

AKAN1-3

PROPERTY FOR SALE

A DUNGEONS & DRAGONS® *LIVING* *FORGOTTEN REALMS* ADVENTURE

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Trinkets and gold pieces are not the only rewards involved in clearing out a dungeon. Sometimes the dungeon itself is worth a hefty sum. A Living Forgotten Realms adventure set in Akanûl for characters levels 7-10.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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This adventure retires from RPGA-sanctioned play on December 31, 2011.

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PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: Player's Handbook, Dungeon Master's Guide, and the Monster Manual. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session 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.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played within 3.5 - 4 hours; try to be very aware

of running long or short. Adjust the pacing accordingly.

- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following every word on the page; it's about creating a fun, challenging game environment for the players. A great deal of good information on being a DM for a D&D game can be found in Chapters 1-2 of the *Dungeon Master's Guide*.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 7-10. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the first two levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the last two levels of the adventure's level spread.

A group may decide to play riskier and play the high level when their levels are more suited to the low level if everyone in the group is in agreement to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group is in agreement to do so; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter will have a level and other values (such as XP or sometimes skill checks) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter - that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success - they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later on and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return back to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly amongst the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there's still more of the adventure remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return back to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or

their last extended rest. Encounters that do not give out experience points do not count for purposes of reaching a milestone. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

ADVENTURE BACKGROUND

Lander Thible is a businessman, and he does not let something as inconsequential as the truth get in the way of his profit margins. His newest business involves the acquisition of exotic and valuable areas within Akanûl that are too dangerous for use by the population or government. He buys the right to make use of these areas at a very low price, hires adventurers to remove the danger for comparatively low fees, and then sells the area for an incredible profit once it is safe. He is approaching the PCs in this adventure because he has recently claimed such a location.

What he does not tell the PCs, unless he is forced to, is that he hired adventurers to investigate the place two weeks ago, and none of them came out of the area alive. Lander pretends that he has never been to the temple or the waterfall.

A band of drow, accompanied by a beholder, learned of the temple several months ago, and they carried out plans to excavate the place and then create a teleportation circle there. The temple, formerly an area held sacred by reclusive followers of Oghma, is hidden enough to make a good stronghold but close enough to give the drow invaders access to civilization.

PLAYER'S INTRODUCTION

The adventure begins in Airspur, the capital city of Akanûl. Airspur is currently partaking in their harvest festival, and the PCs are in town after their most recent adventure: spending some gold coins, taking in the sights, and looking for their next adventure. After a few days of relaxing, on one hot and muggy night, the PCs find themselves in a local establishment enjoying the light strumming of a local half-elf musician and some good food and drink.

Read or paraphrase the following to the players:

The rhythmic thud of feet on the hard wooden dance floor serves as the percussion accompanying the frantic strumming of the half-elf bard on stage. The crowd obviously knows the words to the song, and they shout them over the sounds of laughing, thudding feet, and clanking mugs. The harvest festival is drawing to a

close, and the people of Airspur seem loathe to allow its passing.

When the cheery song ends, a well-dressed halfling with dark sideburns sidles to your table. The halfling takes a free chair at your table and pulls himself gracefully into it. The liquid dances in your cups as he places his heavy cane on the table. The entire length of the walking stick is gilded with gold, and a huge blue gemstone serves as the handle. He clears his throat politely and nods in greeting to your group.

"My name is Lander Thible. I hope you can help me."

DM'S INTRODUCTION

You will find it useful during this adventure to keep a note of the party's passive skill values, particularly the highest values within the group. This allows you to run the adventure without giving the PCs cause to suspect something is amiss. For example, since Lander Thible may attempt to bluff the PCs characters, if you know the passive Insight values and know Lander's Bluff attempts ahead of time, you can avoid giving the PCs clues that Lander might be lying.

Note that while Lander is not a very honest or likable fellow to those who really know him, nothing he does is illegal. The PCs may get angry at him, may not like his business, and may even wish ill of him—however, they have no legal recourse against him. Furthermore, if the PCs do anything illegal to Lander, they may find themselves in trouble.

If at any point the PCs use a Streetwise check to try to learn more about Lander, a DC 25 check reveals that he is a wealthy merchant who has made most of his wealth in purchasing and selling real estate. The details of his past transactions, however, are locked away in the government buildings of Airspur, and the PCs do not have the necessary time and/or political pull to find that information on such short notice.

Also, this adventure allows PCs who hold the Zhentarim Infiltration Player Reward Quest card can fulfill Task 1 in this adventure.

ENCOUNTER 1: LANDER THIBLE

SETUP

Important NPCs: Lander Thible (Diplomacy +10, Bluff +15)

Lander speaks to the PCs at length before getting to his point—not to see if they are worthy of undertaking his task, but rather to gauge their motivations. As a DM you should listen for clues as to which adventure hook is likely to work on the PCs. If the players don't give you any clear clues, have Lander ask them questions to about their past adventures to better understand their goals and motivations. Lander also listens to see which PC acts as the party's spokesperson, as that is the one likely to speak up first when posed with a dilemma.

When the PCs finish recalling their past exploits, choose one of Lander's responses detailed in this section and read or paraphrase it. Lander's bonus to Bluff is provided, if a PC is strongly suspicious, allow that PC an active Insight check. Otherwise refer to their passive Insight values.

If Lander believes the PCs have honorable intentions and are goody-goody types, read or paraphrase the following:

Lander smiles and folds his hands in front of himself. "Ah, I am glad that you are people with conviction, and more importantly, a sense of justice. To the east of here, a few hours journey away, lairs a band of thieves who prey on the common folk. They call themselves the Night Hawks and have been evading the local lawmen. I believe I may know how they are eluding capture. I have heard tale of a long-abandoned and forgotten temple hidden behind a waterfall. Since it lies near to the region where the robberies are taking place, I believe that the thieves are using it as a hideout."

This story is not quite true. While it is true that the Night Hawks are a group of bandits who have been eluding capture, Lander knows that group has no connection to the area he needs cleared of danger. Roll a Bluff check for Lander if needed. Skip to **Lander's Real Reason** if the PCs figure out he is lying.

If the party seems to relish combat and just live for the thrill of facing death, he tries a different tact:

Lander smiles and folds his hands in front of himself. "Ah, your tales of battle prowess are indeed as great as I have heard. You might be able to slay the beast. At least I hope so. A few hours journey to the east a vicious

monster has been preying on the local farmers' dwindling livestock. The farmers are beginning to fear that the beast might decide to move on to more intelligent prey, if you get my meaning." Lander shakes his head sadly. "I have heard tale of a long-abandoned and forgotten temple hidden behind a waterfall. Perhaps the beast is using it as a lair."

The story he tells here is false. Although there are always wild beasts that threaten livestock, Lander knows there is no connection between the temple and those threats. Roll a Bluff check for Lander if needed. Skip to **Lander's Real Reason** if the PCs figure out he is lying.

If the party seems overwhelmingly religious or devout, read the following:

Lander smiles and folds his hands on the table in front of himself. "I was hoping you could help me, and it looks like you can. People of the faith can be trusted. A few weeks ago I overheard an old man telling tales. He told stories that had been passed down from his grandfather's grandfather. Many of the tales, to be honest, were not worth remembering. But one tale described a majestic temple hidden behind a waterfall. The story was incredibly detailed, so much so that it couldn't be a mere fabrication. I contracted geography experts, purchased rare maps, and poured over tomes. As far as I can tell the location is nearby, a few hours travel to the east of here. To think that you may be the first in centuries to step upon the holy ground of the temple..." Lander trails off with a wistful look on his face.

The story is true. However, if the PCs suspect Lander is hiding something, skip to **Lander's Real Reason**.

If the party seems to have no real motivation for adventure beyond excitement and monetary gain, read the following.

Lander smiles and folds his hands on the table in front of himself. "I was hoping you could help me, and it looks like you can. A few weeks ago I overheard an old man telling tales. He told us stories that had been passed down from his grandfather's grandfather. Many of the tales were, to be honest, not worth remembering. But one tale described a majestic temple hidden behind a waterfall. The tale was incredibly detailed, so much so that it couldn't be mere fabrication. I contracted some geography experts, and purchased rare maps. As far as I can tell the location is nearby, one day's travel to the east of here. To think that you may be the first in

centuries to set foot in the temple..." Lander trails off with a wistful look on his face.

The story is true. However, if the PCs suspect Lander is hiding something, skip to **Lander's Real Reason**.

Regardless of the tact he takes, if the PCs have gained either story award **AKAN01 Removed the Goblin Threat** or **AKAN03 Noble Notice**, Lander mentions how he has heard that the PCs are gaining a reputation of heroes of both the common folk and the nobles.

At this point the PCs likely have questions for Lander:

- If asked his interest in this area, Lander lies and says that he is a philanthropist and archeologist, and he believes the area behind the waterfall might be of great historical significance.
- Lander does not know who or what the temple is dedicated to, for the tales he heard spoke of archaic runes and decimated statues, with little clue as to the nature of the temple.
- If the temple exists, it is in the region he has been studying: no other suitable locations fit the description given. The party should explore the area as thoroughly as possible.
- Lander freely embellishes any of the lies that he used to lure the PCs into doing the dirty work, but he understands that the easiest way to deflect a question is to simply say that he doesn't know the answer.
- Lander initially offers 50 gold pieces each, as well as appropriate spoils from the temple, if any are there. A DC 18/20 Diplomacy check can raise the fee from 50 to 100gp for investigating the temple beneath the waterfall, removing any dangerous inhabitants, and mapping it.
- Lander is willing to offer many false promises if the PCs seem reluctant: examples include discounts from merchants, favors, future information about dungeon locations, etc.
- Lander plans to accompany the PCs to the waterfall, though he admits he will not enter it until the PCs have made sure the place is safe.
- Lander does not want the PCs to know that the first group of adventurers he sent into the temple area never returned. This was two weeks ago.

