

# **A SHOT IN THE DARK**

**(Part II, 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.

1<sup>st</sup>: *armor, wizard mark, weighty chest*

2<sup>nd</sup>: *magic mouth, fire trap*

3<sup>rd</sup>: *spia snake sigil, continual light, accelerate healing*

4<sup>th</sup>: *stoneskin (normal number minus 1d8)*

6<sup>th</sup>: *contingency*

## **DM Information**

This is the second event 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 one of 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 able to partially use infravision to get around. Most of the walls and floors are the same temperature making navigation without a light source difficult at best. 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 can not be substantially reduced through magic as the radiation of the Underdark prevent that type of magic.
- There is no shopping in the Underdark. The PCs only have what they have brought with them. Food, water, healing are in limited supply.

## **DM's Summary**

The following information is for the DM, but should be passed along to the players as is needed.

### **Things that have come to pass**

- It has been divined that the Orb of Protection will allow for the destruction of the Heart of Bane.
- The Orb of Protection is a powerful dwarven Artifact that was lost in the underdark centuries ago.
- A map was provided from a Clan Brightsword dwarf from that age.
- A large expedition has been assembled and sent into the underdark to find the Orb
- The mayor has authorized reduced prison sentences to any convicted criminal who volunteers to assist in the Orb's recovery
- The new base camp is in a chamber in the underdark known as Lower Sarbreen
- The scouting party that located Lower Sarbreen killed a dragon in a chamber not far from Lower Sarbreen. It is reported that the waters in that chamber have possess strange healing properties.
- The scouting party discovered that a group of duegar had made a home in Lower Sarbreen, but

the drow had recently attacked killing most of the duegar before the drow were forced to retreat.

- An evil cleric to some new god of the undead was discovered collecting dead bodies to add to his lord's army.

### **Introduction :**

The PCs are asked to explore and secure the neighboring chambers.

### **Encounter One ñ Scavengers:**

Two members from the Cult of the Dragon are here to "harvest" a dragon corpse. They have traveled through the astral plane from their base in the demi-plane of shadow. They are unaware of the anti-necromantic nature of the cave, which will prevent the creation of a draco-lich.

### **Encounter Twoñ Hop, Skip and a Jump:**

The PCs come to a river of lava that crosses their path. The thermals that the river generates will force any flyer into the reach of a lurker above that is patiently waiting on the ceiling above.

### **Encounter Three ñ A Prison of Fire:**

This large chamber is divided into two areas by a large lava pool. On the far side of the lava pool is a prison for a Prince of Good Fire Creatures. The evil inhabitants are a mix of prime material and elemental plane of fire creatures that will defend the outpost to death and will summon extraplanar aid if necessary.

Assuming the PCs free the goodly prince, they will be given a "token" of his gratitude.

### **Encounter Four ñ Watering Hole:**

This large chamber has a natural spring running through it and is one of the few natural sources of water in this area of the underdark. Therefore it is frequented by all sorts of different creatures. If the PCs find an out-of-the-way place to watch, they will see creatures that are normally hostile to each other cautiously allow each other to drink.

The PCs will have the option to try to kill everything in sight, but they will soon learn that they can make a career killing things at the watering hole. Eventually, they will realize that creatures come and go peacefully, or someone or something will have to come make it painfully clear.

### **Encounter Five ñ Welcoming Committee:**

The drow have been waiting for a time to ambush the PCs and this is it. READ THIS ENCOUNTER

CAREFULLY. There is a lot going on in this encounter to keep track of. Without adequate preparation, you could easily kill the entire party.

### **Conclusion:**

The PCs return to camp and make their report.

### **Timing**

If the PCs role-play a lot or if you let the combats take too much time, the PCs may not have the opportunity to complete the event. If the PCs are role-playing, try to move the combats along so the PCs have an opportunity to finish.

This event is designed to take seven hours if the PCs are ready to start when they sit down at the table. Use the following guidelines to judge if you are having a timing problem.

