 303).

If the target is a combustible, unattended object, the initial eruption of flame deals fire damage to the object as noted above. The object catches fire and takes 1d6 points of fire damage each round until consumed or someone puts out the fire.

Material Component: A drop of oil and a piece of flint.

Energy Vortex (Spell Compendium)

Evocation [Acid, Cold, Fire, Electricity]

Level: Clr 3, Drd 3

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Target: All creatures within a 20-ft.radius burst centered on you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Energy wells up inside you and explodes outward in a furious burst.

When you cast *energy vortex*, you choose one of four energy types: acid, cold, fire, or electricity. A blast of that energy type bursts in all directions from you, dealing 1d8 points of damage +1 point per caster level (maximum +20) to nearby creatures other than you. If you are willing to take the damage yourself, you deal twice as much damage. You don't get a Reflex save, but spell resistance applies, as do any resistances and immunities you have to the energy type.

Fireburst (Spell Compendium)

Evocation [Fire]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Effect: Burst of fire extending 10 ft. from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

With a grand circular gesture the air around you fills with flame. An instant later the fire explodes outward, engulfing everything close to you.

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 10 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

Material Component: A bit of sulfur.

Flame of Faith (Spell Compendium)

Evocation

Level: Clr 3, Pal 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Nonmagical weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Using your faith as a guide for your magic, you touch the weapon and it bursts into flame.

You can temporarily turn any single normal or masterwork melee weapon into a magic, flaming one. For the duration of the spell, the weapon acts as a +1 flaming burst weapon.

Hail of Stone (Spell Compendium)

Conjuration (Creation) [Earth]

Level: Sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (5-ft. radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You hold the jade chip before you and blow on it as you end the spell. The chip flares with a green flame and vanishes as rocks begin to fall on your pursuers.

You create a rain of stones that deals 1d4 points of damage per caster level (maximum 5d4) to creatures and objects within the area.

Material Component: A piece of jade worth at least 5 gp.

Ice Knife (Spell Compendium)

Conjuration (Creation) [Cold]

Level: Assassin 2, sorcerer/wizard 2

Components: S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: One icy missile

Duration: Instantaneous

Saving Throw: Fortitude partial or Reflex half; see text

Spell Resistance: Yes

You shake your hand as if to free it from some substance you disdain. As you do, a magical shard of ice blasts from your hand and speeds to its target, the sound of cracking ice following in its wake.

You must succeed on a normal ranged attack to hit (with a +2 bonus on the attack roll for every two caster levels). If it hits, an ice knife deals 2d8 points of cold damage and 2 points of Dexterity damage (a successful Fortitude save negates the Dexterity damage). Creatures that have immunity to cold also take no Dexterity damage automatically.

A knife that misses creates a shower of ice crystals in a 10-foot-radius burst (see Missing with a Thrown Weapon, PH 158, to determine where the shard hits). The icy burst deals 1d8 points of cold damage to all creatures within the area (Reflex half).

Material Component: A drop of water or piece of ice.

Incite (Spell Compendium)

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 1, cleric 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Creatures in a 10-ft. burst

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

You cast this spell and your opponent is swallowed in a spiral of sparkling motes that urge your targets to act.

Affected creatures are not allowed to delay or to ready an action. If a subject is currently delaying, it acts as soon as the spell is cast. If the subject currently has an action readied, it loses that action.

Inhibit (Spell Compendium)

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 1, cleric 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You cast this spell and a spiral of dark motes surrounds your foe, slowing and distracting him from the task at hand.

You inhibit your foe from acting until the following round, acting immediately before you on your initiative count.

Insightful Feint (Spell Compendium)

Divination

Level: Assassin 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

With a chuckle you whisper the words that will make your ruse more effective.

You gain a +10 insight bonus on the next single Bluff check that you make to feint in combat (if it is made before the start of your next turn). You can make the feint as a move action, or once as a free action if you have the Improved Feint feat.

Phantasmal Assailants (Spell Compendium)

Illusion (Phantasm) [Fear]

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will disbelief (if interacted with), then Fortitude half; see text

Spell Resistance: Yes

You point at your intended target. Instantly, shadowy shapes form at your flank and rush toward the creature you indicate, surrounding it. Others nearby do not notice the images that plague your target.