If at any point the PCs are able to see that Lander is not as honest and generous as he seems, the halfling may resort to the truth.

LANDER'S REAL REASON

"Well, it appears that you do not trust my good and noble intentions." Lander clears his throat and looks to the ceiling, obviously searching for the proper words. "I am in the real estate business, specifically in the acquisition and sale of rare, remote, and exotic locales. This strange nation contains many ruins and unexplored areas. Most of these areas are infested with vile creatures with no regard for the law of the Queen and her Elemental Stewards."

"Not surprisingly, these dangerous lands are practically worthless to the nation of Akanûl while haunted by such foul denizens. This allows me to invest my hard-earned coin in purchasing those lands, and then undertake to remove the threats residing there. After heroes defeat the evil dragon in its lair, I can then find the place a proper, lawful owner. I profit from such a transaction, as you might expect, but I do the world a service as well. I have housed families, garrisoned troops in times of war, and put a roof over the heads of students of all paths of life."

"Once this temple, or indeed whatever it is, has been found and whatever evils within it have been dealt with, we can together map the place and restore it to its former glory. I will, of course, be willing to compensate you for the service."

If the PCs forced Lander to tell the truth, he automatically offers the full 100gp per PC. If the PCs refuse to help Lander starting the next morning, this adventure is over.

If the PCs agree to help Lander, or choose to proceed for their own reasons, read or paraphrase the following:

Lander claps his hands together loudly, startling some patrons at a nearby table. "It is settled then. I shall meet you midmorning at the eastern edge of the city. I will give you further instructions then. Good evening, gentlemen/ladies." With that the halfling slides off his chair and boldly strides away.

THE WILY POTTER (QUEST CARD ENCOUNTER)

The PCs may wish to purchase equipment or scour the city for information in the time between being hired and leaving with Lander for the waterfall. While the PCs are doing this, they come upon a small shop that sells pottery. PCs that have the Zhentarim Infiltration Player Reward Quest card should be told that this might be an opportunity to fulfill one of the conditions of that card.

When the PCs enter the pottery shop, which bears the sign "Joyal's Pottery," they see several rough-looking humans sitting around the shop, with a heavy-set, grizzled old human behind a makeshift counter. For a pottery shop, there is an appalling lack of pottery: only about a dozen pieces of shoddy-looking pottery are displayed.

If the PCs show interest in one of the displayed pieces, and then say to the potter, "A storm is coming, you should really close up for the day," all of the other humans leave the shop quickly. After they leave, the potter tells the PCs, "I will do that. And when the storm comes, make sure that your cloak is black on both sides before you turn it inside out."

After that, he escorts the PCs out of his shop, and he closes the door behind them. Mark on the documentation of each PC with the Quest Card that they have completed Task 1 of the Quest Card requirements.

ENDING THE ENCOUNTER

The rest of the night passes peacefully. The PCs can purchase supplies in the morning before meeting Lander at the western gate of Airspur - the exit to the fire elemental bridge. Lander is waiting for the PCs at the designated place. Lander answers any further questions the PCs pose, but he is eager to begin the journey. Lander refuses to give the PCs any coin until they have completed their duty for him.

Note that exiting Airspur (as it is set on a mote, a floating island in the sky above Akanûl) requires either use of the elemental bridges or for the PCs to have their own means of transport down 1000 feet to the ground below.

ELEMENTAL BRIDGES

The elemental bridges are created each morning by the inhabitants of Airspur to connect the capital to the ground. One is created from fire, one from lightning and one from frost - no bridge of earth/acid is created.

Each bridge is designed like a corkscrew, linking the ground below to an entrance into the city. Fire is created to the west, frost to the north and lightning to the south. No eastern bridge is created. The creation of each bridge takes one hour each morning and they are allowed to dissipate at sunset each day - the ritual is a closely guarded secret at this time. Each bridge is 50 feet wide and rises upward at steep incline, though there is no impediment to movement nor any difficulties with balance, an inherent magic to the bridges that is unexplained. The bridge length is 2000 feet from end to end.

Travel along these bridges can be make non-genasi or those unfamiliar with such travel uneasy, but no damage is taken from such travel. In this manner, the city protects itself from easy access and also charges an admission tax that is not easily challenged. The cost to enter or leave the city is 1 sp and covers the cost of the ritual to create the bridges.

ENCOUNTER 2: CLIFFSIDE CLIMB

**SKILL CHALLENGE LEVEL 6/6,
COMPLEXITY 1 (250/250 XP)**

SETUP

Number of Successes: 4

Number of Failures: 3

Primary Skills: Athletics, Nature

Important NPCs: None.

After an eight-hour walk from the elemental bridge, or however the PCs reached the surface, the PCs and Lander arrive at the site of the waterfall without incident. The temple behind the waterfall remained undiscovered for so long because a section of the cliff behind the waterfall collapsed, sealing the entrance to the temple. The same collapse caused a portion of the cavern ceiling to fall, opening a hole above the waterfall into the chamber and allowing some water from the river to flow into the chamber, where it gathers in a large pool before exiting through an underwater channel to rejoin the river on the lower part of the waterfall.

Using the same entrance that Lander found atop the waterfall, a drow scouting party found the temple and is using it as a base to attack the surface world. The drow elves plan to construct a teleportation circle within the temple, thus providing a secure and hidden place from which to conduct further raids.

When the PCs and Lander approach the waterfall's base, read or paraphrase the following:

A stream of water cascades more than fifty feet down a cliffside into a large roiling pool. The water mists into a cloud, obscuring the view of the cliff behind. The rocks lining the pool at the base of the waterfall are green with slippery algae. The cliffs on either side of the waterfall are vertical, but the roots of many small trees jutting out of the dirt-covered stone offer handholds if a climb is in order.

Allow the PCs a DC 26 Nature check to notice that the amount of water falling from the waterfall does not account for the amount of water in the pool or stream.

When it comes time to proceed, Lander can share the following (if the PCs have come without him, they must determine this themselves):

"I must share with you some further information. I have not been completely forthright - this is not the first time I have visited this area and the waterfall. Two weeks ago, a hardy group of adventurers also accompanied me and were to complete their mission here. But they were not up to the task. Have no fear, no deaths or permanent injuries, resulted, but the result was unimpressive, at least for me. The one thing of note they did discover was that the old entrance to the temple, through the waterfall here, is blocked. A new route is possible, at the top of these cliffs, but they were scared to proceed. As a result, I dismissed them and sought new persons. I will wait down here."

The cliffs create an imposing barrier, though one that can be traversed. The party may wish to travel along the cliff to find a better place to climb. It is a three-hour journey for a standard adventuring party along either side of the cliff before such a place is found. Then, of course, there is the three-hour journey back to the top of the waterfall.

The climb straight up the cliff is possible. The players should choose a lead climber to make the checks and secure rope, or in the absence of a rope at least point out handholds and footholds. All other character successes aid the lead climber +2 per aid, to a maximum of +4.

A near vertical rise looms before you, the climb made easier by countless handholds rocks and roots provide.

SKILL CHALLENGE

Athletics (DC 18/20): The dampness of the waterfall makes this climb more dangerous than normal. The lead climber advances up the cliff, ties off rope, pounds in pitons, or advises his followers where to climb, and what to avoid. If the lead climber fails the DC by 5 a small avalanche occurs, giving the rest of the party a -2 penalty on their attempts to aid the lead climber. Once a lead climber succeeds, the rest of the PCs get a +5 to Athletics checks to climb because they have a rope to help steady them.

Nature (DC 13/15): Using this skill doesn't count as a success or failure for the challenge, but a success gives the climber a +4 bonus for the rest of the skill challenge as they identify the best route up the cliff. This skill is rolled at the beginning of a climb for each character—it cannot be shared with other climbers as the recognition of the best path up changes as small rockslides and falling debris constantly alter the path. Failure on this check means the Athletics check for this PC suffers a -2.

Powers: Teleporting or flying powers could be used and should be counted as automatic successes.

ENDING THE ENCOUNTER

Once the party reaches the top of the cliff proceed to Encounter 3. No matter how the PCs get to the top, Lander waits at the bottom of the waterfall for the PCs. He tells them how to find the temple entrance, and he instructs them to return to him after they have entered the underground temple and made sure it was safe.

Success: If the PCs gain 4 successes before three failures, the PCs reach the top of the cliff with enough success to avoid major problems.

Failure: The PCs fall and stumble enough that they each lose one healing surge in the difficult climb to the top of the waterfall. If the PCs avoid the climb completely by undertaking the six-hour walk, they encounter hazards along the way which result in the loss of one healing surge per PC and receive no experience points for this encounter.

EXPERIENCE POINTS

The PCs earn 50xp each for succeeding at the skill challenge.

TREASURE

None.

ENCOUNTER 3: RAIDING PARTY

ENCOUNTER LEVEL 7/9 (1500/2100 XP)

SETUP

This encounter includes the following creatures:

2 drow warriors (W)

1 drow arachnomancer (W)

(all drow start in the areas marked W on the map, with the differing drow types allocated at the discretion of the DM)

At the top of the cliffs, a short distance to the east of the waterfall, the river widens significantly. One round after the party reaches the area Lander described as the entrance, a group of drow emerge from the hole leading to the underground temple (the area between the rocky areas). The hole is obvious because the water from this tributary of the river flows down into it.

This encounter involves part of the drow scouting party that found the waterfall. Refer to the passive Perception bonuses of both the drow party and the PCs. If the drow notice the PCs without being seen themselves, the drow attempt to sneak up to the party, using the trees as cover to mask their approach (roll a Stealth check for the drow party).

A group of humanoids come out of a hole in the ground and move to conceal themselves behind foliage.

FEATURES OF THE AREA

Illumination: The encounter occurs during a sunny day. PCs can see normally.