Player and DM preparation:	45 min.
Introduction:	10 min.
Encounter one:	40 min.
Encounter two:	30 min.
Encounter three:	150 min.
Encounter four:	30 min.
Encounter five:	100 min.
Conclusion	10 min
Voting:	<u>10 min.</u>
Total Time:	7 hours

This will allow for a 15-minute break about once every 2 hours or one 45-minute break suggested to occur after encounter 3.

Note that at the back of the module are encounter sheets that are provided to assist the DM keep track of spells, hit points and saving throws for the major NPCs. The listed THAC0 and saving throws are unadjusted for magic items and spells. However, if they use a weapon, it should be listed with an adjusted THAC0 which would represent all bonuses including ones from any spells. If the magic is dispelled, then the adjustments should be made accordingly.

## **PC Introduction**

*The trip from the surface to the base camp was both exhausting and demoralizing. The trip has been very hard on both men and equipment. It has been especially difficult for the convicts, who seemed to grow more fearful the further underground the caravans progressed.*

*Although very tired, the army is in good spirits now that they have arrived. The trip took its toll on the soldiers. They attempted to scout every side passage and reacted to every sound that emerged from the Underdark caverns.*

*With only a few deserters missing and a number of minor injuries, the exhausted exploration group has reached the cavern chosen for the base camp. Besides the deserters, only four deaths have occurred. Three prisoners died attempting to escape and one guard was slain by a dropping piercer.*

*The cavern that is to serve as the base camp is cast in deep shadows as it is lit by a number of continual light stones. Despite everyone's weariness, you are not surprised to hear comments about just how comfortable cold stone can be to sleep upon. It is strange how adventuring allows you to adapt quicker to environments and situations. Still, the two ten-day journey from the surface, leading and assisting the exploration group has tried even your ability to maintain a professional attitude.*

*But now you are here. At last, a chance to catch your breath. Of course, you are not surprised at all when a weary messenger arrives from Lord Blacktree requesting your presence at his "command" tent. The messenger goes around to other adventurers assuredly bringing them the same request.*

Allow the PCs to describe themselves. Once they have all mustered their equipment and energy continue with the following:

*Lord Blacktree's tent seems to have been just put up and a small crate is serving as a desk. Lord Blacktree looks even more weary than most of his men, if that is possible. He has been busy tending to all the details of the exploration group's journey and it has taken its toll. However tired, he greets you with a smile. "Hello, I am very glad you have the energy to still assist. First of all, thank you for the hard work you performed in getting the group this far. If not for the adventurers scouting out the passages and helping with the journey, we would still be on the surface and no closer to finding the Orb of Protection.*

*"As for the reason I requested your presence, I need someone to scout out and secure the surrounding area. I expect we still have a number of problems very nearby. I ask you because you are far more experienced and have greater endurance than even my most experienced army officers. I hope that this will be no more than a walk in the park for you, but I will feel much better knowing you are out there. I have enough to worry about. This way I will know that the people I am sending are capable of not only*

*handling themselves but also capable of adjusting to any situation that might arise.*

*"I have already posted a number of guards on the outskirts of the base camp. One of them has reported seeing a light in what we are calling the dragon cavern. This is probably a good place to start, although I need you to scout out all the caverns on this map.*

*"The mission is simple. Scout out and secure the surrounding caverns. If you run into something you cannot handle, come back and report. But if it is something you cannot handle, I do not know what we are going to do. However, no matter what, do not lead an enemy force back to this base camp.*

*"As a secondary mission, keep an eye open for defensible position, some place we could retreat to if we were attacked. Obviously we will spend our efforts to make this chamber as defensible as possible, but look what happened to the last group that tried to defend this cavern. Anyway, it is always good to have a back-up plan.*

*"You are authorized to handle any situation as you see fit. I trust your judgement not to get us in any trouble that you cannot handle. Any questions?"*

Blacktree will treat the PCs the utmost respect and courtesy as is due any high level PC. The PCs are however considered volunteers. Certainly the City does not have the resources to adequately reward adventurers of their merit.