You create phantasmal images of nightmare creatures in the target's mind, visible only as shadowy shapes to you and unseen by all others. If the target succeeds on an initial Will save, it recognizes that the images are not real, and the spell fails. If not, the phantasms strike the target, dealing 8 points of Wisdom damage and 8 points of Dexterity damage (4 points each on a successful Fortitude save). If the subject of a *phantasmal assailant* succeeds in disbelieving and is wearing a *helm of telepathy*, the spell can be turned back upon you with the same effect.

Orb of Acid, Lesser (Spell Compendium)

Conjuration (creation) [Acid]

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Your quick, precise movements culminate in your open palm facing your target. An orb of dark green acid flies from your hand.

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Ray of Clumsiness (Spell Compendium)

Transmutation

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

A crackling ray leaps from your outstretched hand. The green ray seems almost sluggish in reaching its target, though it takes only an eyeblink to do so.

You must succeed on a ranged touch attack with the ray to strike a target. The energy of the ray stiffens the subject's muscles and joints, making it more difficult for the subject to move. The subject takes

a penalty to Dexterity equal to 1d6+1 per two caster levels (maximum penalty 1d6+5, minimum Dexterity 1).

Remove Scent (Spell Compendium)

Transmutation

Level: Bard 1, druid 1, ranger 1, sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

With a touch of a wax-covered finger to the subject, you inhale deeply and smell nothing.

This spell hides the scent of the creature or object touched for the duration of the spell. The scent ability (*MM* 314) cannot detect a creature under the effect of a *remove scent* spell. It also negates the harmful effects of the noxious stench exuded by certain creatures, such as ghosts, for the duration of the spell.

Material Component: A pinch of unscented candle wax.

Repair Minor Damage (Spell Compendium)

Transmutation

Level: Sorcerer/wizard 0

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Construct touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

As if with the eye of an expert craftsman, your touch draws out a minor dent in the construct's surface.

When laying your hand upon a construct that has at least 1 hit point remaining, you transmute its structure to repair the damage it has taken. The spell repairs 1 point of damage to a construct.

Revenance (Spell Compendium)

Conjuration (Healing)

Level: Brd 6, Blk 4,Clr 4, Pal 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Dead ally touched

Duration: 1 min./level

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

You touch a recently slain ally and temporarily restore her to life so she may continue to fight. The target can have been dead for up to 1 round/caster level. She functions as if a raise dead spell had been cast upon her, except that she does not lose a level and has half of her full normal hit points. She is alive (not undead) for the duration of the spell and can be healed normally, but dies as soon as the spell ends. While the subject is under this spell, she is not affected by spells that raise the dead.

The target gains a +1 morale bonus on attacks, damage, saves, and checks against the creature that killed her.

Righteous Wrath of the Faithful (Spell Compendium)

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 5, Purification 7

Components: V, S, DF

Casting Time: 1 standard action

Range: 30 ft.

Targets: All allies within 30 ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

When you cast this spell, you fire your allies and companions with a divine madness or fury that greatly enhances their combat ability.

Allies gain one additional melee attack each round, at their highest attack bonus, when making a full attack (not cumulative with other effects that grant extra attacks, such as haste.) They also gain a +3 morale bonus on melee attack rolls and damage rolls. (This bonus on melee attack rolls does stack with the bonus provided by haste.)

Ring of Blades (Spell Compendium)

Conjuration (Creation)

Level: Clr 3, Wmg 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

This spell conjures a horizontal ring of swirling metal blades around you. The ring extends 5 feet from you, into all squares adjacent to your space, and it moves with you as you move. Each round on your turn, starting when you cast the spell, the blades deal 1d6 points of damage +1 point per caster level (maximum +10) to all creatures in the affected area.

Spell resistance does not apply to the damage dealt, but a creature's damage reduction does apply. The blades are treated as magic, silvered, and slashing for the purposes of overcoming DR.

Shock and Awe (Spell Compendium)

Enchantment [Mind-Affecting]

Level: Assassin 1, bard 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which are more than 30 ft. apart.

Duration: 1 round

Saving Throw: None

Spell Resistance: Yes

Upon completing this spell, you feel a nagging compulsion to divert your attention from your enemies. Shaking off the feeling, you note with satisfaction that your enemies seem even more distracted than you.