River: Water tiles count as challenging terrain. Characters or monsters within this terrain must make a DC 15 Athletics check to swim within this terrain. There is a current of two squares toward the edge of the waterfall. (See pg 45 PHB for information on underwater terrain.) If a PC or a drow is pushed down the hole, they fall into the underground area and are out of this combat but take no damage. Allow a saving throw before a creature falls.

Small Trees: Small trees and bushes on the map (trees that do not include a trunk in the center of the tile) provide concealment and cover.

Large Tree: Large trees on the map (trees that include a trunk in the center of the tile) count as blocking terrain.

TACTICS

The drow attempt to keep the river between themselves and the PCs, using it as a barrier. They remain within 10 squares of their foes whenever possible to make use of their *darkfire*. The drow single out any obvious wizards, then warlocks or rangers, then other characters excelling at ranged combat. They are well coordinated, using their *darkfire* one after the other on subsequent turns and concentrating their attacks on a single target.

All of the drow focus on the *darkfire*-lit character to maximize the damage dealt. For example the first turn of combat a warrior might use his *darkfire* on the party wizard, and the rest focus their attacks on the wizard. The next round another warrior uses his *darkfire* on the wizard once more, etc. The drow avoid using *darkfire* more than once per round.

Rather than face capture, a drow flees by diving into the hole. In this case, the PCs face that foe in Encounter 4.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one drow warrior.

Six PCs: Add one drow warrior.

ENDING THE ENCOUNTER

Once the drow raiding party is defeated, there are a few ways for the party to learn about the underwater tunnel into the temple chamber.

If any of the drow survived (the party chose to knock him out) then he can be interrogated—for a promise to let him live, the drow elf tells the party of the underwater passage. Secretly he wants the party to proceed, for if they enter the temple the drow have more chances to kill the PCs, but if they leave they can tell others of the drow presence. There is no immediate impact if the party breaks their promise to allow a drow elf to live.

If any of the drow escaped down the hole, it should be obvious to the PCs that there is somewhere to go underwater.

Once the party has the chance to find the drain in the river, they see it is easy to travel down it without any checks necessary.

EXPERIENCE POINTS

The PCs earn 300/420xp each for defeating the drow here.

ENCOUNTER 3: RAIDING PARTY STATISTICS (LOW LEVEL)

Drow Warrior (level 9)	Level 9 Lurker
Medium fey humanoid	XP 400
Initiative +12 Senses Perception +10; darkvision	
HP 71; Bloodied 35	
AC 22; Fortitude 18, Reflex 20, Will 17	
Speed 6	
m Rapier (standard; at-will) ♦ Poison, Weapon	
+12 vs. AC; 1d8 + 3 damage and the drow makes a secondary attack against the target. <i>Secondary Attack</i> : +11 vs. Fortitude; see <i>drow poison</i> for the effect.	
R Hand Crossbow (standard; at-will) ♦ Poison, Weapon	
Ranged 10/20; +12 vs. AC; 1d6 + 3 damage and the drow makes a secondary attack against the target. <i>Secondary attack</i> : +11 vs. Fortitude; see <i>drow poison</i> for the effect.	
R Darkfire (minor; encounter)	
Ranged 10; +11 vs. Reflex; until the end of the drow warrior's next turn, the target grants combat advantage to all attacks, and the target cannot benefit from invisibility or concealment.	
Combat Advantage	
The drow warrior deals an extra 2d6 points of damage on melee and ranged attacks against any target it has combat advantage against.	
Drow Poison ♦ Poison	
A creature hit by a weapon coated in drow poison takes a -2 penalty to attack rolls (save ends). <i>First Failed Saving Throw</i> : The target is also weakened (save ends). <i>Second Failed Saving Throw</i> : The target falls unconscious until the end of the encounter.	
Alignment Evil	Languages Common, Elven
Skills Dungeoneering +10, Intimidate +7, Stealth +14	
Str 14 (+6)	Dex 19 (+8) Wis 13 (+5)
Con 11 (+4)	Int 13 (+5) Cha 12 (+5)
Equipment chainmail, rapier, hand crossbow, 20 bolts	

Drow Arachnomancer (level 12)	Level 12 Artillery (Leader)
Medium fey humanoid	XP 700
Initiative +8 Senses Perception +13; darkvision	
HP 88; Bloodied 44	
AC 25; Fortitude 21, Reflex 23, Will 23	
Speed 7	
m Spider Rod (standard; at-will)	
+15 vs. AC; 1d6 damage; and the target is immobilized (save ends); see also <i>Lolth's judgment</i> .	
R Venom Ray (standard; at-will) ♦ Poison	
Ranged 10; +17 vs. Reflex; 2d8+3 damage, and ongoing 5 poison (save ends); see also <i>Lolth's judgment</i> .	
A Lolth's Grasp (standard; encounter) ♦ Necrotic, Zone	
Area burst 4 within 10; webs full of spectral spiders cover the zone (drow and spiders are immune); +15 vs. Reflex; the target is restrained (save ends). The zone is difficult terrain until the end of the encounter. Any creature that starts its turn in the zone takes 10 necrotic damage.	
R Spider Curse (standard; encounter) ♦ Necrotic	
Spectral spiders swarm over and bite the target: ranged 20; +15 vs. Will; 1d6+7 necrotic damage, and the target takes ongoing 5 necrotic damage and is weakened (save ends both); see also <i>Lolth's judgment</i> .	
C Venom Blast (standard; encounter) ♦ Poison	
Close blast 5; +13 vs. Fortitude; 2d6+10 poison damage. <i>Miss</i> : Half damage.	
C Cloud of Darkness (minor; encounter)	
Close burst 1; this power creates a cloud of darkness that remains in place until the end of the drow arachnomancer's next turn. The cloud blocks line of sight for all creatures except the drow arachnomancer. Any creature entirely within the cloud (except the drow arachnomancer) is blinded until it exits.	
Lolth's Judgment (free; when the arachnomancer hits a target with a melee or a ranged attack; at-will)	
All spider allies within 20 squares of the arachnomancer gain a +2 bonus to attack rolls against the target until the end of the arachnomancer's next turn.	
Alignment Evil	Languages Common, Elven
Skills Arcana +14, Dungeoneering +13, Intimidate +8, Stealth +10	
Str 10 (+6)	Dex 15 (+8) Wis 14 (+8)
Con 10 (+6)	Int 16 (+9) Cha 11 (+6)
Equipment robes, spider rod	

ENCOUNTER 3: RAIDING PARTY STATISTICS (HIGH LEVEL)

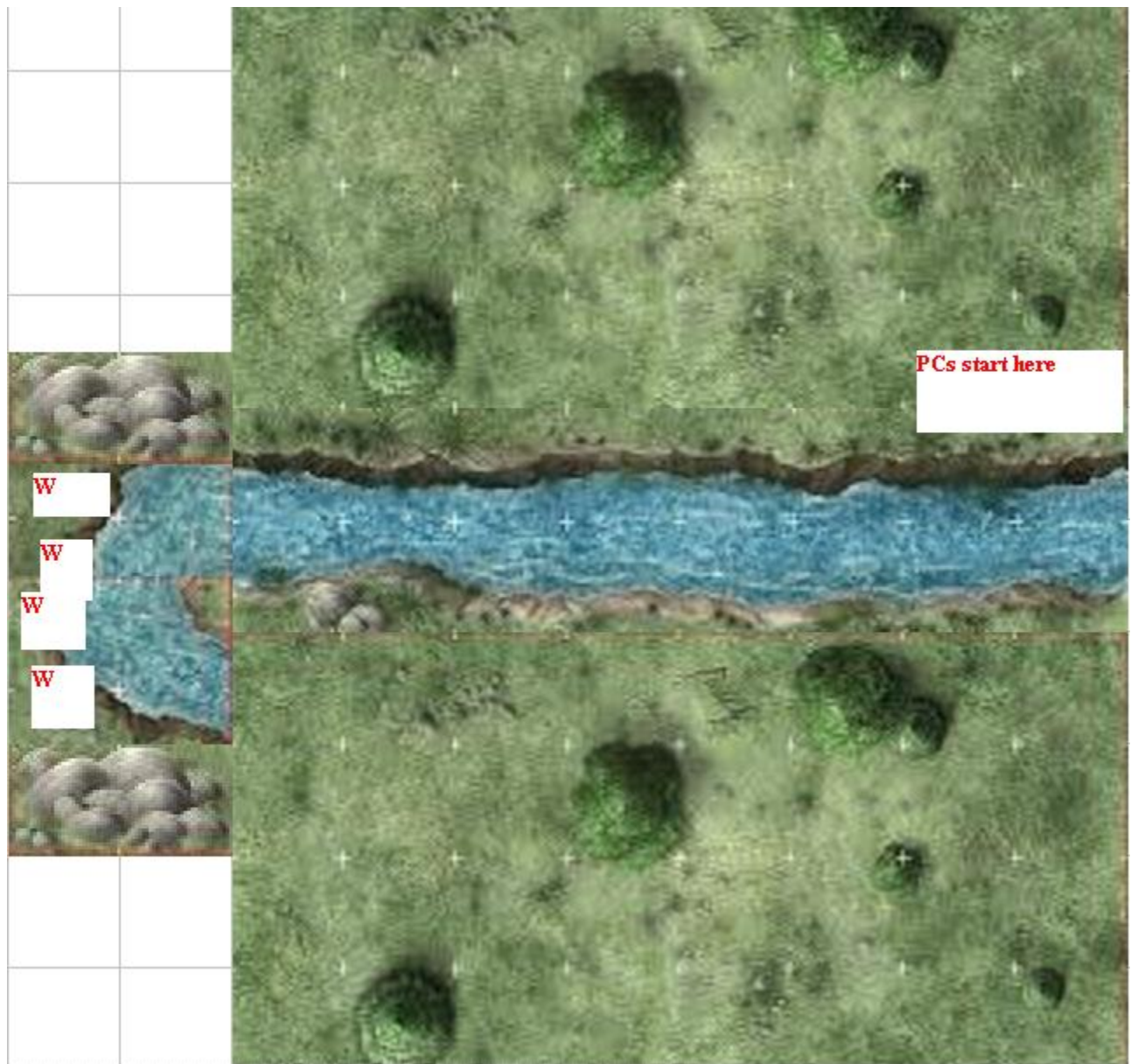
Drow Warrior	Level 11 Lurker
Medium fey humanoid	XP 600
Initiative +13 Senses Perception +11; darkvision	
HP 83; Bloodied 41	
AC 24; Fortitude 20, Reflex 22, Will 19	
Speed 6	
m Rapier (standard; at-will) ♦ Poison, Weapon	
+14 vs. AC; 1d8+4 damage and the drow makes a secondary attack against the target. <i>Secondary Attack</i> : +13 vs. Fortitude; see <i>drow poison</i> for the effect.	
R Hand Crossbow (standard; at-will) ♦ Poison, Weapon	
Ranged 10/20; +14 vs. AC; 1d6+4 damage and the drow makes a secondary attack against the target. <i>Secondary Attack</i> : +13 vs. Fortitude; see <i>drow poison</i> for the effect.	
R Darkfire (minor; encounter)	
Ranged 10; +13 vs. Reflex; until the end of the drow warrior's next turn, the target grants combat advantage to all attacks, and the target cannot benefit from invisibility or concealment.	
Combat Advantage	
The drow warrior deals an extra 2d6 points of damage on melee and ranged attacks against any target it has combat advantage against.	
Drow Poison ♦ Poison	
A creature hit by a weapon coated in drow poison takes a -2 penalty to attack rolls (save ends). <i>First Failed Saving Throw</i> : The target is also weakened (save ends). <i>Second Failed Saving Throw</i> : The target falls unconscious until the end of the encounter.	
Alignment Evil	Languages Common, Elven
Skills Dungeoneering +11, Intimidate +8, Stealth +15	
Str 14 (+7)	Dex 19 (+9) Wis 13 (+6)
Con 11 (+5)	Int 13 (+6) Cha 12 (+6)
Equipment chainmail, rapier, hand crossbow, 20 bolts	

