

A SHOT IN THE DARK

(Part I, General Release)

A One Round AD&D High Level Living City Adventure

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This is a non-standard RPGA Network tournament. An eight-hour time block has been set aside for this event. It is a good idea to ask each player to put a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character. For the Ravens Bluff, High Level campaign a minimum of FIVE players is necessary to play the event. RPGA requires four but that would be akin to suicide in the Underdark.

The actual playing time will be about seven hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players summarize their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way their ratings and comments will not influence you.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in *bold italics*. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Precast Spells Allowed in the High Level Campaign:

This list supercedes the list allowed for normal Living City events as given in the Living City Judge Info document.

1st: *armor, wizard mark, weighty chest*

2nd: *magic mouth, fire trap*

3rd: *sepia snake sigil, continual light, accelerate healing*

4th: *stoneskin (normal number minus 1d8)*

6th: *contingency*

DM Information

This is the first of the High Level Campaign modules and involves the PCs initial exploration into the Underdark. Although this will most likely not be the PCs' first time in the underdark, it is certainly an environment that they are unaccustomed to. Also given

that this is the first of the High Level modules and the PCs are unsure as what to expect, they are liable to jump at anything. The Underdark should provide them with those opportunities.

There are a number of important facts when adventuring in the Underdark. They are:

- It is dark. The PCs will be partially able to use infravision to get around but it is still not complete information. Torches, lanterns and continual light devices will need to be employed.
- Teleport and other dimensional travel is limited in the Underdark to one-half mile. PCs travelling to the Underdark can teleport to the mine entrance outside of the mountain, otherwise a four-day ride. But then it is an eight-day journey to the primary settlement. These eight days cannot be substantially reduced through magic as the radiations of the Underdark prevent that type of magic.
- There is no shopping in the Underdark. They only have what they have brought with them. Food, water, healing are in limited.

DM Summary

Introduction

The PCs arrive at the miners base camp to report to Field Marshal Lord Blacktree. However, they find that Blacktree is personally overseeing the rescue operations of some miners trapped in a collapsed tunnel.

Once the miners are safe Blacktree will retire with the PCs to discuss their mission into the Underdark. Members of the dwarven Clan Brightsword rescued from the drow over 750 years in the past and brought to the present by Ravens Bluff adventurers, have been able to provide additional information about Sarbreen and potential locations for the "Orb of Protection." The location provided by the dwarves is over 60 miles deeper into the underdark than where Blacktree and company are currently excavating. The PCs' job is to venture into the underdark, explore some caverns that appear on a rough map that was provided by the dwarves, locate the lower caverns of Sarbreen, scout and secure the area as best possible, return to the surface and report to Blacktree.

Encounter One ñ Going Down:

This "encounter" involves the PCs traveling over 25 miles down into the underdark and the simple obstacles they must overcome getting there.

Encounter Two ñ Troll Gate:

Before the PCs have reached the area where they reach the first fork in the map, they are faced with a large group of hungry trolls. The ease at which they deal with the trolls will determine the size and quality of the drow contingent they face in the next module.

Encounter Three ñ What is a Deep Dragon?:

This encounter takes place in a vertical tube 150 feet high and 100 feet in diameter. This is the lair of a deep dragon that rules a large clan of goblins. (This is a very involved encounter due to the nature of her lair and the many options and abilities of the dragon. The PCs could easily destroy her in a single round if they get into a position to all attack her. However, if she is played right, she can be very deadly.)

Encounter Four ñ A New Home:

This immense chamber is what is left of lower Sarbreen. It is also the place where a recent battle between the drow and the duergar was fought. A high priest of the tanar'ri lord Malphagor, and his undead servants are in the process of collecting the bodies of the fallen. The PCs will have the opportunity to learn more about the underdark environs if they parley with the priest. (Like encounter four, there is a lot going on. This encounter is likely to either be very easy for the PCs or a death trap based upon the party's abilities. If things are going badly for them, do not feel badly pulling some of the punches, just do not award them 100% of the experience points).

Conclusion:

The PCs return to the miners' camp and make their report.

Players' Introduction

You and your companions have been traveling outside of Ravens Bluff for two days. You are still not sure why you have agreed to this. You keep running it over in your mind. How has Mayor Thoden convinced you to assist Field Marshal Blacktree in recovering a lost artifact called the Orb of Protection? Maybe it is your sense of duty, maybe your adventuring spirit, maybe you want to help protect some of the poor convicts who have been stuck in the mines for months now, maybe you think this is an opportunity to gain great wealth and power, or maybe you just need to get out of Ravens Bluff for a few days. Whatever the reason, you are now headed

for the entrance of a mining cave not far from Lord Uldred Deepaxe's keep. It is there Lord Blacktree has been looking for the Orb.

The Orb is needed to destroy The Heart of Bane, another artifact that was brought to Ravens Bluff by a group of adventurers from the Astral Plane. Many attempts have been made to destroy this accursed item, but to no avail. Just having the dark artifact in the City has cause great grief. It has brought much unwanted attention from Iyachtu Xvim and all the agents of Zhentil Keep as well as much of the Clergy of Cyric. Ravens Bluff has tried to find another place to safekeep the Black Heart until can be destroyed. However, no one, including some of the powers of the upper planes, wants to take on that responsibility. Mayor Thoden working in conjunction with the Cleric's Circle and the Wizards Guild has determined that the Orb is needed to destroy the Heart of Bane, and that the artifact would be in the area around Sarbreen (of course the Orb of Protection is protected from divination as well).

For the last several months, convicted criminals have been given the opportunity to reduce their prison term if they help in the artifact's recovery. Furthermore, Mayor Thoden has made it clear that the recovery of the Orb is the City's number one priority. She has constructed roads, supplied mining materials, hired quality engineers, and provided good paying jobs to anyone who will work beside the convicted criminals. Currently she is paying 50% more than the dock workers guild. This has become the biggest public works project since the War.

*As you round a bend in the road, lies the entrance of the mine, as does the small town that has sprung into existence to support this undertaking. As you approach, a young man wearing a corporal's uniform of the Ravens Bluff Army comes running toward your party. [Out of breath, he will address the PC with highest general fame – if there is a tie – the highest-ranking knight] [Insert PCs Name and title] *I am so glad you are here. Lord Blacktree has been expecting all of you. He has unfortunately had to go down into the tunnels. It seems a run-away cart struck a supporting beam and the tunnel collapsed. Over 50 miners are trapped. Lord Blacktree is personally overseeing the rescue effort. You are welcome to wait here for him, unless there is anything you can do to help?**

Assuming the PCs want to help, Corporal Jackson will lead the PCs into the mine. They will find Blacktree

barking orders to about two dozen men. There are six men chained together with pick axes and shovels working at the base of the collapsed tunnel. Two more teams of six take turns removing rock and dirt. The last six are guards with heavy crossbows loaded. They are simply watching the process. Out of the way are two bodies of dead convicts. If the PCs ask, they will learn that the run-away-mining-cart was a deliberate attempt at escape, and the two were unsuccessful. Lord Blacktree will be glad to see the PCs. He will stop giving orders long enough to say hello and explain what actually happened.

About 40 feet of cavern collapsed which is comprised of rock and dirt. It will take the existing work crew about 10 hours to clear the tunnel. Blacktree is doing a good job at directing the current operation, but will be happy to take advice and assistance from the PCs.

Let any reasonable the PCs try to due work. Do not try to draw this out. If the PCs use magic items or spells above third level, the guards will be impressed.

Once the miners are free Lord Blacktree will thank the PCs for any assistance they provided and asks them to join him in his tent. Once there he will thank them for there help and explain the following:

“We have been digging here for about three months with no luck or leads as to the whereabouts of the Orb. That is until three days ago. Lord Thane Uldread Deepaxe brought several dwarves from Clan Brightsword to see our mining effort. A group of time-traveling adventurers rescued the Brightsword dwarves from drow 755 years ago by bring the dwarves to the present.

“While I was talking with Uldread, one of the hearth guards spoke up and said that she did not want to tell the Cleric’s Circle its business, but she remembers something about a powerful magical protective device that belonged to the Clan. She remembered that the elders had done something with it so that the drow could not find it. But the item was kept in a much deeper part of Sarbreen. Now the Mayor is sure that the Orb must be down there, so we are closing up shop here and plan to head down. We need you to go down there first, scout and secure the area as best you can, and return to the surface to report.

“I asked the hearth guard if she would accompany you as a guide. She said that when she and her Clan returns to the Underdark, it will be to revenge themselves against the drow, and Clan Brightsword is not ready for that just yet. She did however draw a map. [Give the PCs Player Handout 1]

“She said the circular room on the map was some kind of holy chamber, but that it was only used by the priests and warriors. Furthermore, the chamber to the right of Lower Sarbreen is giant watering hole for all sorts of creature of the underdark.

“Therefore, all I want you to investigate is the “holy” chamber she spoke of and Lower Sarbreen itself. Then come back and report. There will be plenty of time to search the other areas once we are all down there. I need you to get back here as soon as possible. Do not try to investigate everything. We need you back here sooner than that. Is that clear? [He will pause to get confirmation from the PCs.]

“It should take you about ten days each way. I expect just getting down there will be difficult. You may need to take a couple of days to alter some of the landscape to make it easier going for the rest of us. If you cannot change the terrain to make our passage easy at least take note of what we will need to bring with us so we can.

“If you take a week for exploration, you will be back in just less than a month. By then, I will have this camp ready to move. There is not much more to tell you, but I will try to answer any of your questions. Is there anything you need before you go?”

Blacktree does not have anymore information about what to expect. If anyone from Clan Brightsword is contacted, they can only give 755-year-old information, which is not much more than Blacktree can tell them.

If they ask about reward, Blacktree will tell them the Mayor said that the PCs were volunteers. Furthermore, he certainly does not have enough funds to compensate them for what they are worth. They can take it up with the Mayor when they get back if they want. He will give them any mundane supplies that they request.

Encounter One: Going Down

The path leading to the underdark is much more that just a hop, skip and a jump. It is over 25 miles of steeply sloped, slippery and sometimes treacherous cavern. The PCs will find it difficult to travel much faster than six miles a day. The following are a few physical challenges that the PCs must overcome before successfully gaining entrance to the underdark.