This spell distracts its targets, preventing them from reacting with the deftness they might otherwise possess. Only effective when cast in the surprise round of combat and against flat-footed creatures, this spell causes those it affects to take a –10 penalty on their next initiative check. Targets that cannot be caught flat-footed (such as a rogue with uncanny dodge) cannot be affected by this spell.

Spider Poison (Spell Compendium)

Necromancy

Level: Assassin 3, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: Instantaneous; see text
Saving Throw: Fortitude negates
Spell Resistance: Yes

You hold the husk of the spider in your hand and speak the words of the spell. The husk vanishes, but leaves in your palm the brief glowing image of a spider.

You poison a subject by making a successful melee touch attack. The poison deals 1d6 points of Strength damage immediately and another 1d6 points of Strength damage 1 minute later. Each instance of damage can be negated by a Fortitude save (DC 10 + ½ your caster level + your relevant spellcasting ability modifier (Intelligence for wizards and assassins, Charisma for sorcerers)).

Material Component: A poisonous spider, alive or dead.

Spiderskin (Spell Compendium)

Transmutation

Level: Druid 3, sorcerer/wizard 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You cast this spell upon yourself, and your flesh glows yellow. The glow quickly subsides, but you feel your flesh thicken, its surface growing harder and more like a carapace.

The spell grants the recipient a +1 enhancement bonus to its existing natural armor bonus, a +1 racial bonus on saves against poison, and a +1 racial bonus on Hide checks for every three caster levels you have. This means that the bonuses to natural armor, saves, and Hide checks improve to +2 at caster level 6th, +3 at caster level 9th, +4 at 12th, and +5 at 15th.

The enhancement bonus provided by *spiderskin* stacks with the subject's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0, much as a character wearing only normal clothing has an armor bonus of +0.

Arcane Material Component: The leg of a spider.

Sting Ray (Spell Compendium)

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 round/level

Saving Throw: Will partial

Spell Resistance: Yes

From your outstretched hand leaps forth a ray of glittering energy apparently composed of countless minuscule writhing insects. The hum of minute chitinous bodies scrambling over one another fills the air.

You must succeed on a ranged touch attack with the ray to strike a target. When this ray successfully strikes, it creates a sensation of many tiny insects biting and crawling on the victim's body. The target can attempt a Will save each round to shake off the effect. Until the spell is shrugged off, the victim is hampered by the unsettling feeling of all the stinging and biting, and is able to perform only a single move or standard action each round. The victim also takes a –2 penalty to AC.

In addition, if the victim attempts to cast a spell, it must succeed on a Concentration check with a DC equal to the *sting ray's* DC + the level of the spell the subject is attempting to cast. For example, if a 6th-

level sorcerer with a Charisma score of 16 casts *sting ray* on a wizard casting a *fireball*, the Concentration check DC is 19 (16 [*sting ray* DC] +3 [*fireball* spell level]).

A successful Will save negates the effect restricting the subject's action to one move or one standard action each round, nor does the subject need to make a Concentration check each time it wishes to cast a spell. However, the subject still takes the penalty to AC for the duration of the spell with a successful save.

Material Component: Four dried stinging insects (bees, wasps, and so on).

Targeting Ray (Spell Compendium)

Divination

Level: Bard 1, sorcerer/wizard 1

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

From your clenched fist you produce a luminous ray. The ray pulsates between the target creature and you.

The ray acts as a rangefinder for you and any allies. You must succeed on a ranged touch attack with the ray to strike a target. It provides a +1 insight bonus per three caster levels on ranged attacks directed at the subject for the duration of the spell. Your allies need not see you, but they must be able to see the ray. You can otherwise act normally for the duration of the spell. Allies who can see the target of the ray receive the bonus even if you lose line of sight to the target.

Focus: A small metal or stone tube.

Vigorous Circle (Spell Compendium)

Conjuration (Healing)

Level: Clr 6, Drd 6

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Effect: One creature/two levels (no two can be more than 30 ft apart.)

Duration: 10 rnds + 1 rnd/level (max 40 rnds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell is the same as *mass lesser vigor*, except that it grants fast healing at the rate of 3 hit points per round.