Drow Arachnomancer (level 14)	Level 14 Artillery (Leader)
Medium fey humanoid	XP 900
Initiative +9 Senses Perception +14; darkvision	
HP 100; Bloodied 55	
AC 27; Fortitude 23, Reflex 25, Will 25	
Speed 7	
m Spider Rod (standard; at-will)	
+17 vs. AC; 1d6+1 damage; and the target is immobilized (save ends); see also <i>Lolth's judgment</i> .	
R Venom Ray (standard; at-will) ♦ Poison	
Ranged 10; +19 vs. Reflex; 2d8+4 damage, and ongoing 5 poison (save ends); see also <i>Lolth's judgment</i> .	
A Lolth's Grasp (standard; encounter) ♦ Necrotic, Zone	
Area burst 4 within 10; webs full of spectral spiders cover the zone (drow and spiders are immune); +17 vs. Reflex; the target is restrained (save ends). The zone is difficult terrain until the end of the encounter. Any creature that starts its turn in the zone takes 10 necrotic damage.	
R Spider Curse (standard; encounter) ♦ Necrotic	
Spectral spiders swarm over and bite the target: ranged 20; +17 vs. Will; 1d6+8 necrotic damage, and the target takes ongoing 5 necrotic damage and is weakened (save ends both); see also <i>Lolth's judgment</i> .	
C Venom Blast (standard; encounter) ♦ Poison	
Close blast 5; +15 vs. Fortitude; 2d6+11 poison damage. <i>Miss</i> : Half damage.	
C Cloud of Darkness (minor; encounter)	
Close burst 1; this power creates a cloud of darkness that remains in place until the end of the drow arachnomancer's next turn. The cloud blocks line of sight for all creatures except the drow arachnomancer. Any creature entirely within the cloud (except the drow arachnomancer) is blinded until it exits.	
Lolth's Judgment (free; when the arachnomancer hits a target with a melee or a ranged attack; at-will)	
All spider allies within 20 squares of the arachnomancer gain a +2 bonus to attack rolls against the target until the end of the arachnomancer's next turn.	
Alignment Evil	Languages Common, Elven
Skills Arcana +15, Dungeoneering +14, Intimidate +9, Stealth +11	
Str 10 (+7)	Dex 15 (+9) Wis 14 (+9)
Con 10 (+7)	Int 16 (+10) Cha 11 (+7)
Equipment robes, spider rod	

ENCOUNTER 3: RAIDING PARTY MAP

Ruins of the Wild

Stream / Crevasse	8x2	x1
Field / Skeleton	4x8	x2
Rock Outcropping / Skeleton	2x1	x2
Stream Bend / Horse	2x2	x1
Stream Bend / Road Bend	2x2	x1



ENCOUNTER 4: POOL ATTACK

ENCOUNTER LEVEL 5/7 (1000/1500 XP)

SETUP

This encounter includes the following creatures:

4 dire stirges (F)

1 cavern choker (C)

(If any drow have been pushed or retreated down the hole, they move to the spot marked D on the map.)

Once through the hole, the water falls twenty feet into a large pool. The pool is ten-feet deep and requires a DC 10 Athletics check to swim in it. No damage is taken from falling into the pool from the hole above. A PC can also climb into the cavern through the hole with a DC 20 Athletics check. Doing this brings them into the chamber to the right of the pool. Note that a passage continues to the left toward other chambers in this underground temple complex.

If a PC falls through the hole before the end of the previous encounter, both encounters are triggered simultaneously. PCs down in this cave can shout and be heard by those PCs fighting above.

A colony of dire stirges was trapped when the main entrance to the cavern collapsed. Their numbers dwindled, but a few survived by feeding on the fish that collect in the pool. They were once domesticated by those who occupied the temple. They have reverted to their wild state and hungrily attack anything that enters the cave. The drow have further reduced the number of stirges through sheer killing, but also instilled limited training to not attack anyone who whistles.

Any drow who escaped from Encounter 3 is here, either having swam to the shore if given sufficient time, or still bobbing in the pool if not. They have already whistled and so rendered themselves immune from stirge attack. A PC in the area either at the same time or prior to the arrival of the drow hears this whistle and can make whatever inferences they wish: a DC 15 Dungeoneering check advises that the stirges appear to be fearful of the drow and that the whistle may have something to do with it (as they do not see the stirges for two rounds at least).

Also in the area is a cavern choker, an ally of the drow. The choker and the escaped drow, if applicable, hide on the shore and wait for a PC to enter the cavern. Refer to their Stealth values and the PCs passive Perception values as to whether or not to reveal their presence to the PCs.

As the adventurers enter the area, read:

The water flowing down through the hole ends in empty air. A fall of twenty feet leaves you splashing in an underground pool.

Two rounds after the first character enters the chamber, the lurking monsters attack. They do not attack each other.

FEATURES OF THE AREA

Illumination: The cavern is dark.

Water: An Athletics check (DC 10) is needed to swim in the 10-foot-deep pool.

Stalagmites: Stalagmites on the ledge count as blocking terrain.

TACTICS

The dire stirges swoop down and attack any PC in range, although they cannot attack a completely submerged character.

The choker (and any retreating drow) hides among the stalagmites until a PC reaches the shore, at which point they spring out to attack the PC. The drow present whistles at the start of each round, allowing a DC 15 Dungeoneering check to identify the reason as stated previously. The whistling causes the stirges to avoid attacking him.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one dire stirge.

Six PCs: Add one dire stirge.

ENDING THE ENCOUNTER

On the ledge behind the majority of the stalagmites lies the drow camp. A number of blankets are strewn about haphazardly on the ground and some nearby sacks contain treasure. The temple the party seeks is easily accessible from a short passage leading west from the drow camp.

A chasm in the earth, some fifteen feet long and ten feet wide is located beside the campsite. This is the entrance to the Underdark used by the drow and opened by the original earth tremors that damaged this area. If any PC attempts to enter or approach it beyond a look, the magical wards the drow left behind active and seal the chasm with a cave-in—the PCs are not injured (The drow were confident they could teleport home but do not want uninvited guests in their own territory.) The

PCs are NOT supposed to go this way and should be discouraged from spending much time considering this.

EXPERIENCE POINTS

PCs receive 200/300xp each for successfully completing the encounter.

TREASURE

Among the drow camp, contained in the sacks are a total of 25/50 gold pieces per PC. Also in the sacks are a +2 *amulet of false life* (low version only), a *magic weapon* +3, a +3 *wand of icy rays* (high version only), and a ritual book containing Leomund's Secret Chest.