It is important for the PCs to realize the futility of exploring every opening, looking under every loose

boulder, or investigating every strange sound; these are all natural parts of the underdark. Once the PCs start their decent, tell them there is a small tunnel entrance off to the left. If they decide to investigate, lead them around into new tunnels, dead-ends, side passageways, and the like. The DM is encouraged to add to the PCs' paranoia by telling them about sounds they hear off in the distance. Tell them they think they see something at the edge of their light (or infravision). If they investigate, have it take them out of the way on some small path that is not found on the map. CONTINUE THIS UNTIL THE PCs REALIZE THAT THE UNDERDARK IS TOO LARGE AN AREA TO INVESTIGATE EVERY CAVE ENTRANCE OR EVERY SOUND! In the end let it be a rabbit, a lone goblin, a stirge with a hole in its wing making a strange whistling noise or even a single zombie with a chain around its leg. Make sure they know they have gone hours out of their way (and maybe even lost the main cavern).

The following three areas are not meant to be lethal, only cumbersome. The PCs need to figure out a way to overcome the obstacles and if possible provide a non-magical means for the military contingent that will follow. Each of the encounters has creatures that will only attack if a PC is left alone or looks particularly vulnerable. If the PCs stay in a tight group with a bright light source, the creatures will stay in the dark waiting for easier prey.

In trying to follow Blacktree's request in altering the landscapes for easier travel, you will have to decide what they can and cannot do. In this case, be fair, but give the PCs the benefit of the doubt. If they work together and have a plan let them overcome the obstacle.

The Steps

Early on your second day of traveling, the tunnel you are in unexpectedly opens to a giant cavern. Your light source (if you have one) only reveals the wall behind you. The wall continues up into the darkness. Furthermore, the path you are on dead ends into a cliff. When you hang your light source over the edge to determine its height, it stretches off into darkness.

This giant cavern is over 500 feet high from the floor to ceiling and over 200 feet long. It contains a series of three steps; the first is a 75' drop onto a 30-foot wide ledge followed by a 50-foot drop. This drop is onto a 5' ledge followed by another 75' drop to the cavern floor. The roof of the cavern is home to a large flock of

stirges that will attack anyone who examines the roof of the cavern alone.

STIRGES (20): Int Animal (1); AL N; AC 8; MV FL 18(C); HD 1+1; hp 9; THAC0 17; #AT 1; Dmg 1d3; SA blood drain (1d4); SD nil; MR nil; SZ S; ML Avg. (8)

On the 5' ledge live two slicer beetles. They will attack single or vulnerable PCs.

SLICER BEETLES (2): Int Non (0); AL N; AC 3; MV 6"; HD 6; hp 28; THAC0 13; #AT 1; Dmg 2d3; SA cuts off limb on natural 19 or 20; SD nil; MR nil; SZ L; ML Avg. (8)

Flying, levitation, spider climbing, or even several *feather fall* spells will allow the PCs to easily reach the bottom and continue on their way. The biggest obstacle is finding a way so that all of Blacktree's men can easily make it down with their supply wagons. If the PCs have a problem making this area traversable by Blacktree's forces because of a lack of magic or imagination simply suggest that Blacktree can set up a pulley system when he gets here, and then do not award the PCs the experience points for the encounter.

The Ravine

You have now been traveling about eight days. The route you are on has opened into another large cavern. At this point you notice that some of the lichens that grow on the cavern wall give off a faint glow. Although the glow is not enough to see by, it is just enough for you to determine the size and shape of this subterranean passage. A large ravine cuts across your path. Upon further investigation, you find the remains of an old suspension bridge whose ropes have been cut. It would seem that the remainder of the bridge has been hanging on your side of the ravine for years. You estimate the far side is about 40 feet away and about 10 feet down. Warm moist air rises from below, which must be over 200 feet down.

Creating a route across should not be too difficult for the PCs. A simple rope bridge will work for now. Something sturdier will have to be constructed for the carts and animals. If the PCs do not have the material/magic needed to create a bridge, then it can be brought with the men on their way down. Give PCs with engineering, stone masonry skills and the like the benefit of the doubt if they make a successful skills check.

On either side of the ravine (depending on which side the PCs leave someone alone) is a group of bugbear waiting for their chance. Additionally, if someone ventures alone down into the ravine they will find several nests of giant spiders. A flying PC could easily find himself stuck fast in a spider's web. Large spiders swarm their victims. The spiders will scurry away at the first sight of fire.

BUGBEAR (8): Int Low to Avg (5-10); AL CE; AC 5; MV 9; HD 3+1; hp 17; THAC0 17; #AT 1; Dmg 2d4; SA Surprise, +2 to damage; SD nil; MR nil; SZ L; ML Steady to Elite (11-13)

LARGE SPIDER (8 groups of 10): Int Low (0); AL N; AC 8; MV 15; HD 1+1; hp 7; THAC0 19; #AT 1; Dmg 1; SA Poison; SD nil; MR nil; SZ S; ML Unsteady (7)

The Slide

On your tenth day of traveling, you have entered a section of cave that is all but covered by the phosphorescent lichens almost providing enough light to see without a man-made light source. Unfortunately along the lichens the cavern walls, ceiling and floor have grown damp and in some places very slippery. At this point, you have come to a steeply sloping passage that looks particularly smooth and slippery. The diameter of the tunnel shrinks to about 10'-15. You can see that it goes down for at least 50 feet and then curves to the left. After that, it is any bodies guess.

The slide is 4,000 feet of twisting downward sloping tunnel. If someone sits down and slides, they will be fine. If they try to walk, they must make a dexterity check every 250 feet at -2 or go sliding head over heels. Another PC can try to stop them, but must make a successful strength and dexterity check to be successful. If they fail, they are also going down uncontrolled. Someone sliding uncontrolled must make a save vs. paralyzation adjusted for reaction bonus. Success means they arrive at the bottom undamaged. Failure means that they have broken a limb (40% arm, 50% for leg, and 10% collarbone). The PC takes damage equivalent to 25% of his total hit points. Even if this injury is magically healed, it will still bother the PC for the rest of the event (all dexterity check are made at -2).

The PCs should realize that getting the men and equipment down here should be relatively easy. Even a wagon could make it down (save vs crushing blow).

However, getting the pack animals down is nearly impossible due to the slipperiness of the cave.

Anyone familiar with pack animals would know that they probably could make the journey if the ground was not so slippery .

From this point on, the lichens give off enough light so that someone with infravision could safely navigate the tunnels. However, there is no way to know this if there is a bright light source.

Encounter Two: Troll Gate

The drow routinely starve a large group of trolls and release them in the upper caverns of the underdark. The ravenous trolls will attack anything they see, hear or smell (trolls have a great sense of smell), with a beserker like attitude (i.e. wild-fighting style: +3 AC; -3 To Hit; +3 to Damage, +1 Att (bite), see *Complete Book of Humanoids*). All these trolls have successfully made their proficiency check (those who did not were eaten). They will storm the PCs attacking those in the front of the party with reckless abandon. Once a PC is injured, the smell of blood will attract trolls off any PCs that have not been hit. The maximum number of trolls on any PC is six.

WILD-FIGHTING TROLLS (12): Int. Low; AC 4 [7]; MV 12"; AL CE; HD 6+6; hp 36; THAC0 13 [16]; #AT 3 [4]; Dmg 5-8 /5-8 /5-12 (1d4+4, 1d4+4, 1d8+4) [8-11 /8-11 /9-16 /9-16] [1d4+7, 1d4+7, 1d8+7, 1d8+7]; SA nil; SD regeneration 3 hpp/round; SW permanent damage from fire- and acid-based attacks; MR nil; SZ L (10'); ML 16.

If the PCs search for where the trolls came from, they will find a small holding cell with a secret entrance that is lockable from the outside. Nothing else of interest will be found.

Encounter Three: What's a Deep Dragon?

Looking down the hall, you see light coming from what must be the circular chamber drawn on the map. However, in the corridor on either side of chamber's entrance there appears to be a 20' long iron wall with 12" spikes. From here you can tell the chamber is either lit by a fire or by torchlight. The chamber must be at least 100' in diameter and that the path leads up to mound of granite that looks damp. You also see light dancing off the far wall as if

it is reflected off water. On either side of the entrance beyond the spiked walls are two goblin sentries peering down the hall.

If the PCs have a light source (or are wearing heavy armor), read the following:

One of them must of seen your light source (or heard the clanking of your armor) for it goes scurrying off to the left.

The caves are the home to over 300 goblins who all worship Ub'Blick, the Deep Dragon who has made this chamber her lair. During this encounter, the goblins will primarily throw spears. The goblins can throw spears at anyone on the central island. The caves hold 10 spears per goblin.

The description of this chamber is broken down into five areas: the entrance, the main chamber and island, the pool, the lair and the off-shooting caverns.

The Entrance:

The cavern prior to the entrance to the chamber is a straight rectangular corridor for the last 75'. The last 20' just before the entrance to is the death trap it appears to be. If anyone weighing more than 50 lbs. steps on the floor, walls or ceiling, a large 12" thick lead lined iron door will begin lowering 20' out from the entrance to the cavern. The door will make a large grinding sound as it slowly comes down. The PCs will all have a choice of which side of the door they want to be on. This door will prevent any form of teleportation, dimensional folding or the like and is airtight. If all the PCs decide to stay out in the caves, the wall will begin to rise after 1 turn. If one or more PCs are caught on the inside of the door, it will not open again until the PC is either dead or the PC opens it himself. The door can be opened by a large crank found in one of the caves (See The Caves).

The Main Chamber and Island:

The chamber is a circular column over 150' tall from the entrance and 100' wide. The column continues down another 75', but is covered in water. A bridge extends from the entrance to center "island." The island is actually 70' across with a 15' of water between the edge of the island and the cavern walls. On the left side of the entrance is a rope ladder leading up to the first cave entrance. The column itself has ivy growing from the top level of the chamber all the way down to 30' from the entrance level. Hidden in the ivy are long barbed chains. The dragon using her innate telekinetic ability can turn these chains into vicious

weapons. The dragon needs only to concentrate and the chains will attack a PC using the dragon's THAC0. If the chains hit, they will rap around the PC doing 1d8 hp damage and holding him fast. The PC can attempt to free himself with a successful bend bars roll, but doing so he takes an additional 1d8 hp damage from the barbs. Note the dragon's breath weapon does not affect metal of any kind.