Also make sure the PCs understand that they are the most powerful adventures around for miles. If they let something powerful get by them, the community may not be able to protect themselves.

## Encounter One: Scavengers

*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 the chamber's entrance, there appears to be a 20' long iron wall with 12" spikes. From here you see long shadows and flickering light. The chamber ahead must be lit by torchlight or some other fire source. From the light you can tell the chamber must be at least 100' across. The cave leads up to mound of granite that looks damp.*

This is the dragon's lair from Part I of this event. (See appendix one for a write-up on this cavern from the first event)

Entering the cavern, the PCs will see the dragon's corpse has been laid out on top of the mound. Circling

the corpse is a 2" white line that is drawn onto the stone. At 2' intervals just inside the line, are lit black candles. This line provides a magical barrier that combines the abilities of a *globe of invulnerability* and *anti-animal shell*. The *anti-animal spell* prevents all living creatures from passing through the barrier.

Inside the protective circle are two robed figures. They are members of the Cult of the Dragon and are trying to transform the dragon corpse into a draco-lich.

They have come from one of the Cult's hideout on the Demi-plane of Shadow. They used an *astral projection* spell to gain access to the Astral Plane. Once in the astral, they located a color pool leading to the Prime Material, specifically just outside this cavern. Therefore, if they are slain or dispelled, their astral forms will disappear to return to their physical bodies in the demi-plane of shadow.

**Kovain, hm W16:** Int. Genius (17); AL CE; AC 2; MV 12"; Level 16; hp 50, THAC0 15; #AT 1; Dmg 1d4; SA Spells; SD Spells; MR Nil; SZ M; S: 9, I: 17, W: 13, D: 18, C: 16, Ch: 11

**Equipment:** Wearing a black robe with silver runes down the front.

**Spells:** ~~armor~~, *magic missile* (2x), *shield*, ~~reduce~~, *darkness 15' radius*, ~~embalm~~, *rope trick*, *snowball*, *vocalize*, *clairvoyance*, *dispel magic*, ~~infravision~~, *Melf's minute meteors*, ~~protection from normal missiles~~, *enervation*, *fire shield*, *fumble*, ~~polymorph self~~, *stoneskin*, *avoidance*, *cloudkill*, *cone of cold*, *dismissal*, *wall of iron*, *chain lightning*, *death fog*, *true sight*, *power word stun*, *prismatic spray*, *reverse gravity*, *Bigby's clenched fist*, ~~mind blank~~

**Precast:** Stoneskin (10) OOOOO OOOOO

**Norvis, hem W(N)14/P14 of Gargauth:** Int. Highly (15); AL NE; AC 0; MV 12"; Level 14/14; hp 61, THAC0 12; #AT 1; Dmg 1d6+1; SA Spells; SD Spells; MR Nil; SZ M; S: 9, I: 15, W: 18, D: 18, C: 16, Ch: 9

**Equipment:** Wearing a black and purple robe with a large gold holy symbol embroidered on the chest.

**Mage Spells:** *magic missile* (4x), *shield*, *blindness*, *protection from deathbane*, *resist turning*, *vocalize*, *web*, *dispel magic*, ~~infravision~~, *lightning bolt* (2x), ~~protection from normal missiles~~, *enervation*, *ice storm*, *improved invisibility phantasmal killer*, *bind undead*, *magic jar*, *summon shadow*, *wall of force*, *mass suggestion*, *transmute bone to steel*, *finger of death*

**Preist Spells:** *call upon faith*, *cure light wounds* (as needed), *aid*, *detect traps*, ~~detect traps~~, *heat metal*, *hold person* (2x), *silence 15' radius*, ~~slow poison~~, ~~invisibility purge~~, *choose future*, *dispel magic* (2x),