ENCOUNTER #4: POOL ATTACK (LOW-LEVEL)

Dire Stirge (level 5)	Level 5 Lurker
Small natural beast	XP 200
Initiative +9 Senses Perception +2; darkvision	
HP 48; Bloodied 24	
AC 19; Fortitude 15, Reflex 17, Will 14; see also <i>bite</i>	
Speed 2, fly 6 (hover)	
m Bite (standard; at-will)	
+10 vs. AC; 1d6 damage, and the target is grabbed (until escape) and takes ongoing 10 damage until it escapes. A dire stirge doesn't make attack rolls while grabbing a target and gains a +5 bonus to its AC and Reflex defenses.	
Alignment Unaligned	Languages –
Skills Stealth +10	
Str 10 (+2)	Dex 16 (+5)
Con 12 (+3)	Int 1 (–3)
	Wis 10 (+2)
	Cha 4 (–1)

Cavern Choker (level 5)	Level 5 Lurker	
Small natural humanoid	XP 200	
Initiative +9 Senses Perception +3; darkvision		
HP 48; Bloodied 24		
AC 18 (see also <i>chameleon hide</i>); Fortitude 16, Reflex 16, Will 14		
Speed 6, climb 6 (spider climb)		
m Tentacle Claw (standard; at-will)		
Reach 2; +10 vs. AC; 1d8+3 damage, and the target is grabbed (until escape). A target trying to escape the grab takes a -4 penalty to the check.		
M Choke (standard; at-will)		
Grabbed target only; +10 vs. Fortitude; 1d8+3 damage.		
Body Shield (immediate interrupt, when targeted by a melee or a ranged attack against Reflex or AC; recharges when the choker makes a successful <i>tentacle claw</i> or <i>choke</i> attack)		
The cavern choker makes its grabbed victim the target instead. The choker cannot use this power to redirect attacks made by a creature it is currently grabbing.		
Chameleon Hide (minor; at-will)		
The cavern choker gains concealment until the start of its next turn, it cannot use this power while grabbing a creature or while grabbed.		
Alignment Unaligned	Languages Common	
Skills Stealth +10		
Str 17 (+5)	Dex 17 (+5)	Wis 13 (+3)
Con 12 (+3)	Int 6 (+0)	Cha 6 (+0)

ENCOUNTER #4: POOL ATTACK (HIGH-LEVEL)

Dire Stirge		Level 7 Lurker	
Small natural beast		XP 300	
Initiative +10		Senses Perception +3; darkvision	
HP 60; Bloodied 30			
AC 21; Fortitude 17, Reflex 19, Will 16; see also <i>bite</i>			
Speed 2, fly 6 (hover)			
m Bite (standard; at-will)			
+12 vs. AC; 1d6 damage, and the target is grabbed (until escape) and takes ongoing 10 damage until it escapes. A dire stirge doesn't make attack rolls while grabbing a target and gains a +5 bonus to its AC and Reflex defenses.			
Alignment Unaligned		Languages –	
Skills Stealth +11			
Str 10 (+3)	Dex 16 (+6)	Wis 10 (+3)	
Con 12 (+4)	Int 1 (–2)	Cha 4 (+0)	

Cavern Choker (level 7)		Level 7 Lurker	
Small natural humanoid		XP 300	
Initiative +10		Senses Perception +4; darkvision	
HP 60; Bloodied 30			
AC 20 (see also <i>chameleon hide</i>); Fortitude 18, Reflex 18, Will 16			
Speed 6, climb 6 (spider climb)			
m Tentacle Claw (standard; at-will)			
Reach 2; +12 vs AC; 1d8+4 damage, and the target is grabbed (until escape). A target trying to escape the grab takes a -4 penalty to the check.			
M Choke (standard; at-will)			
Grabbed target only; +12 vs. Fortitude; 1d8+4 damage.			
Body Shield (immediate interrupt, when targeted by a melee or a ranged attack against Reflex or AC; recharges when the choker makes a successful <i>tentacle claw</i> or <i>choke</i> attack)			
The cavern choker makes its grabbed victim the target instead. The choker cannot use this power to redirect attacks made by a creature it is currently grabbing.			
Chameleon Hide (minor; at-will)			
The cavern choker gains concealment until the start of its next turn, it cannot use this power while grabbing a creature or while grabbed.			
Alignment Unaligned		Languages Common	
Skills Stealth +11			
Str 17 (+6)	Dex 17 (+6)	Wis 13 (+4)	
Con 12 (+4)	Int 6 (+1)	Cha 6 (+1)	

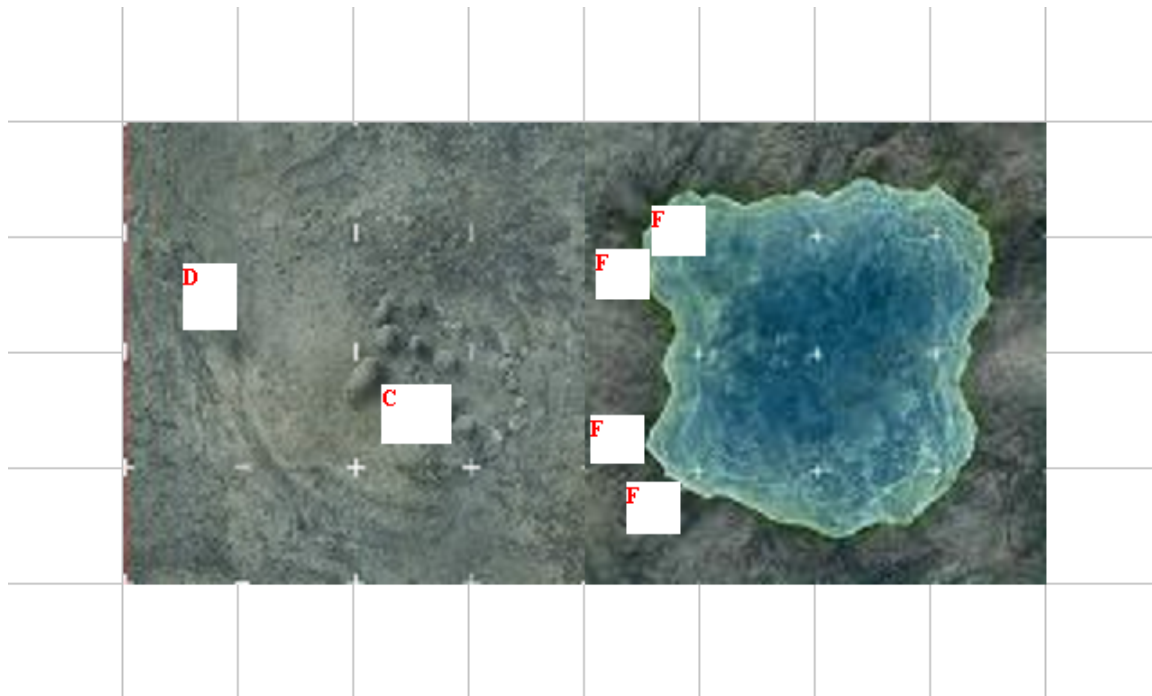
ENCOUNTER 4: POOL ATTACK MAP

Dungeon Tiles

Pool / Floor 4x4 x1

Lost Caverns of the Underdark

Floor / Tunnel 4x4 x1



ENCOUNTER 5: A MAP FOR LANDER

SETUP

Note: This encounter contains a puzzle that offers no experience points for completion. As puzzles are not fun for some players, feel free to skip this encounter by having the puzzle be already figured out. The PCs can also smash through the door without needing to solve the puzzle.

In the back of the pool chamber, beige stone rises naturally out of the cavern floor to form an imposing wall that blocks progress. Faded runes are embedded in the walls, and the remains of a statue lie in a heap. The statue itself is so eroded that it is impossible to tell what it once was. A huge circular slab of stone acts as a door. Upon the surface of the door is a grid of squares with a trough underneath. In the small trough are a number of brightly colored stones (each worth 1 sp).

Priests of Oghma sometimes used such puzzles to test followers. This particular puzzle is a lock that remained in place after the worshippers of Oghma were decimated centuries ago. To solve the puzzle the party must place all of the gems on the grid such that no row or column contains the same color of gem twice. A DC 20 Insight check gives a clue to what must happen to open the lock. A DC 25 Religion check reveals the fact that this sort of lock is most likely Oghman.

Handout 1 contains the puzzle available for party distribution. Simply cut out the grid and gems and give it to the party. Note that a color printer or labeling is needed for the best results. Dice, candies, or other props can be used to replace the gems. If can also draw out the puzzle and give each colored gem a number (one through five from top to bottom) and place the starting numbers in the grid. Appendix 1 contains the answer to the puzzle. Again, color printing or labeling is required.

The puzzle is solvable as it is, but if the party is having problems getting started with the puzzle you can allow an Intelligence check DC 18 to give them a hint. Place a red gem (or number 3 in the case of number representation) in the bottom right hand box.

If any drow have been captured and are questioned at this point, they tell the PCs that they are simply guards here, and they know nothing of what is taking place beyond the door. None of the drow knows exactly what the drow are doing in the temple. These drow don't know the solution to the puzzle barring entrance

to the temple—they have always banged on the door for someone to come from inside and open it.

PCs can batter down the entry door if they are entirely frustrated. It takes 300 points of damage to the doorway to break it enough to enter. The door is made of stone and is one foot thick. Opening the door in this manner automatically warns all those inside the temple of the PCs' presence.

THE TEMPLE

Once the PCs are able to pass through the door, they can enter the temple, which is comprised of a number of worked stone chambers. The walls of the chambers have sayings and other bits of knowledge carved into them. Not all the rooms are important to this adventure; only those containing important encounters are detailed.

The name of Oghma is visible in many places within the temple, allowing identification of the patron deity. It has long been forgotten by his worshippers after its original keepers were destroyed.

A DC 22 Perception check after searching the entire temple reveals that the temple was sacked and the inhabitants slain, probably decades ago.

As per Lander's request, the PCs can explore and map the interior of the temple. As they do they come across several passageways, doors, and smaller rooms. The first area of interest the PCs encounter is the following room:

This room is much like the others except that a single weathered bedroll is unfurled next to a large wooden chest.

The chest requires a DC 24 Thievery check to open, or the PCs can simply smash it. See Treasure for the chest's contents. This bedroll is the possession of the drow priestess studying the temple (the leader). She has deliberately moved away from her companions to this point to enable her to study in isolation.

ENDING THE ENCOUNTER

The encounter ends when the party finds the door into the room detailed in Encounter 6).

TREASURE

In the locked chest there are 25/50 gp per PC, a suit of *death cut armor* +2 (low version only), a +3 *holy symbol of power*, and a *jar of Keoghtom's ointment* (high version only).

ENCOUNTER 6: A Watery Demise?

ENCOUNTER LEVEL 6/8 (600/900 XP)

SETUP

This encounter includes the following:

2 iron cobra inactive bodies (C) sliding door trap/skill challenge

This large central chamber is trapped, rigged so that if a person enters the trigger squares, both doors roll shut and pipes flood the room with water from the river above.