Looking up anyone can easily see over 30 cavern entrances at various heights, none lower than 30' up. Many of these caves double back on themselves, but a few actually lead off into other places in the underdark (See Off-shooting caverns). The column is lit by over 60 torches, one on either side of each cave entrance. This provides enough light to see the dimensions of the shaft as well as spoil any infravision.

The island itself is smooth wet granite and looks like a giant sphere only partially out of the water. Its actual shape is closer to a giant mushroom or umbrella acting as a cover for the pool below. The island is slippery and anyone moving more than 1/3 his or her normal movement must make a dexterity check or stumble, sliding into the water.

The Pool:

This pool has many special features. First the fabric between the Prime Material Plane and the Positive Material Plane has weakened and some effects of the Positive Material Plane can be felt by being immersed in the water.

The first of two effects is the regeneration of 1 hit point per round to a maximum of 125% of the individual's normal hit points. Extra hit points will be lost first in any combat and are not subject to any kind of healing. Any extra hit points gained in this method fade at a rate of 1 hit point per turn once outside of the water. This does not prevent death. If a character hits – 10 he is dead (even if he is in the water).

The second effect is that if a dead person immersed in the water while a priest casts a *raise dead* spell on him, he will not suffer the normal loss of Constitution and gains a plus 5% to their resurrection roll. The pool does not allow elves to be affected by a *raise dead* spell. It is very unlikely that this ability will be learned by the PCs.

It is for these benefits that the dragon has made her lair here. She spends much of her time bathing in the pool. Since she has the ability of *true seeing* at will, she has arranged for over 100 continual darkness to be cast on the walls, floor and bottom part of the island so anyone looking into the water will only see darkness.

The bottom has a muddy, sandy bottom. Toward the bottom of the pool is an underwater cavern that

leads to another shaft that goes directly to the back of the dragon's lair at the top of the main chamber. It is much smaller than the main chamber and does not have sufficient room to allow the dragon to fly. It will take her two rounds to climb from the bottom to the top and a single round to go down.

The Lair:

At the top of the main chamber is a large ledge that overlooks the rest of the cavern. Once on the ledge it is obvious that this is the lair of the dragon. To one wall is a mound of coins, gems and jewelry that she obviously sleeps on in dragon form. The pile contains 217 pp., 1,807 gp, 14,587 sp, 31,190 cp, a rose pearl (500 gp), Dark green alexandrine (100 gp), Clear rock crystal (50 gp), Clear pale aqua zircon (50 gp), Green chrysoberyl (100 gp), Pale blue moonstone (50 gp), Deep red garnet (100 gp), Golden yellow topaz (500 gp), Blue quartz (10 gp), Pale blue opal (1,000 gp), Transparent golden amber (100 gp), Bands of red and white sardonyx (50 gp) and Violet crystal garnet (100 gp). A bolt of spun gold (enough to have one dress or two jackets fashioned (750 gp). There are three pieces of jewelry: a gold and onyx necklace (1,250 gp), a pearl necklace (900 gp) and a single ruby earring of hearing, which has a market value of 650 gp unless magic is detected for. Total market value of 52,888 gp (is including earring). Next to this pile of treasure is a bookstand containing an open book. This is a *tome of comprehend languages* described at the end of the module.

In the center is a 12"x30" oriental rug of exceptional quality (2,000 gp) and a large carved oak chair inlaid with gold and ivory obviously meant to be a throne (4,500 gp). To its side is a large standing mirror (special magic item described the end of the adventure: *mirror of reminiscence*).

To the far side of the lair is living quarters for a human sized individual containing a bookshelf, table and chairs, a shadow box, a four poster bed, and a wardrobe with clothing that will fit a female elf (the latest drow fashion). Over the table hangs a lamp with scented oil (150 gp). The bookshelf has 12 books all fiction written in drow (let the PCs put their own value on them, but they could easily be sold in Ravens Bluff for 100 gp each). The shadow box contains a menagerie of colored glass figurines. There are twelve in total including: a pegasi, a griffin, a unicorn, a purple dragon, a beholder, a solar, a pit fiend, a phoenix, a ki-rin, a couatl, and an androsphinx. Each figurine is comprised of brilliant colored glass seeming to have its own light source and crafted with unparalleled workmanship. These unique items will

easily fetch a price of 250 gp each or 4,000 gp as a set. These are the dragon's most prized possessions. If anyone touches one, she will stop whatever she is doing (unless she is dead) and rush to her lair to stop the intruder.

In the back is the second tunnel leading down to the pool.

The Caves:

There are over 30 caves that open into the main cavern. The lowest of these caves enters the main chamber 30' above the main entryway. These caves are the home to the Third Claw, a large tribe of goblins (over 240) that are fanatically loyal to Ub'Blick. The caves enter at various heights above the 30' level. These caves are about 10' in diameter. Many double back or intersect other caves. Some however continue into the underdark. Each cave will contain about 8 goblins. At the mouth of the caves, the goblins keep over 4 dozen wooden spears fashioned from the thick ivy that runs up and down the main chamber. The goblins will use the spears each round, because they know that these spears cannot hurt Ub'Blick.

Suggested Tactics: Upon a PC entering the cavern, the dragon will currently be in snake form in the pool. She will be wearing a necklace of darkness (just some vines with a *continual darkness* spell cast on it). The dragon will contact one of the goblins telepathically to find out what is going on. If only one or two of the PCs are locked into the chamber, Ub'Blick will fight them outright, striking first with her breath weapon and then physically, saving spells as a last resort.

However, if three or more PCs are locked into the chamber, she will start by casting a *clairvoyance* spell so that she can see anywhere in the chamber. Once the goblins have worked themselves into a frenzy chanting her name over and over, she will cast an *improved phantasmal force* with the area effect being the forward half of the circular cavern. At first, all the PCs will hear the tremendous roar that fills the entire chamber, drowning out the sound of the chanting goblins. Then they will see an illusion of herself diving off the top ledge with such speed, she is obviously hasted. Her illusion will use her powerful wings to airbrake and levitate at about 30' up, at which time she will breathe on everyone in the forward half of the cavern. Any magical barriers that the PCs put in place will be circumvented via "magic resistance" or so it will appear. (Do not forget, anyone taking more than 50 hit points of damage from a single attack must make a saving throw vs. death or die.) Anyone taking sufficient damage from an illusion to kill them does

not necessarily die. If they successfully make a system shock roll, they are merely at zero hit points and unconscious for 25 rounds less the PC's constitution score. Each round the PC is in the healing pool counts as two rounds and the PCs does regain 1 hit point per round. Any PC going unconscious loses all memorized spells and must rest and study or pray to regain them. After the illusionary dragon breathes, the goblins will begin throwing spears. Anyone making a successful intelligence check at plus 4 will realize the dragon is an illusion when the spears pass right through her. If the PCs fail, they can attempt to disbelieve once more next round. At the end of the round, Ub'Blick will command the illusion to continue to attack anyone who seems to still believe it's a real dragon, then she will cease concentration. The illusion will only last two more rounds.

The following round, Ub'Blick, still under the rock, will cast *haste*. Based upon what the PCs are doing, on the third round, she will cast *enlarge* and in snake form covered in darkness, she will spring over the side of the island attempting to grab someone in her jaws and take them into the pool with her. Check for surprise (-3 on the roll). If she hits, she will take that individual with her, regardless of stonelines (the *stoneskin* spell will only prevent damage). Any PC not surprised will have the opportunity to attack.

Once under water, she will transfer the victim to her coils and squeeze and drown the victim. The constriction attack does 3d8+10 damage per round and because it is a constriction attack, it ignores stonelines. Additionally, the constriction prevents any movement and spell casting. Free action effects will not prevent the constriction attack. With regards to the drowning, under normal circumstances (with a good gulp of air and not performing strenuous feats), a character can hold his breath up to 1/3 his Constitution score in rounds (rounded up). If the character is exerting himself (i.e. in combat), this time is halved (again, rounded up). If unable to get a good gulp of air (i.e. surprised), these times are reduced by 1/2. All characters are able to hold their breath for one round, regardless of circumstances.

While attempting to hold his breath beyond this time, the character must roll a Constitution check each round. The first check has no modifiers, but each subsequent check suffers a -2 cumulative penalty. Once a check is failed, the character must breathe (if he cannot reach the surface, he drowns).

At this point the dragon has many options. She could cast *web* underwater making it difficult for anyone without free action even to move, much less attack her. She could stick her victim in the muddy bottom and cast *transmute mud to rock*. She has some

very nasty innate abilities. When hasted, she can cast a spell or use an innate ability and still attack or use her breath weapon. Be creative, have fun, but remember your job is not to kill the entire party.

VENERABLE DEEP DRAGON (Ub'Blick); Int. Exceptional (15-16); AC -6; MV 12", FL 30(C), Br 6, Sw 9; AL CE; HD 20; hp 120 (Currently 160 hp); THAC0 1; #AT 3; Dmg 3d4+10/3d4+10/3d8+10, SA: See below, SD: See Below, MR: 50%

Abilities: Fear Aura, Immune to normal missiles, Telepathy, Snake Form (3/day), "Human" Form (3/day), Drow/Goblin form (3/day), regenerate 1 hp/round, Free Action (always active), Levitate (3/day), Transmute Rock to Mud (R)(3/day), Telekinesis (3/day), Move Earth (3/day), Passwall (2/day), Disintegrate (2/day), True Seeing (always active), Unerring Detect Magic (always active), Resist Heat and Cold (-3 per die of damage to a minimum of 1 hp per die), Clairaudiene (anywhere in the chamber)

Breath Weapon: Flesh Corrosive Gas 50'X40'X30' (20d8+10; i.e. 100 hp)

Spells (Cast at 19th Level): *enlarge, shield, protection from good, feather fall, vocalize, improved phantasmal force, web, clairvoyance, haste, improved invisibility, entangle, command, moment*

Precast: *stoneskin* (12), *continual darkness* (Lots), in snake form, she can hold her breath underwater for over three turns.