*prayer* (2x), ~~protection from fire~~, *divination*, ~~free action~~, *mental domination*, ~~protection from good 10' radius~~, ~~protection from lightning~~, ~~spell immunity (dispel magic)~~, *true seeing*, *plane shift*, *slay living*, *blade barrier*, *harm*, ~~astral spell~~

**Precast:** Stoneskin (10) OOOOO OOOOO

The only magic items being carried are four dragon teeth and a copy of the lesser Tome of Dragons. These are the only things that will remain if the Cult members are killed and forced back to their base. The black dragon teeth have been planted in the stone as a precautionary measure. Should either of the Cult members be attacked, the teeth will grow into Black Dragon Teeth Warriors in a single round. The teeth have been planted around the corpse of the fallen dragon (inside the circle). They are considered automatons and not living creatures, so they can pass through the anti-animal barrier.

**Black Dragon Teeth Warriors (4);** Int. Above Average (10); AC 3; MV 12"; AL CE; HD 7; HP 42; Thac0 13; #AT 2; Dam: 1d8+6; SA *Melf's acid arrow* once/day; SD immune to acid; MR nil; SZ G; ML n/a.

When the PCs arrive, Kovain has just completed the ritual to animate the dragon. It did not work. His ceremony failed due the cavern's proximity to the positive material plane. Kovain is extremely upset and throwing a tantrum. The Cult will not look favorably on his failure.

Norvis is busily laying out specially made tripods that dangle triangles (the musical kind) constructed from a strange alien metal. Each tripod has a string attached. When the appropriate words are spoken and the strings are pulled, an extra large plane shift occurs allowing the dragon's corpse to be transported to the astral plane. It will take Norvis 10 rounds to complete the placement of the tripods, cast the spell and take the corpse to the astral plane.

The PCs have a few options. They may chose to use surprise and attack. If this is the case, the PCs should make short work of the two Cult members and their dragon teeth lackeys.

However, if the PCs do not attack immediately, and choose to parley with the Cult members, the Cult members will act as if they were children caught with their hands in the cookie jar just before dinner. They will quickly regain their composure and demand the PCs leave at once. The Cult members will first try to convince the PCs that they have every right to be taking the body. Kovain will even produce a Last Will

and Testament where the dragon agreed to provide her corpse to the Cult.

If this does not seem to be working, the Cult members will promise the PCs anything, gold, magic items, etc. Norvis will even offer the PCs his copy of the Tome of the Dragons (lesser), for the dragon corpse. Kovain will object vehemently. Of course, the two Cult members do not have anything here with them. Kovain will promise to get it from their base in the demi-plane of shadow. When Kovain mentions the secret base, he will get an ugly look from Norvis (anyone with observation will see this). If the PCs do not trust the Cult members to return with the goods, they will be invited to join the Cult members and go to the demi-plane of shadow. (If the PCs agree to return with the Cult members to the demi-plane, use what ever is necessary to kill the PCs unless they can somehow leave the plane quickly.)

Regardless of the actions of the PCs, encourage the players to stay in character while discussing their plans.

This is not meant to be an intensive combat encounter (although, the Cult members will defend themselves with their most powerful spells). It should be an encounter that pulls the party together and give them an early feeling of success vs. a powerful opponent.

AFTER DEALING WITH THE CULT MEMBERS, DO NOT LET THE PLAYERS EAT UP TOO MUCH OF THEIR TIME HERE DISCUSSING ATTACK STRATEGIES. DO NOT STOP THEM FROM ROLE-PLAYING. HOWEVER, THIS ENCOUNTER SHOULD TAKE NO MORE THAN 45 MINUTES.

The only treasure from this encounter is the Tome of the Dragons (Lesser) which will explode if open by a PC. Everyone within 10 feet will take 6d12 fire damage (save vs. breath weapon for ½ damage, dexterity bonuses apply). The book will be destroyed. This has been magically masked as to not detect as a magic trap. If the book remains unopened, it has no value.