Two large circular stone doors, currently standing open, serve as the only entrances or exits to this room. The floor is obviously lower than the other rooms, as it covered with dank murky water, looking to be about a foot deep. Bits of flotsam bob rhythmically in the algae-covered water. Through the far door you hear the faint sound of metal on stone.

Refer to the passive Perception values of the PCs for more information about the room. Read all entries previous to the value that the PCs beat:

- DC 10: Lying face up in the water and glistening in the newly introduced light (or to darkvision) are two metallic snake bodies (location C on the map). They are clearly not moving and badly damaged. If they are retrieved, they can be identified as iron cobras.
- DC 15: What looks to be a body floats in the far corner of the room (south-east). It appears to be a clothed humanoid but floats facedown so the specific race of the unfortunate individual cannot be discerned from here. (If this body is recovered, it is a drow. A Heal check DC 15 reveals it has been dead for four days as a result of drowning.)
- DC 20: Algae grows on the walls above the water level. If this is seen, A DC 20 Nature check reminds a PC that at one time the water level in this room was higher.
- DC 25: Trapdoors are hidden along the side walls, four in total, near the ceiling of the chamber. Each of the trap doors is roughly two feet square and is located in the four corners of the room.

- DC 28: Water marks on the walls reach to the ceiling of this room.
- DC 31: A circular grate lies in the center of the room, almost completely obscured by the dank water (on the map, this is the center of the symbol).
- DC 35: There are pressure plates running along the center of the room, underneath the water.

TRIGGER PLATES

There are trigger plates for the trap on all squares containing any portion of the symbol. As a result, the only safe areas of the room are the outer squares (all of them) and the remaining four squares in the room that have no part of the symbol in them.

It is possible to identify the trigger plates with a Thievery DC 20 check, but they must be spotted first.

The iron cobras never activate, as they have long since been destroyed, but retrieving their bodies or moving them in any way triggers the trap.

DOORS INTO THE ROOM

The doors into this room are thicker and even more sturdily built than the entrance into the temple, as the builders were afraid of the crushing power of the water trap.

FEATURES OF THE AREA

Illumination: The room is dark.

Water: At the beginning of this encounter, the water is shallow enough that it does not impede movement. If one failure occurs during the skill challenge, the water becomes difficult terrain as it begins to fill the room. If two failures occur the PCs must swim to move through the water.

SKILL CHALLENGE LEVEL 5/7, COMPLEXITY 3 (600/900 XP)

SETUP

Number of Successes: 8

Number of Failures: 3

Primary Skills: Thievery, Strength, Dungeoneering, Nature, Endurance, Perception

Something sinks slightly under your feet, and with a grinding sound both circular doors roll to seal off the room. Within the space of a heartbeat trapdoors open along the walls, a cascade of water flowing into the room.

At this point the PCs have sprung the trap and must complete the skill challenge if they have no ability to breathe water. The trap itself resets after 20 minutes, draining the water from the room via grates in the ground (after stoppering the pipes mechanically again) in a span of 2 additional minutes. The doors have locked in position and cannot be opened save by means of the skill challenge. Once the skill challenge is defeated, the doors unlock again and can easily be rolled back into position.

SKILL CHALLENGE

Thievery (DC 17/19) (Must be adjacent to a trigger plate, virtually everywhere in the room): You try to disable/open the trapdoor/door/drain) using your knowledge of such devices and the right tool for the job.

Athletics (DC 19/21) (Must be adjacent to a trapdoor (the four corners of the room) or one of the circular doors): You try to open/close the trapdoor/door using sheer physical strength. If a PC uses a suitable lever to aid his efforts award a +2 bonus to such checks.

Nature (DC 17/19) (Must be in the room): With your knowledge of the properties of water and stone, you can figure out the best spot to attack the trap. This skill check can only be attempted once.

Perception (DC 15/17): (Must be in the room): You spot vulnerable areas that help direct your efforts to escape. This skill check can only be attempted once.

Dungeoneering (DC 15/17): By studying the trapdoors, the layout of the room and how the doors open and close you can guide your companions to aid their efforts. Success or failure at this skill doesn't count toward the skill challenge. Success gives +2 to all Thievery and Athletics checks involving this skill challenge, and no retry possible once a success is obtained. A failed check means no bonus is earned, but the check can be retried. If the check is failed by 5 or more, assess a -2 penalty on the next Thievery or Strength check involving this skill challenge, and no retry is possible.

Every two rounds that pass without the party accumulating a success results in an automatic failure toward the skill challenge. The party must race against the clock.

When one failure has been accumulated the water in the room reaches waist height on a Medium creature and all squares within the room become difficult terrain.

When two failures have been accumulated the water is deep enough that a Medium or smaller creature must use the Athletics skill DC 10 to swim around the room if movement is desired.

ENDING THE SKILL CHALLENGE

Success: The PCs stop and reverse the flow of water or break through the door, and the room empties of water in a number of rounds equal to the time it took to achieve this success.

Failure: Keep track of the number of successes the PCs have gained prior to failure, as failure is not the end of the encounter.

Once the PCs reach 3 failures, subtract the number of successes from 8. Each PC locked in the completely submerged room must make one Endurance check DC 19/21 for each success they were away from 8. Each failed Endurance check costs the PC one healing surge. If a PC reaches 0 healing surges and then fails another Endurance check, that PC drowns and is considered dead.

ENDING THE ENCOUNTER

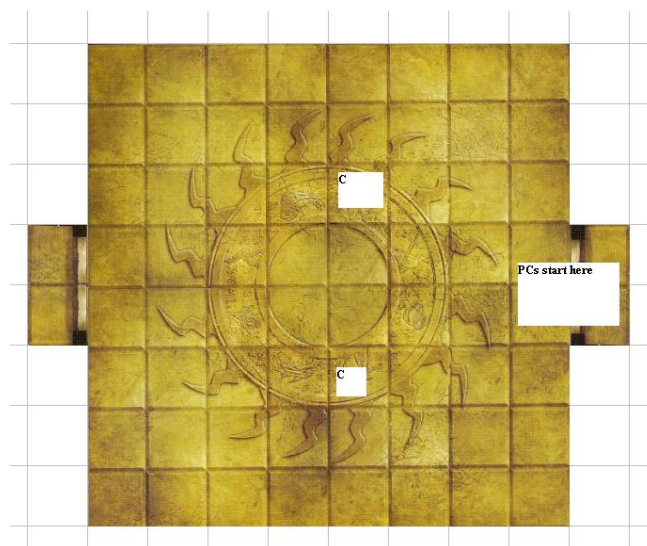
This encounter has a variety of outcomes, depending on whether the PCs identify the trap first, or take precautions. Once the PCs move through the far door into the next chamber, proceed to Encounter 7.

EXPERIENCE POINTS

The PCs gain 120/180xp each if they succeeded at the skill challenge.

TREASURE

The PCs can find 25/50gp worth of coins and gems per PC on the floor beneath the water with a DC 15 Perception check.



ENCOUNTER 7: THE PLOT IS REVEALED

ENCOUNTER LEVEL 8/10 (1650/2350 XP)

SETUP

This encounter includes the following:

- 1 beholder eye of flame (B)
- 1 drow priest (D)
- 2 blade spiders (S)
- 3 kobolds (K)

If the PCs set off the trap in Encounter 7, or if they battered the door into the temple as their means of entrance, the enemies in this room are alert and ready to make a last stand against the PCs.

If the PCs avoided the trap in Encounter 7 and did not batter their way into the temple, they gain a surprise round, as the occupants of the room are distracted by their duties, though in the same position on the map.

The drow priest and the beholder eye of flame are currently attempting to create a teleportation circle so that the drow of the Underdark can use the temple as a place to stage raids upon the surface world. It has taken them a long time to agree upon a method and split of any treasure they might realize, and the PCs therefore are able to come upon the villains before the construction is completed.

As the adventurers enter the area (on the map marked as P), read:

This huge antechamber is obviously the focal point in the temple, serving as a place of worship or congregation. Whatever calamity collapsed the entrance behind the waterfall has likewise done a great deal of damage to the room. A single drow is next to a large misshapen blob of pallid flesh levitating off of the ground. Several eyes on the end of tentacles sprout from the top of the creature, while a huge central eye dominates its central mass. A number of shackled and obviously weak kobolds are toiling away at the broken pillars and piles of rubble in the room, clearing them away.

FEATURES OF THE AREA

Illumination: None.

Rubble: The squares containing rubble and debris are difficult terrain, costing two squares of movement.

Pillars/Statues: The squares containing fallen statues and pillars are difficult terrain. Pillars and statues still standing count as blocking terrain.

Ceiling: The domed ceiling of this room stretches up to twenty feet (4 squares) above the ground.

TACTICS

The drow priest and the beholder eye of flame attempt to remain out of melee range. They prefer to blast the PCs from as far away as possible with ranged attacks. They direct the spiders under their command to engage the PCs and keep them away.

The beholder eye of flame flies to the top of the chamber as quickly as it can, raining fiery blasts upon the PCs from above. It uses its *telekinesis eye ray* to slide PCs into the zone of its aura and away from the drow priest. If tactically sound, the beholder eye of flame flies into melee range when close to bloodied in order to make use of its fiery burst power. Once the power is used, it will return to its haven, flying down again when about to die.

The drow priest uses her *pain web* as often as possible. She will avoid hitting her kobold slaves to avoid waste, not because she cares for their well-being. When injured, she uses spider link to transfer damage to her blade spider guards.

The blade spiders act as a buffer between the PCs and the drow and beholder. If the PCs made themselves obvious in approaching this final chamber, the PCs must make a DC 25 Perception to see the creatures, who are clinging to the wall to gain cover.

The kobolds, who toil in leg irons, are noncombatants. They should be treated as minions with all defenses set at 15. All enemies fight to the death.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one blade spider.

Six PCs: Add one blade spider.

ENDING THE ENCOUNTER

The combat portion of the encounter ends when all enemies are defeated or the PCs retreat. If the PCs retreat, the drow, beholder and all other creatures teleport out with a ritual, leaving behind the temple as a possible base of operations.