GOBLINS (240): Int Low-Avg (5-10); AL LE; AC 6; MV 6; HD 1-1; hp 4; THAC0 20; #AT 1; Dmg 1d6 (Spear); SA nil; SD nil; MR nil; SZ m;

Encounter Four: A New Home

You have been walking for hours since your last stop in the endless tunnels of the underdark. Sometimes the tunnels are large, maybe sixty or seventy feet wide, the ceiling at least that high. At other times, the walls have been so close they seem to press in on you, as your party files by, one by one. You gain little comfort from the various types of vegetation you encounter. All is strange, alien and some how barren.

You are once again in a cave like tunnel, fifteen feet across at the widest. With little warning the mouth of the tunnel opens to reveal tremendous cavern. Your party standing on a ledge, approximately fifty feet above the cavern floor. At first, you thought you had found an exit to the surface and had somehow come

outside, under the stars. But, as you spend time looking, you see you are in an immense cavern, the walls and ceiling covered with patches of the light giving lichen, which has become as common to you as grass was at home. This is by far the largest open space any of you have seen since going under ground.

The far side of the cavern is only barely visible. At best guess, it is probably a half-mile or more away. The entire cavern is filled with life. Not just the fungus and lichens you have encountered before, but new forms of life as well. Giant mushrooms act as trees. A carpet of fungus covers the cavern floor like grass. Small polyps have color, mimicking the flowers from home. Lacy fern like growths, ropes and vines of vegetation you cannot identify hang from the walls and mushrooms. Animal life abounds here as well. Giant bats of some sort fly overhead. Heard beasts roam under the mushrooms.

Looking at the walls of the cavern, you can tell were structures once stood. Crumpled walls and loose stones are all that remain. What must have been an extensive city complex covering the entire cavern, is all but gone. A broken portion of aqueduct protrudes from the left side of the cavern wall, about eighty feet from you. Water still flows out of the wall and down the channel, to fall on the cavern floor, now just an ancient artificial water fall.

You soon notice a small path leading from the ledge down to the cavern floor. As you follow it with your eyes, you see it leads to a walled village, toward the far end of the cavern. The village is tiny in comparison to the immense cavern. It is comprised of no more than a dozen buildings. As you watch, you see movement in the village. The village seems to have recently been under attack. The walls have crumbled in several places and several buildings are in various states of collapse. Only a few buildings seem to be in good repair, but it is hard to tell from this distance. What looks to be bodies litter the ground. As you watch, robed figures shuffle from body to body, picking them up and placing them on carts pulled by giant lizards.

This cavern contains the one of the largest remaining ruins of Sarbreen. Recently, a small contingent of duergar settled here with the hopes of creating a base from which they could attack the drow. Four days ago the drow attacked in force. The duergar managed to repel the drow, but realized that their surviving numbers were not large enough to adequately defend

the compound, so they quickly grabbed their supplies and went for reinforcements (without even burying their dead).

Velcreth, a Priest of Malphagor decided to take advantage of the situation. Malphagor is a Tanar'ri Prince trying to take Orcus' portfolio as The Tanar'ri Lord of the Undead. Through the use of several divination spells, Velcreth learned about this "harvesting" opportunity. Once he has the bodies back to his temple, he plans to Raise/Resurrect as many of the fallen as he can. Then using his dark spells and his undead allies to transform the newly raised into powerful undead.

Velcreth also learned during this divination that he needed to be prepared for combat during the "collection operation." Therefore, he has prepared for this eventuality by casting the following protective spells, each having a duration of 3 hours: *resist cold, slow poison, protection from fire, free action, protection from good, spell immunity (dispel magic), protection from lightning, anti-animal shell* (PCs)

VELCREST, Human (Lich) P18: Int Exceptional (15-16); AL CE; AC -3; MV 12; HD 10; hp 76, THAC0 10 (9); #AT 1; Dmg 1d6+2 (1d10+save); SA Spells; SD +1 or better weapon to hit; MR Nil; SZ M; ML: Fanatic (17-18) S: 17, I: 15, W: 18, D: 9, C: 16, Ch: 8

Equipment: *full plate +1, shield +2, necklace of adaptation, unholy symbol (skull w/ fangs and blazing eyes), unholy water (2 vials), footman's mace (forged into the shape of a skull wearing a spiked crown with two ruby eyes. This will become his phylactery if he dies and returns as a lich.)*

Spells: (Opponents save at -2 vs. all necromantic magic) *call upon faith, chill touch (2x), command, cure light wounds (2x), detect magic, faerie fire, sanctuary, draw upon holy might, find traps, hold person (2x), ~~resist cold, sanctify,~~ silence 15' radius, ~~slow poison,~~ spectral hand, withdraw, animate dead (2x), choose future (2x), dispel magic, prayer, protection from fire, vampiric touch (2x), ~~divination,~~ divination, enervation, ~~free action, protection from lightning,~~ protection from good 10' radius, ~~spell immunity (dispel magic),~~ tongues, barrier of retention, ~~immune,~~ dispel good, slay living (2x), true seeing, ~~anti-animal shell,~~ death spell, harm, word of recall, finger of death, unholy word (affects all living creatures)*

Velcrest is a tall elderly man who is much more comfortable with corpses and the undead than he is at conversing with the living. As long as the PCs are

polite, he will be shy and introverted. He has no interest in fighting the PCs and will avoid it if he can. However, he is fanatically loyal to his god and will do whatever it takes to complete his mission.

For additional protection he has brought a small undead army to provided escort consisting of the following:

VAMPIRE MAGES (2): Int Exceptional (15-16); AL CE; AC 1; MV 12", FL 18"(C); HD 11; hp 54, 54; THAC0 10; #AT 2; Dmg 1d4+6+2 Levels; SA Energy Drain; SD +1 or better weapon to hit; MR Special; SZ M; ML: Champion (16)

Vampire 1 Spells: *magic missile (2x), protection from good, shield, darkness, 15' radius, ~~detect invisibility~~, invisibility, stinking cloud, alacrity, blink, haste undead, non-detection, greater malison, ice storm, improved invisibility, cone of cold (2x), transmute rock to mud*

Vampire 2 Spells: *magic missile (2x), protection from good, shield, darkness, 15' radius, ~~detect invisibility~~, invisibility, stinking cloud, alacrity, blink, haste undead, non-detection, greater malison, ice storm, improved invisibility, cone of cold (2x), chaos*

BANSEE (2 Drow): Int Exceptional (15-16); AL CE; AC 0; MV FL 15"(A); HD 7; hp 36, 41; THAC0 13; #AT 1; Dmg 1d8; SA Death Wail ; SD +1 or better weapon to hit; MR 50%; SZ M; ML: Elite (13)

JUJU ZOMBIES (24): Int Low (5-7); AL NE; AC 6; MV 9; HD 3+12; hp 25; THAC0 15; #AT 1; Dmg 3d4; SA Special; SD Special; MR Special; SZ M; ML Special – All are armed with Long Bows (2 att/rnd, 1d8 with 20 non-magical arrows)

MONSTER ZOMBIES (Giant Lizards)(3): Int Non (0); AL N; AC 6; MV 9; HD 6; hp 27; THAC0 15; #AT 1; Dmg 4d4; SA Special; SD Special; MR Special; SZ M; ML: Special

GIANT SKELETONS (8): Int Non (0); AL N; AC 4; MV 12; HD 4+4; hp 22; THAC0 15; #AT 1; Dmg 1d12; SA Fireball 8d6; SD Special; MR nil; SZ L; ML: Fearless (20)

SHADOWS (20): Int Low (5-7); AL CE; AC 7; MV 12; HD 3+3; hp 16; THAC0 17; #AT 1; Dmg 1d4+1 plus special; SA Strength Drain; SD +1 or better weapon to hit; MR Special; SZ M; ML: Special

The bats noted in the box text will inform the vampires of the PCs' arrival, which will in turn inform Velcrest.

Velcrest will instruct his two mage vampire bodyguards to hide in two different huts. It will take the PCs at full movement five rounds to reach the outer walls. It would take a flying creature moving at 36" three rounds to reach the walls, so the vampires will have at least two rounds of casting before the PCs arrive and are likely to have many more.

As the PCs approach, Velcrest will cast *true seeing* (allow any PC with spell craft at –4 to identify the spell, anyone else will notice Velcrest rubbing his eyes). What happens next depends on the PCs. Velcrest will make no hostile actions unless provoked. Velcrest will even command the undead to move aside to let the PCs move into the village. If the PCs do not attack on sight, Velcrest will attempt to parley with them. He can provide the PCs with much information regarding the surrounding area of the underdark.

If asked what he is doing, he will tell the PCs that he is taking these bodies back to his temple so they can receive the "Blessing of Malphagor." If the PCs ask further, he will inform them that the bodies will be raised/resurrected or reincarnated so that Malphagor can take their souls, granting them immortality in undeath. He can also tell them the following:

- That for the past year, the duergar were using this chamber to build a base to attack the nearby drow city.
- Earlier this week the drow attacked in force. The duergar were able to repel the drow, but did not have enough troops to maintain the keep and left for reinforcements.
- The Drow City of Nykanthandar is ten days' travel east of here.
- The duergar city is almost one month away.
- Malphagor is trying to replace Velsharoon as the major necromantic power in this realm.
- The high temple of Malphagor is far away across the Sea of Endless Night.
- He knows nothing about the Orb of Protection or any other powerful artifacts in this realm.
- Velcrest will agree to pack-up the remaining bodies and leave and not to return (unless commanded by his deity).
- His temple is over a month away across the Sea of Eternal Night.

If the PCs start to lecture him on good vs. evil or become indignant at all he will become upset and begin to rant.

"Who are you to judge me and my service to my god? You are of the surface world, a realm of goodness

and light. This is the underdark. Things are a little different here.

“How absolutely arrogant of you to think that you can come down here and instill your high moral standards and misbegotten ethics on a realm you know nothing about!

“Is it your goal to make an enemy where you had none before. At the very least, you alienate a potential ally and source of knowledge. For what? Are you so concerned for the souls of these creatures? I promise the embrace of my lord is much kinder than the one they will receive in the Abyss.

“My work is almost done here. In just a sort while, I will leave here. And I give you my word, I will not come back... unless there is another massacre.”

If the PCs attack, Velcrest will do what he can to protect himself first. He will attempt to turn any Paladins in the party. If turned, the paladin will move away from the cleric at his maximum movement rate for 1 turn. If his fellow PCs do not stop him, he will run into the cavern. He will run right into a group of three carrion crawlers after running for 8 rounds.