The incomplete teleportation circle can be identified as such with a DC 24 Arcana check.

Among the rubble are the bodies of a previous adventuring party sent here by Lander. They comprise

of two humans and two genasi. All of their equipment was taken and sent back to the home of the drow already.

Captured enemies either cannot or refuse to give the PCs any information. The kobolds can tell the PCs that they were captured from their underground homes far, far away and made slaves of the drow. They know that there are many more drow, but only a few (those who the PCs already fought) are part of the local force.

At this point it should be clear to the PCs that their formal task has been completed, and that they have averted an important threat, at least for the time being. They may return to the surface via the first cavern, although they may have to climb out.

EXPERIENCE POINTS

The PCs gain 500/640 xp each if they succeeded in defeating the creatures in this encounter.

TREASURE

See Conclusion below.

CONCLUSION

When the PCs leave the underground area, they find Lander Thible waiting for them, along with a bored-looking female windsoul genasi named Wil-skai. She is a representative of the Airspur government.

Lander is excited when the PCs emerge, clapping his hands excitedly. He asks them to show him the map they made and tell him about any dangers they may have encountered. Assuming the PCs have taken care of all the dangers, Lander looks at Wil-skai and says, “See, I told you there was no danger there. The other group probably–” He then stops speaking and looks around innocently.

If the PCs did not know that Lander had sent another group into the temple previously, this little slip should be enough to let the PCs know of Lander’s lack of morals.

Wil-skai also questions the PCs “in the name of the Queen Arathane,” instructing them to tell the truth. She is trying to ascertain whether the area is now safe for government workers to begin checking the place to see if it is of any use to them.

If the PCs did take care of the dangers of the temple beneath the waterfall, Lander gives them the money he owed them, based on the negotiated amount in Encounter 1. PCs who completed the tasks assigned to them also receive story award AKA5 Well Connected.

ENCOUNTER #7: THE PLOT IS REVEALED (LOW LEVEL)

Beholder Eye of Flame (level 9) Level 9 Elite Artillery	
Large aberrant magical beast XP 800	
Initiative +9 Senses Perception +13; all-around vision; darkvision	
Eyes of the Beholder aura 5; at the start of each enemy's turn, if that creature is within the aura and in the eye of flame's line of sight, the eye of flame uses one random <i>eye ray</i> power against that creature.	
HP 156; Bloodied 78	
AC 22; Fortitude 22, Reflex 23, Will 24	
Saving Throws +2	
Speed fly 6 (hover)	
Action Points 1	
m Bite (standard; at-will) +14 vs. AC; 2d6 damage	
R Central Eye (minor; at-will) Ranged 8; the target gains vulnerable 10 fire, and any attack that deals fire damage to the target also deals ongoing 5 fire damage (save ends both)	
R Eye Rays (standard; at-will) ♦ see text The eye of flame can use up to two <i>eye ray</i> powers (chosen from the list below), at least one of which must be a <i>fire ray</i> . Each power must target a different creature. Using eye rays does not provoke opportunity attacks. 1- Fire Ray (Fire) : Ranged 8; +13 vs. Reflex; 2d8 +4 fire damage 2- Telekinesis Ray : Ranged 8; +13 vs. Fortitude; the target slides 4 squares. 3- Fear Ray : Ranged 8; +13 vs. Will; the target moves its speed away from the eye of flame by the safest route possible and takes a -2 penalty to its attack rolls (save ends).	
C Fiery Burst (when first bloodied and again when the eye of flame is reduced to 0 hit points) ♦ Fire Close burst 2; +13 vs. Reflex; 2d8 +4 fire damage.	
Alignment Evil Languages Common, Deep Speech	
Str 10 (+4)	Dex 20 (+9) Wis 19 (+8)
Con 18 (+8)	Int 14 (+6) Cha 23 (+10)

Blade Spider Level 10 Brute	
Large natural beast (mount, spider) XP 500	
Initiative +9 Senses Perception +7; tremorsense 10	
HP 130; Bloodied 65	
AC 22; Fortitude 21, Reflex 20, Will 18	
Speed 6, climb 6 (spider climb)	
m Claw (standard; at-will) ♦ Poison +13 vs. AC; 1d8+5 damage, and the target takes ongoing 5 poison damage and is weakened (save ends both).	
M Double Attack (standard; at-will) ♦ Poison The blade spider makes two claw attacks.	
M Combined Attack (while mounted by a friendly rider of 10 th level or higher; at-will) ♦ Mount, Poison When the blade spider's rider makes a melee attack, the blade spider makes a claw attack as a free action against the same target.	
Alignment Unaligned Languages -	
Skills Stealth +14	
Str 20 (+10)	Dex 18 (+9) Wis 15 (+7)
Con 20 (+10)	Int 1 (-3) Cha 10 (+5)

Drow Priest (level 12) Level 12 Controller (Leader)	
Medium fey humanoid XP 700	
Initiative +8 Senses Perception +13; darkvision	
Lolth's Authority aura sight; drow and spider allies in the aura gain a +1 bonus to attack rolls and a +2 bonus to damage rolls	
HP 115; Bloodied 57	
AC 25; Fortitude 21, Reflex 23, Will 25	
Speed 7	
m Mace (standard, usable only when bloodied; at-will) ♦ Weapon +15 vs. AC; 1d8 damage.	
m Bite of the Spider (standard; at-will) +14 vs. AC; 2d6+5 damage.	
R Pain Web (standard; at-will) ♦ Necrotic Ranged 5; +15 vs. Reflex; 1d6+4 necrotic damage, and the target is immobilized and weakened (save ends both).	
R Darkfire (minor; encounter) Ranged 10; +15 vs. Reflex; until the end of the drow priest's next turn, the target grants combat advantage to all attacks, and the target cannot benefit from invisibility or concealment.	
A Lolth's Wrath (standard; encounter) ♦ Poison Area burst 5 centered on a bloody and willing drow ally; the ally explodes, releasing a burst of spectral spiders that bite all enemies in range; +17 vs. Reflex; 4d8+4 necrotic damage. The drow targeted by this power is slain.	
Spider Link (minor; at-will) ♦ Healing The drow priest can transfer up to 22 points of damage she has taken to a spider or a drow within 5 squares of her. She cannot transfer more hit points than the creature has remaining.	
Alignment Evil Languages Abyssal, Common, Elven	
Skills Bluff+16, Insight+16, Intimidate +18, Religion+14, Stealth +10	
Str 12 (+7)	Dex 15 (+8) Wis 21 (+11)
Con 11 (+6)	Int 16 (+9) Cha 20 (+11)
Equipment chainmail, mace	

ENCOUNTER #7: THE PLOT IS REVEALED (HIGH LEVEL)

Beholder Eye of Flame (level 10) Level 10 Elite Artillery	
Large aberrant magical beast	XP 1000
Initiative +10 Senses Perception +15; all-around vision; darkvision	
Eyes of the Beholder aura 5; at the start of each enemy's turn, if that creature is within the aura and in the eye of flame's line of sight, the eye of flame uses one random <i>eye ray</i> power against that creature.	
HP 168; Bloodied 84	
AC 23; Fortitude 23, Reflex 24, Will 25	
Saving Throws +2	
Speed fly 6 (hover)	
Action Points 1	
m Bite (standard; at-will) +15 vs. AC; 2d6 +1 damage	
R Central Eye (minor; at-will) Ranged 8; the target gains vulnerable 10 fire, and any attack that deals fire damage to the target also deals ongoing 5 fire damage (save ends both)	
R Eye Rays (standard; at-will) ♦ see text The eye of flame can use up to two <i>eye ray</i> powers (chosen from the list below), at least one of which must be a <i>fire ray</i> . Each power must target a different creature. Using eye rays does not provoke opportunity attacks. 1- Fire Ray (Fire) : Ranged 8; +14 vs. Reflex; 2d8 +5 fire damage 2- Telekinesis Ray : Ranged 8; +14 vs. Fortitude; the target slides 4 squares. 3- Fear Ray : Ranged 8; +14 vs. Will; the target moves its speed away from the eye of flame by the safest route possible and takes a -2 penalty to its attack rolls (save ends).	
C Fiery Burst (when first bloodied and again when the eye of flame is reduced to 0 hit points) ♦ Fire Close burst 2; +14 vs. Reflex; 2d8 +5 fire damage.	
Alignment Evil Languages Common, Deep Speech	
Str 10 (+5)	Dex 20 (+10) Wis 19 (+9)
Con 18 (+9)	Int 14 (+7) Cha 23 (+11)