CARRION CRAWLERS (3): Int Non (0); AL N; AC 3/7; MV 12; HD 3+1; hp 15; THAC0 17; #AT 8 or 1; Dmg Special or 1-2; SA Paralysis; SD Nil; MR Nil; SZ L; ML: Special

Twelve (12) of the **juju zombies** will move to defend Velcrest, surrounding him two deep. Velcrest will try to minimize the damage to his zombies by first casting *prayer* followed by an *unholy word*. If it looks like a physical attack is imminent, he will cast *draw upon holy might* to give himself a 21 strength. Based upon the situation, he might be able to take a round to cast *choose future* and *harm* or simply cast *harm* (unless his opponent seems immune to magic). Meanwhile the two banshees will hover overhead providing aerial defense and will only howl if a PC is able to enter melee combat with Velcrest or if 3 or more PCs are in range.

If the PCs are not able engage Velcrest, he will provide spell support to his undead and animate the zombies on the Cart. **ALL THE UNDEAD ARE NOT TURNABLE AS LONG AS VELCREST IS CONSCIOUS.** If the priest is reduced to 20 or fewer hit points or if he takes half his hit points in damage in one round, he will cast *word of recall*, which will remove him from the fight (to a special chamber he prepared just outside this cavern). Once Velcrest is no longer involved in the fight, the PCs are free to attempt to turn the undead as

normal (i.e. each priest of paladin can make one attempt to turn undead per encounter).

IMPORTANT: If Velcrest is slain, he rises as a lich with full hit points in 1d4 rounds after death. He will have any spells active that he had when he died, and can cast any remaining spells that he had in memory before his death.

In lich form, Velcrest is turnable. Additionally, his physical form can be destroyed. This will prevent him from doing any additional damage. If the fight does not look good for him, he will try to leave any way he can. To destroy him totally, the PCs must destroy his phylactery. His skull-shaped mace with the ruby eyes becomes his phylactery upon his death.

Meanwhile, the two **vampires** will move apart and away from the group to avoid any area effect spells. They will move behind a crumpled building or wall. Once concealed, they will cast *detect invisibility*, *invisibility (improved invisibility* if the PC attack out right), and the following spells until combat ensues: *alacrity*, *greater malison*, *haste undead*, *non-detection*, and *improved invisibility*. On the round after the PCs attack, one vampire will cast *chaos* and the second will cast *stinking cloud*. The following round the vampires cast *blink*. Once *blink* is cast the vampires will cast *improved invisibility* and begin blinking around casting cold-based spells (*cone of cold* or *ice storm*) depending on the grouping of the PCs. After three rounds of cold-based attacks, the vampires will set upon any helpless victim. No to hit rolls are necessary against a defenseless opponent. If after the cold-based attacks, the PCs are still showing a lot of fight left in them, the vampires will continue with the spell assault before attacking physically.

During the assault, the **shadows** will all attack a single victim with the goal of completely draining him of strength and transforming him into another shadow. They will attack the visibly weakest opponent possible and since the shadows are not substantial, all 20 can attack the same opponent. The presence of a bright light source like a *continual light* spell will cause the shadows to choose another target.

The **juju zombies** not directly engaged with an opponent will use their long bows, firing into combat. Note since most of the undead cannot be hurt by non-magical weapons, they will have little fear (even if they could) of hurting their allies.

The **giant skeletons** will use their fireball attack on anyone that is hanging back or flying. They will be careful enough not to envelop their fellow undead. Then they will move to attack physically.

The **monster zombie lizards** will ignore everything and just stand there through the entire combat.

If the PCs do not to attack Velcrest, he will gather his undead in three rounds and start to leave the cavern. However, the vampires (blinking and improved invisible) are not under the control of Velcrest and decide the PCs look tasty. Once Velcrest is out of the village, they will begin their assault on the PCs. Under this scenario, the PCs need only fight the two vampires. Once combat ensues, Velcrest will push his undead to leave the cavern as fast as possible.

Upon the conclusion of this encounter, PCs can investigate the village. They will find a working well in the center of the main square. Several of the huts only need minor repairs, but the stone wall around the village was the unfortunate target of multiple spells and seems to have “melted.” In addition to the abundant plant life, there are also normal and giant type slugs and snails crawling the walls and ceiling. Furthermore, there is a small herd of roth near the water hole in the southwest corner of the chamber. On the west wall, there are several (over a hundred) small caverns at varying heights. Most are only 20 to 50 feet deep, but others create an elaborate tunnel complex. There is no way the PCs can search them all, but currently there is no activity in them.

Conclusion: Topside

Depending on how much time is left in the event and the condition of the PCs, you can go into as much detail as you like about their return trip to the surface. Upon their return, Blacktree wants a full report especially about the area of lower Sarbreen. He will thank the PCs for their help. If the PCs seemed to handle themselves competently (at least in their report), he will state the following:

From your story and all tales I have heard, the Underdark is a dangerous place. I am going to need individuals like yourselves to permanently take up residence, at least during this recovery mission, to help me keep this group alive and safe. You do not have to answer immediately, but there are several key positions available if you would be interested in signing on permanently. This project is very important to the City and to our Mayor and I am sure she can make it worth your while. Think about it and get back to me. You know where I will be, but do not take too long. Thanks again.

If any of the PCs show an interest in signing on permanently, have the player see either Lee McClurkin or Dan Donnelly for a sign-up sheet.

This Concludes *Shot in the Dark* (Part I)

Experience Summary:

There is no tiering, so just add up the experience awards as appropriate.

Introduction:

Providing meaningful help in rescuing the miners: 100 xp

Encounter One:

The Steps: No PC takes damage. 100 xp

The Steps: They make it easy for Blacktree’s men: up to 400 xp

The Ravine: No PC takes damage. 100 xp

The Ravine: They make it easy for Blacktree’s men: up to 400 xp

The Slide: No PC takes damage. 100 xp

The Slide: They make it easy for Blacktree’s men: up to 400 (1,500 xp max)

Encounter Two:

Defeating the Trolls in 2 rounds or less: 3,300 xp

Defeating the Trolls in 3 to six rounds: 2,700 xp

Defeating the Trolls in 7 or more rounds: 1,900 xp

Encounter Three:

Defeating the Deep Dragon: 3,500 xp

Discovering the pool’s healing properties: 300 xp

Discovering the pool’s raising ability: 200 xp (4,000 xp max)

Encounter Four:

Getting information from Velcrest: 500 xp

Defeating the Undead: 6,000 xp

Defeating only the Vampires: 2,000 xp (6,500 xp max)

Possible Role-playing award: 2,500 xp

Maximum Experience Points: 17,900 xp

Treasure Summary:

If it's not on this list, the PCs cannot keep it. They probably didn't find it anyway if it's not here.

Encounter Three:

- *Tome of comprehend languages*: The permanent Comprehend Language spell does take hold, but initially there is an unfortunate side affect. For the next three months (real time) or for the next six events the PC plays (which ever is longer) the only way the PC can communicate is via the *comprehend languages* spell. The reader is able to understand the spoken words of a creature or read an otherwise incomprehensible written message (such as writing in another language). In either case, the wizard must touch the creature or the writing. Note that the ability to read does not necessarily impart understanding of the material, nor does the spell enable the caster to speak or write an unknown language.
- Copper (31,190): 312 gp
- Silver (14,587): 1,459 gp
- Gold: 1,807 gp
- Platinum (217): 1,085 gp
- Gems (13): 2,710 gp
- Gold and Onyx Necklace: 1,250 gp
- Pearl Choker: 900 gp
- Oriental Rug: 2,000 gp
- Throne: 4,500 gp
- Hanging Lamps with Scented Oil (150 gp)
- Ironwood Four Poster Bed with Satin Sheets (500 gp)
- Drow Library (12 books): 1,200 gp
- Bolt of Spun Gold: 750 gp
- Glass Menagerie: (250 gp each or 4,000 as a set)
- **Spell Book:** *enlarge, shield, feather fall, protection from good, comprehend languages, identify, read magic, unseen servant, vocalize, invisibility, improved phantasmal force, clairvoyance, haste and improved invisibility*
- **Mirror of Reminiscence:** This large delicate mirror stands 6 ½' tall and almost 3' wide (any required saving throw is made at -8). However, once per day an individual can stand in front of the mirror and concentrate on an event he witnessed. The mirror will replay the event in real time. Anyone looking at the mirror can see the event from the individual's point of view. The effect is otherwise similar to the *memory read* spell.

- **Earring of Hearing:** This earring, when worn by a thief (not a bard), will improve his/her Detect Noise ability by 20%. (650 if not detected)
(Total gp value of non-magical treasure is 23,273 gp)

Fame Award

Fame is not necessary in the Underdark community: all the humans down there from Ravens Bluff know each other. The PCs receive one Fame Point in General, which comes from the talk of the released prisoners and reports from Blacktree made public by Mayor Thoden.