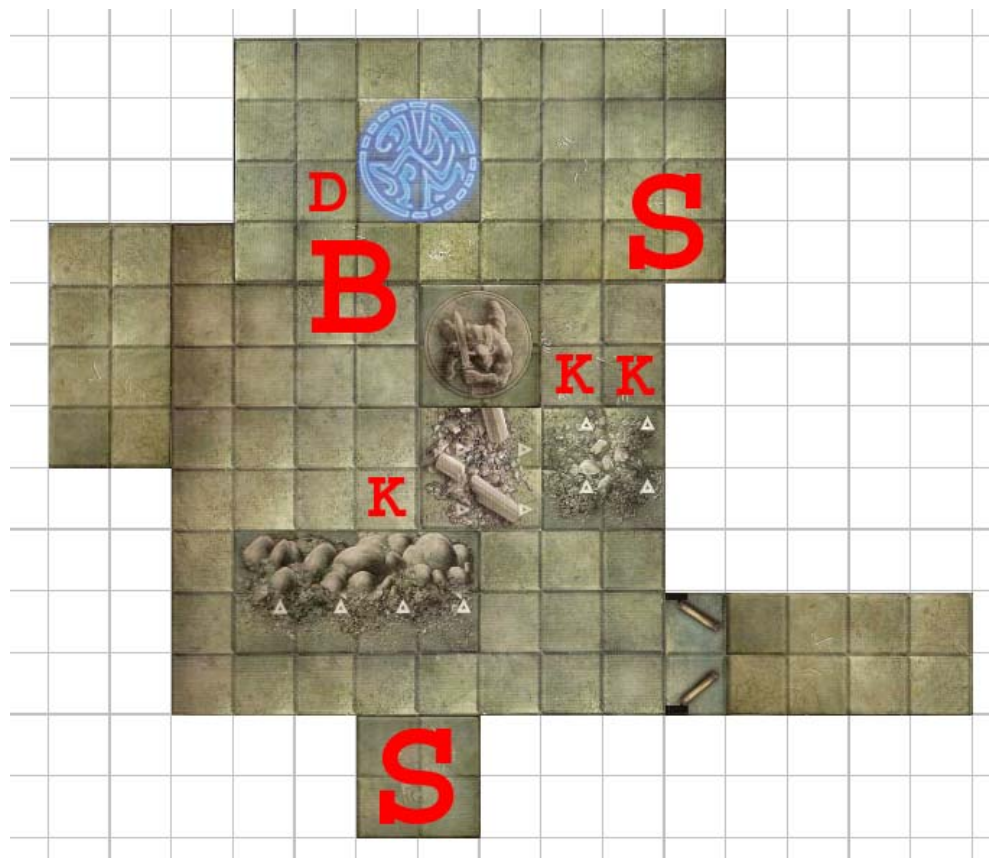
Blade Spider (level 12) Level 12 Brute	
Large natural beast (mount, spider)	XP 700
Initiative +10 Senses Perception +8; tremorsense 10	
HP 150; Bloodied 75	
AC 24; Fortitude 23, Reflex 22, Will 20	
Speed 6, climb 6 (spider climb)	
m Claw (standard; at-will) ♦ Poison +15 vs. AC; 1d8+6 damage, and the target takes ongoing 5 poison damage and is weakened (save ends both).	
M Double Attack (standard; at-will) ♦ Poison The blade spider makes two claw attacks.	
M Combined Attack (while mounted by a friendly rider of 10 th level or higher; at-will) ♦ Mount, Poison When the blade spider's rider makes a melee attack, the blade spider makes a claw attack as a free action against the same target.	
Alignment Unaligned Languages -	
Skills Stealth +15	
Str 20 (+11)	Dex 18 (+10) Wis 15 (+8)
Con 20 (+11)	Int 1 (-2) Cha 10 (+6)

Drow Priest (level 13) Level 13 Controller (Leader)	
Medium fey humanoid	XP 800
Initiative +8 Senses Perception +13; darkvision	
Lolth's Authority aura sight; drow and spider allies in the aura gain a +1 bonus to attack rolls and a +2 bonus to damage rolls	
HP 123; Bloodied 61	
AC 26; Fortitude 22, Reflex 24, Will 26	
Speed 7	
m Mace (standard, usable only when bloodied; at-will) ♦ Weapon +16 vs. AC; 1d8 damage.	
m Bite of the Spider (standard; at-will) +15 vs. AC; 2d6+5 damage.	
R Pain Web (standard; at-will) ♦ Necrotic Ranged 5; +16 vs. Reflex; 1d6+4 necrotic damage, and the target is immobilized and weakened (save ends both).	
R Darkfire (minor; encounter) Ranged 10; +16 vs. Reflex; until the end of the drow priest's next turn, the target grants combat advantage to all attacks, and the target cannot benefit from invisibility or concealment.	
A Lolth's Wrath (standard; encounter) ♦ Poison Area burst 5 centered on a bloody and willing drow ally; the ally explodes, releasing a burst of spectral spiders that bite all enemies in range; +18 vs. Reflex; 4d8+4 necrotic damage. The drow targeted by this power is slain.	
Spider Link (minor; at-will) ♦ Healing The drow priest can transfer up to 22 points of damage she has taken to a spider or a drow within 5 squares of her. She cannot transfer more hit points than the creature has remaining.	
Alignment Evil Languages Abyssal, Common, Elven	
Skills Bluff+16, Insight+16, Intimidate +18, Religion+14, Stealth +10	
Str 12 (+7)	Dex 15 (+8) Wis 21 (+11)
Con 11 (+6)	Int 16 (+9) Cha 20 (+11)
Equipment chainmail, mace	

ENCOUNTER 7: THE PLOT IS REVEALED MAP

DU1:Halls of the Giant Kings

Torture Chamber/Floor / Floor	8x8 x1
Broken Columns/Floor / Floor	4x2 x1
Barracks/Floor / Floor	4x8 x1
Floor/Darkness / Darkness	2x2 x1
Blue Rune/Red Sigil / Red Sigil	2x2 x1
Floor/Darkness / Darkness	4x2 x1
Closed Wood Doors/Open Doors / Open Wood Doors	2x1 x1
Warrior Statue/Rubble / Rubble	2x2 x1
Statue to the Excellent Toxic Rat!/Rubble	2x2 x1
Rubble/Floor / Floor	4x2 x1
Portcullis/Floor / Floor	4x2 x1



REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

IMPORTANT DM INFORMATION

It is critical that you enter the PC rewards accurately on the tracking form, and ensure that the information is reported and entered online in a timely manner. While players will be able to track their character's information on paper, the online information serves as an important backup and verification of play. Ask the players for their RPGA numbers and character numbers (usually a single digit) when you begin to fill out the tracking form.

EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

Encounter 2: Cliffside Climb

50/50 XP

Encounter 3: Drow Raiding Party

300/420 XP

Encounter 4: Pool Attack

200/300 XP

Encounter 6: A Watery Demise?

120/180 XP

Encounter 7: The Plot is Revealed

500/640 XP

Total Possible Experience

1120/1590 XP

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or some other item of value. Each player makes one selection for their character; players may choose the same treasure bundle. Mark the one-letter bundle ID on the tracking form next to any character that selects a bundle; note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that to the gold all characters receive, and ensure you enter the total amount of gold gained (minus any expenditures) online. You can have a negative number and enter that negative online. PCs receive 20% of a magic item's purchase price for any item they sell.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PCs adventure log and the item is forever after that specific weapon.

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

Gold Per PC

150/200 gp

Encounter 4: 25/50 gp

Encounter 6: 25/50 gp

Encounter 7: 50/50 or 100/100 gp

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: *+2 amulet of false life* (low-level version only)

Found in Encounter 4

Bundle B: *death cut armor +2* (low-level version only)

Found in Encounter 5

Bundle C: *magic weapon +3*

Found in Encounter 4

Bundle D: *+3 holy symbol of power*

Found in Encounter 5

Bundle E: *+3 wand of icy rays* (high-level version only)

Found in Encounter 4

Bundle F: *Keoghtom's ointment* (high-level version only)

Found in Encounter 5

Bundle G: Ritual book Leomund's Secret Chest

Found in Encounter 4

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 350/500 gp to their total gold per PC.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. If a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session. Make sure to mark the story award codes next to each character that earned them on the tracking form.

AKAN5 Well Connected

Thanks to the aid the PCs gave to Lander Thible, he in turn is willing to help the PCs out in a real bind. He can aid the PCs with investigations, providing sources of information and equipment. Lander also puts in a good word with many of his own contacts, who may need PC assistance in the future.

ADVENTURE QUESTIONS

Mark the answers to the following adventure questions on the tracking form.

1. Did the PCs discover Lander Thible's true nature?

- a. No. They think he is a swell guy.
- b. They suspect he cares more about money than people..
- c. They know the full extent of his nature.

2. Did the PCs defeat the drow priest and beholder?

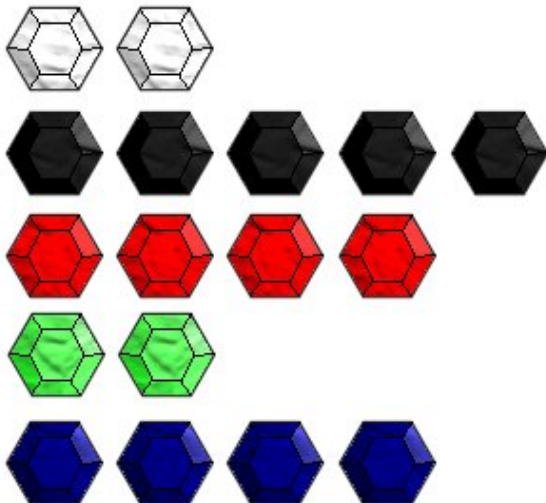
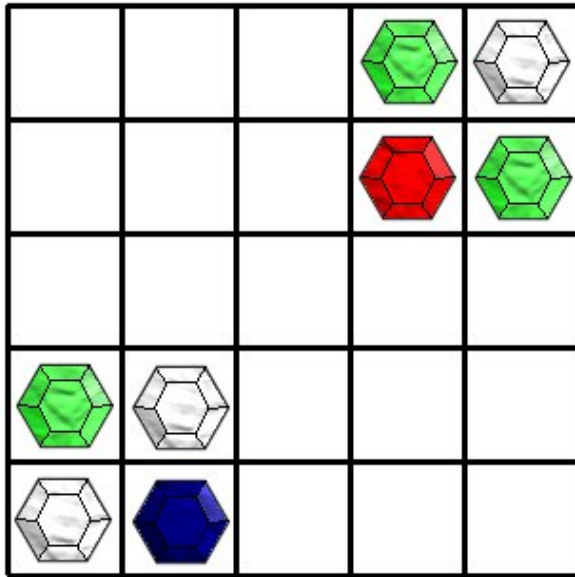
- a. They fought them and killed them.
- b. They fought them but were killed or were forced to retreat.
- c. They never got that far.

3. Did the PCs learn the work being done in the temple was a teleportation circle?

- a. Yes.
- b. No.

HANDOUT 1

Puzzle for Encounter 5



APPENDIX

Puzzle Solution for Encounter 5