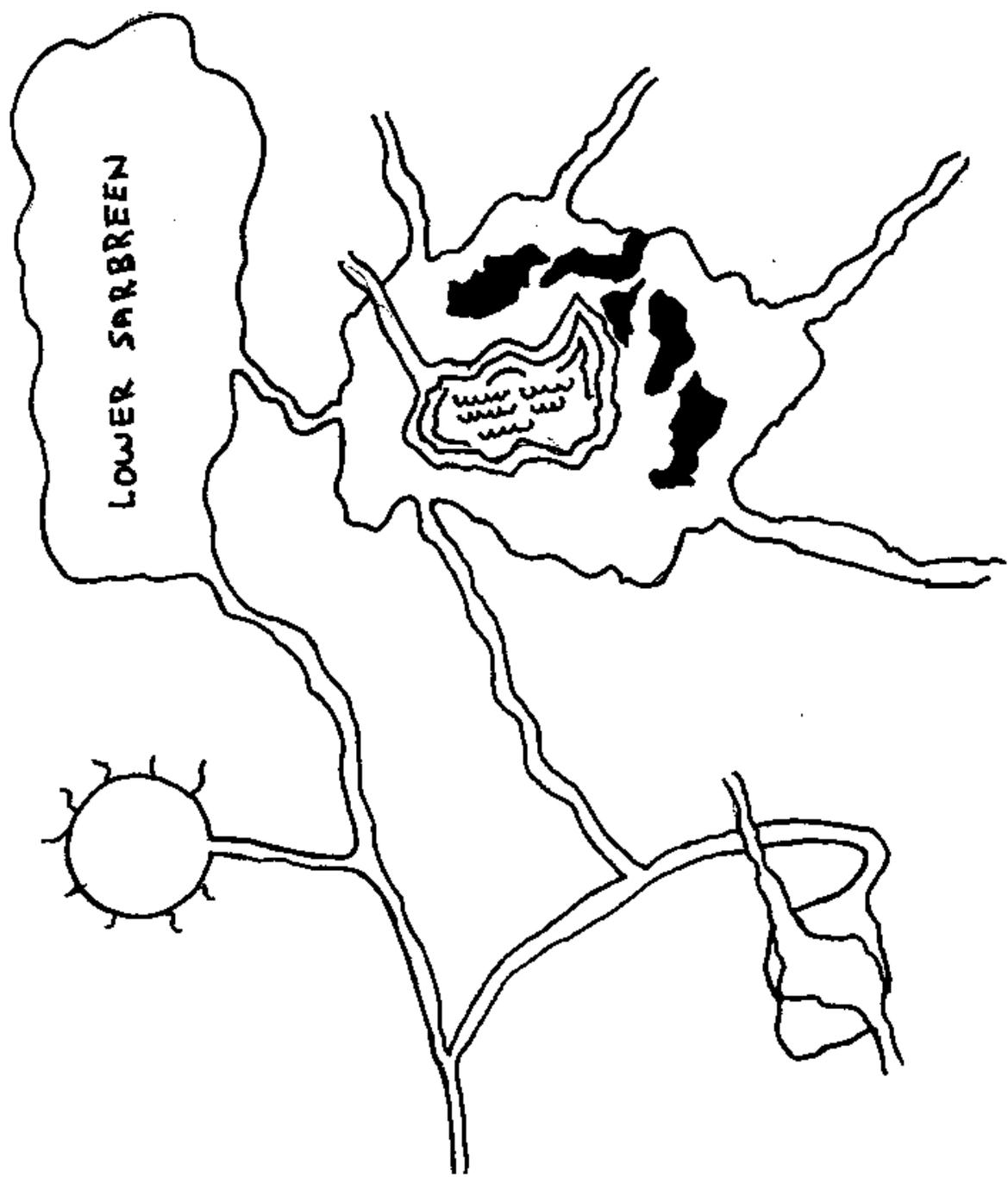
Special Notes:

The following notes are intended for the DM to write on the appropriate character's record sheet.

1. This PC read the *tome of comprehend languages* and cannot speak for three months. He or she must use the *comprehend languages* spell to communicate for 3 months (date should be noted on cert).
2. This PC was raised in the Pool of Regeneration.

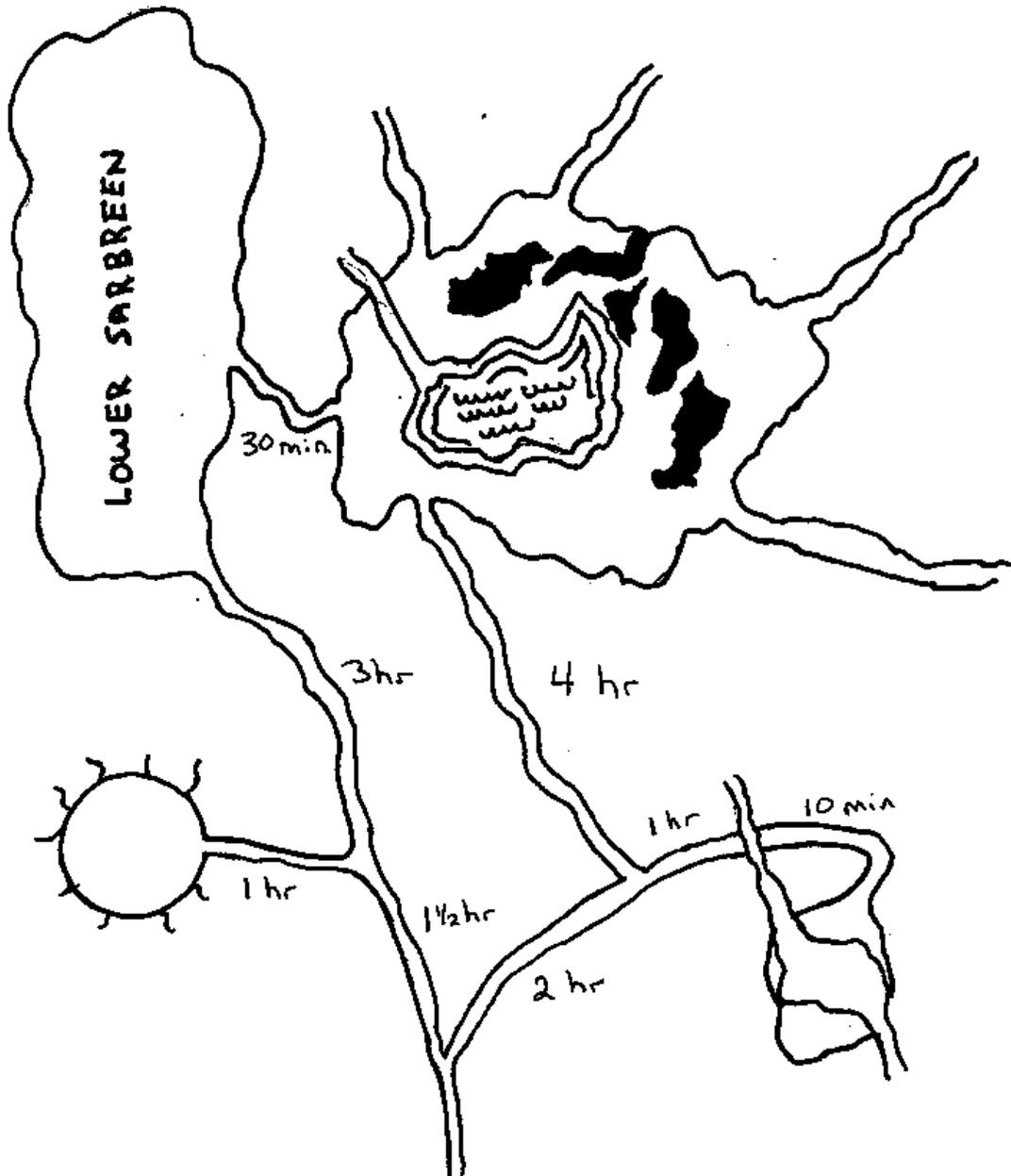
The DM should feel free to note anything worthy that other DMs should be aware of. These could be heroic acts or acts of betrayal, anything you feel is important.

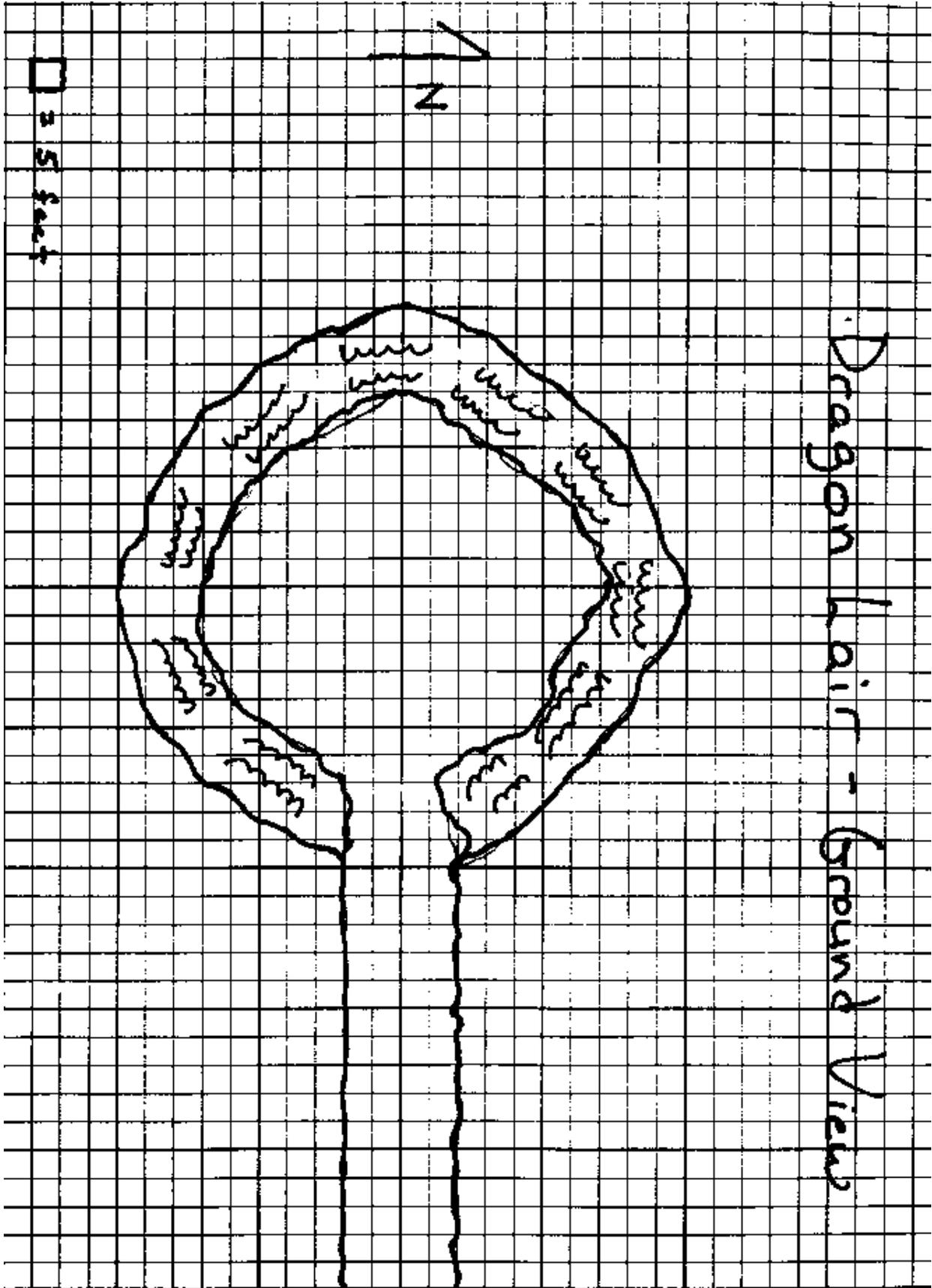
Player Handout Map



DM MAP

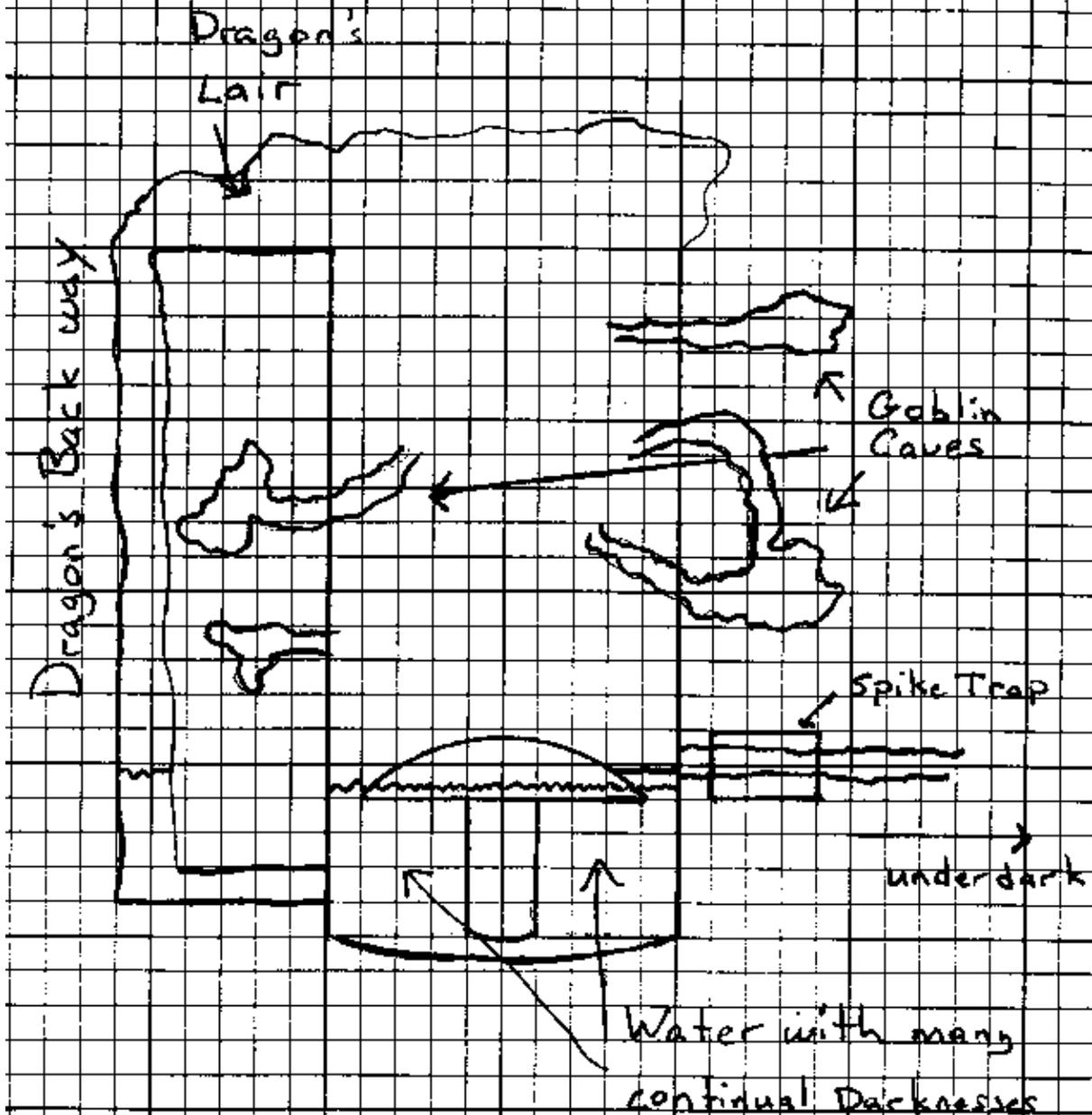
All distances are based upon a ground base movement rate of 12".
The distance is measured in the time it takes to travel.
Caverns are not drawn to scale.



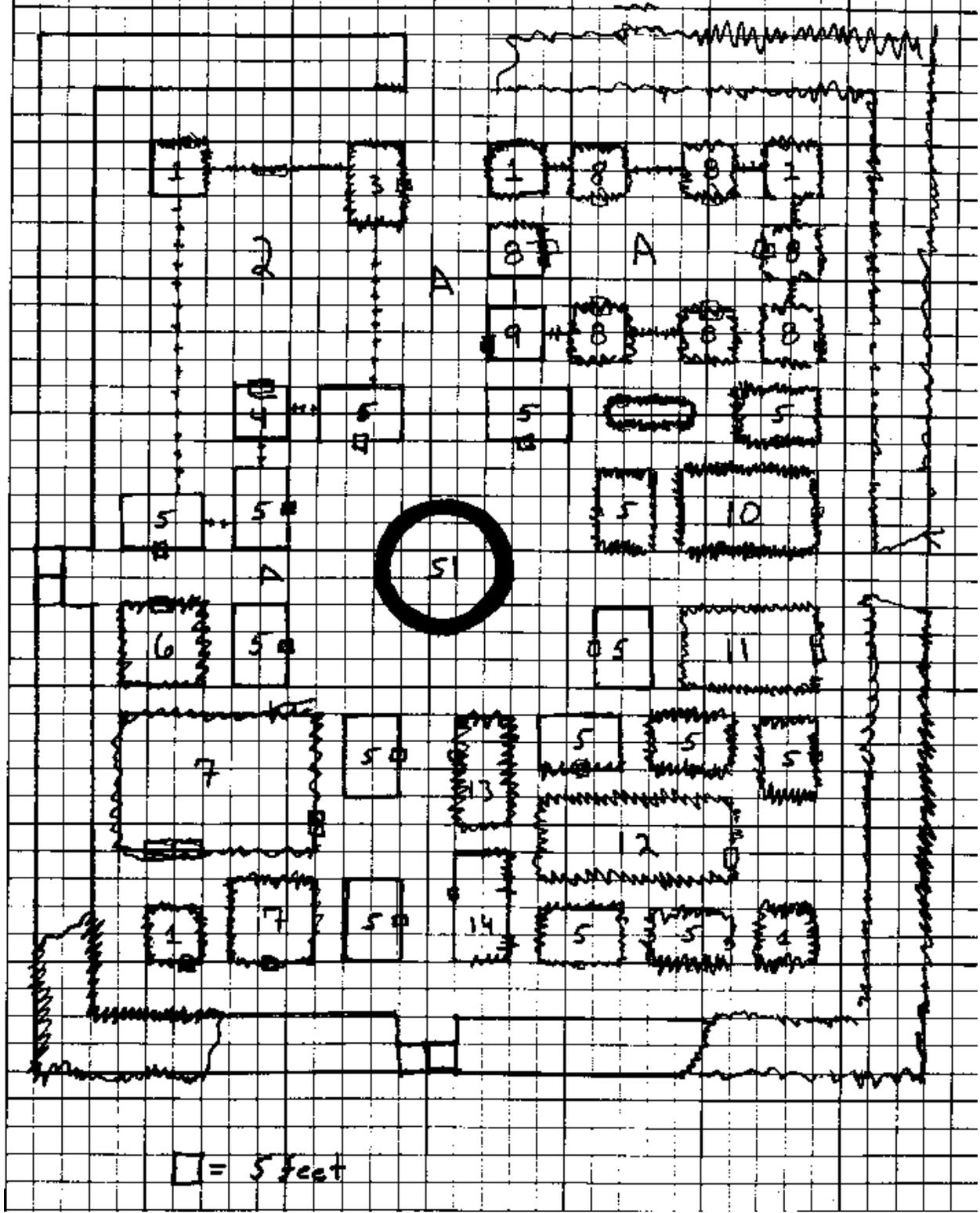


Dragon Lair

Shaft + View



Duergar Village Ruins



Duergar Village Ruins - Key

The actual layout of the village is largely unimportant other than its likely where the fight will break out. Most of the village lies in ruins. The walls were originally eight feet tall and 10 feet thick. All the buildings are made of stone with roofing made from milled giant mushroom stalks. The battle that took place here also involved the slaves of each race, bugbear for the drow and goblins for the duergar. Corpses can be found all over the streets in various conditions. The original purpose for the buildings is as follows:

- 1) **Towers:** These five towers served as lookout posts and were armed with small balista. Each originally stood 15' high but have been knocked down.
- 2) **Corral:** This fenced in area served as a pen for the farm animals.
- 3) **Wagon Shed:** Housed several two wheeled wagons and equipment to repair them.
- 4) **Barn:** This two-story building housed grain and other feed for the animals.
- 5) **Barracks:** Each of these buildings served as the home for 6 duergar. The only thing left in any of the buildings are straw pallets that were used for beds.
- 6) **Mining Equipment Shed:** Anything of use that was in this building has been taken.
- 7) **Warehouses:** The contents of these buildings were burned to the ground.
- 8) **Slave Pens:** These 10' X 10' buildings each housed at least 10 goblins.
- 9) **Blacksmith Shop:** Everything is gone except the fire pit.
- 10) **Mess Hall:** Burned to the ground.
- 11) **Temple:** This building has been completely raised. It is hard to tell that a building was ever there.
- 12) **Armory:** This building exploded from the inside out leaving mostly a crater.
- 13) **Brig:** This building was used to hold and torture prisoners.
- 14) **Medical Building:** This is where they treated the sick and injured. Although some of the building still stands, anything useful has been taken.
- 15) **Fountain:** Since the village has no source of running water, each cleric would cast *Create Water* here once per day. This provided all the water for the entire community. The pool is now dry.

Velcrest will originally be found in the central square.

Places marked with the letter A are where the **Zombie Lizards** are waiting with their carts.

Otherwise, you are free to place the remaining undead anywhere you want.

Nalfein Alabanviir

Creature Drow Mu/Tf (11/12) **hp** 54 **Int** Exceptional (15-16) **Alignment** CE **AC** -2 **HD** 11 **THAC0** 12 (7) **#/Att** 2 **Dam** 1d6+3/1d4 + Special **MR** 72% **D** 11 **R** 5 **P** 9 **B** 11 **S** 6

Nalfein Alabanviir **S**:9, **I**: 17; **W**: 15, **D**: 19, **C**: 16, **Ch**: 8

Alertness

- Blind Fighting
- Endurance
- Observation
- Read/Write
- Rope Use
- Spell Craft
- Swimming
- Tracking
- Trailing
- Tumbling

Innate Abilities (at will)

- Move Silently
- Infravision (120')
- Dancing Lights
- Faerie Fire
- Darkness
- Levitate
- Detect Magic

House Insignia Powers (14th level)

Minor Powers (at will)

- Blur
- Comprehend Languages
- Feather Fall
- Shield

Intermediate Powers (all at 2/turn)

- Charm House Monster
- Non-detection
- Protection from Normal Missiles
- Wizard Lock

Major Powers (all at 1/turn)

- Dimension Door
- Dispel Magic
- Ironguard
- Wrathform

Magic Items

- Cloak - Drowkind
- Drow Chain +3
- Short Sword +3
- Dagger +3
- House Insignia
- Ring of Free Action
- Potion of Gaseous Form
- Extra Healing (3x)
- Potion of Polymorph
- Hand Crossbow +3
- Poisoned Bolts +1 (10x)
- Drow Poisoned Caltrops with Continual Dark Marbles

Trolls

Creature	hp	Int	Alignment	AC	HD	THAC0	#/Att	Dam	D	R	P	B	S
Troll (12)		Low (5-7)	CE	4	6+6	13	3	1d4+4/1d4+4/1d8+4	10	12	11	12	13
Troll (1)	36	00000	00000	00000	00000	00000	000000	000000	000000	000000	000000	000000	000000
Troll (2)	36	00000	00000	00000	00000	00000	000000	000000	000000	000000	000000	000000	000000
Troll (3)	36	00000	00000	00000	00000	00000	000000	000000	000000	000000	000000	000000	000000
Troll (4)	36	00000	00000	00000	00000	00000	000000	000000	000000	000000	000000	000000	000000
Troll (5)	36	00000	00000	00000	00000	00000	000000	000000	000000	000000	000000	000000	000000
Troll (6)	36	00000	00000	00000	00000	00000	000000	000000	000000	000000	000000	000000	000000
Troll (7)	36	00000	00000	00000	00000	00000	000000	000000	000000	000000	000000	000000	000000
Troll (8)	36	00000	00000	00000	00000	00000	000000	000000	000000	000000	000000	000000	000000
Troll (9)	36	00000	00000	00000	00000	00000	000000	000000	000000	000000	000000	000000	000000
Troll (10)	36	00000	00000	00000	00000	00000	000000	000000	000000	000000	000000	000000	000000
Troll (11)	36	00000	00000	00000	00000	00000	000000	000000	000000	000000	000000	000000	000000
Troll (12)	36	00000	00000	00000	00000	00000	000000	000000	000000	000000	000000	000000	000000

Regenerate 3 hit points per round after 3 rounds of being damaged
Trolls hit with edged weapon by a natural 20 will sever a limb.

Deep Dragon

Creature hp Int Alignment AC HD THAC0 #Att Dam MR D R P B S
 Deep Dragon (2) Exceptional (15-16) CE -6 20 1 3+ 3d4+10/3d4+103d8+10 50% 3 5 4 4 4 5

Innate Abilities and Spells are cast at 19th level.

Snake Form (3/day) 000 Reduced Damage from Heat/Cold (-3 per die)
 Regenerate 1d4 hp every 4 rounds True Seeing
 Free Action Detect Magic
 Levitate (3/day) 000 Immune to Sleep, Charm, and Hold Spells
 Transmute Rock to Mud (R) (3/day) 000
 Telekinesis (3/day) 000
 Move Earth (3/day) 000
 Passwall (2/day) 00
 Disintegrate (2/day) 00
 Breath Weapon - flesh-corrosive gas (20d8+10) - (100 hp)

Deep Dragon I (160)

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Precast:

Stoneskin (12): 000000 000000 00

MU 1 Enlarge 2 Vocalize 3 Clairvoyance 4 Improved Invisibility
 1 Protection from Good 2 Invisibility 3 Haste
 1 Shield 2 Improved Phantasmal Force
 1 Feather Fall
 CL 1 Entangle 2 Moment
 1 Command

Deep Dragon

Creature	hp	Int	Alignment	AC	HD	THAC0	#Att	Dam	MR	D	R	P	B	S
Goblins (240)		Low-Avg (5-10)	LE	6	1-1	20	1	1d6	0%	14	16	15	17	17
1	0000	41	0000	81	0000	121	0000	161	0000				201	0000
2	0000	42	0000	82	0000	122	0000	162	0000				202	0000
3	0000	43	0000	83	0000	123	0000	163	0000				203	0000
4	0000	44	0000	84	0000	124	0000	164	0000				204	0000
5	0000	45	0000	85	0000	125	0000	165	0000				205	0000
6	0000	46	0000	86	0000	126	0000	166	0000				206	0000
7	0000	47	0000	87	0000	127	0000	167	0000				207	0000
8	0000	48	0000	88	0000	128	0000	168	0000				208	0000
9	0000	49	0000	89	0000	129	0000	169	0000				209	0000
10	0000	50	0000	90	0000	130	0000	170	0000				210	0000
11	0000	51	0000	91	0000	131	0000	171	0000				211	0000
12	0000	52	0000	92	0000	132	0000	172	0000				212	0000
13	0000	53	0000	93	0000	133	0000	173	0000				213	0000
14	0000	54	0000	94	0000	134	0000	174	0000				214	0000
15	0000	55	0000	95	0000	135	0000	175	0000				215	0000
16	0000	56	0000	96	0000	136	0000	176	0000				216	0000
17	0000	57	0000	97	0000	137	0000	177	0000				217	0000
18	0000	58	0000	98	0000	138	0000	178	0000				218	0000
19	0000	59	0000	99	0000	139	0000	179	0000				219	0000
20	0000	60	0000	100	0000	140	0000	180	0000				220	0000
21	0000	61	0000	101	0000	141	0000	181	0000				221	0000
22	0000	62	0000	102	0000	142	0000	182	0000				222	0000
23	0000	63	0000	103	0000	143	0000	183	0000				223	0000
24	0000	64	0000	104	0000	144	0000	184	0000				224	0000
25	0000	65	0000	105	0000	145	0000	185	0000				225	0000
26	0000	66	0000	106	0000	146	0000	186	0000				226	0000
27	0000	67	0000	107	0000	147	0000	187	0000				227	0000
28	0000	68	0000	108	0000	148	0000	188	0000				228	0000
29	0000	69	0000	109	0000	149	0000	189	0000				229	0000
30	0000	70	0000	110	0000	150	0000	190	0000				230	0000
31	0000	71	0000	111	0000	151	0000	191	0000				231	0000
32	0000	72	0000	112	0000	152	0000	192	0000				232	0000
33	0000	73	0000	113	0000	153	0000	193	0000				233	0000
34	0000	74	0000	114	0000	154	0000	194	0000				234	0000
35	0000	75	0000	115	0000	155	0000	195	0000				235	0000
36	0000	76	0000	116	0000	156	0000	196	0000				236	0000
37	0000	77	0000	117	0000	157	0000	197	0000				237	0000
38	0000	78	0000	118	0000	158	0000	198	0000				238	0000
39	0000	79	0000	119	0000	159	0000	199	0000				239	0000
40	0000	80	0000	120	0000	160	0000	200	0000				240	0000

Malphagor

Creature	hp	Int	Alignment	AC	HD	THACO	#/Att	Dam	MR	D	R	P	B	S
Cleric (18th Level)	76	Exceptional (15-16)	NE	-3	14 Lvl	11	1	1d6+2	0%	2	6	5	8	7

S:17, I: 15; W: 18, D: 9, C: 16, Ch: 8

Skills	Spells	Items
1 Call Upon Faith	2 Slow Poison	4 Protection from Lightning
1 Chill Touch	2 Spectral Hand	4 Protection from Good 10' Rad
1 Chill Touch	2 Withdraw	4 Spell Immunity (Dispel Magic)
1 Command	3 Animate Dead	4 Tongues
1 Cure Light Wounds	3 Animate Dead	5 Barrier of Retention
1 Cure Light Wounds	3 Choose Future	5 Dispel Good
1 Cure Light Wounds	3 Choose Future	5 Slay Living
1 Detect Magic	3 Dispel Magic	5 Slay Living
1 Faerie Fire	3 Prayers	5 Slay Living
1 Sanctuary	3 Protection from Fire	5 True Seeing
2 Aid	3 Vampiric Touch	6 Anti-Army Shell
2 Draw Upon Holy Might	3 Vampiric Touch	6 Death Spell
2 Find Traps	4 Divination	6 Harm
2 Hold Person	4 Divination	6 Word of Recall
2 Hold Person	4 Divination	7 Finger of Death
2 Resist Cold	4 Enervation	7 Unholy Word (affects all living)
2 Silence 15' Radius	4 Free Action	

Creature	hp	Int	Alignment	AC	HD	THACO	#/Att	Dam	MR	D	R	P	B	S
Banshee (Drow) (2)		Exceptional (15-16)	CE	0	7	13	1	1d8	50%	10	12	11	12	13

Banshee (1)	36	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000
Banshee (2)	36	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000

Creature	hp	Int	Alignment	AC	HD	THACO	#/Att	Dam	MR	D	R	P	B	S
Giant Skeletons (8)		Non (0)	N	4	4+4	15	1	1d12	0%	11	13	12	13	14

Abilities														
Giant Skeletons (1)	22	00000	00000	00000	00000	00								
Giant Skeletons (2)	22	00000	00000	00000	00000	00								
Giant Skeletons (3)	22	00000	00000	00000	00000	00								
Giant Skeletons (4)	22	00000	00000	00000	00000	00								
Giant Skeletons (5)	22	00000	00000	00000	00000	00								
Giant Skeletons (6)	22	00000	00000	00000	00000	00								
Giant Skeletons (7)	22	00000	00000	00000	00000	00								
Giant Skeletons (8)	22	00000	00000	00000	00000	00								