## Encounter Two: Hop, Skip and a Jump

*You have come to the place on the map that shows a river, but it has turned out to be a river of lava slowly flowing from left to right across the cavern. The dim red glow almost seems bright in this sunless world. The heat waves rising up off the river will certainly spoil any infravision, and the lava does not quite give off enough light to see what is on the other side.*

The lava is 15' wide from bank to bank. The cavern at this point is about 30' wide and 15' tall. The lava is only about 5' deep. Anyone unfortunate to fall in to it will take 3d6+20 fire damage while in the lava and 1d6+5 on the round after they are out. Fire resistance will reduce the damage to only 1d6 while immersed. Protection from fire will provide complete immunity.

There are no secret doors or passages around the lava, but someone with tracking can note (if they look, no roll is required) that there are "foot prints" going in and out of the lava.

The PCs must find away across if they want to continue down this passage. What they do not know is that a Lurker Above has made his home in the ceiling above the lava flow. Any creature (PC) trying to fly across without mentioning that he is going to take into account the thermals when crossing will be forced into the waiting Lurker (no to hit roll necessary). If the PCs take special precautions to prevent this sort of attack from happening, give them a surprise roll at -3. If the PCs build some sort of bridge across the lava, give the PCs a normal surprise roll.

If the Lurker misses on its first attack, it will try to fly away in the direction the PCs came from as fast as it can.

If the Lurker successfully captures a victim, it will rollup like a carpet and slips into a hole in the ceiling to digest its prey. The hole in the ceiling provides the Lurker with total cover, effectively reducing its Armor Class by 9. The hole in the ceiling is directly above the lava flow.

PCs using flight to reach the Lurker must have a flight class of B or better to not have any additional penalties. For each flight class above B, the PC endures an addition -4 to hit.

**Lurker Above;** Int. Non; AC 4; MV 1', Fl 9"(B); AL N; HD 10; 65 hp; THAC0 11; #AT 1; Dmg 1d6; SA Surprise; SD Nil; MR nil; SZ L; ML 12.

Victims inside the Lurker can only fight with small weapons that were in their hand when the Lurker attacked. Twenty-five percent (25%) of the damage done to the Lurker is also done to its prey.

## Encounter Three: Prison of Fire

Once across the river of lava, the cavern continues about another 40 feet and bends off to the right. The same dim red glow given off by the lava can be seen reflected off the far wall.

Give the PCs an opportunity to react.

*Around the corner the cave doubles back on then opens into a large cavern. The river of lava enters this chamber on the right and quickly expands to the size of a small lake. The light from the lake still fills the chamber with a deep red glow. The first thing you notice upon entering is that this cavern is HOT!!! The temperature at the entrance of the chamber must be over 120 degrees. Despite the great heat, the lava here must be cooler than in the cave, because the surface is much darker.*

*After taking a minute to adjust to the new surroundings you see what appears to be a keep on the far side of the lake. The temperature at the keep must be much hotter. The ceiling of this cavern is covered in smoke, but stalactites pierce the mist at about 40' up.*

This encounter provides the DM wide latitude as to how you want to run this combat. Presented here are inhabitants and then the room descriptions. You can place the inhabitants as you see fit. Unless there are time problems, try to avoid the single massive combat. The only creatures you need to pay special attention to are two of the shamans and the efreeti. They are needed for the encounter in the Temple. If their deaths cannot be avoided prior to this encounter, let them die and replace them with new ones in the Temple.

If the PCs take a round to observe (and make a successful observation check), they will note that the proportions for the keep are "giant" sized.

The keep is a Prime Material prison where Imix (Evil Prince of Fire Elementals) keeps enemies that he needs to ransom or torture. The prison is in the prime material plane to make it more difficult for Imix's enemies in the Elemental Plane of Fire to locate. The Keep is "manned" by creatures native to both the prime material plane and the elemental plane of fire.

Should the PCs decide to parlay, the giants will allow two party members to come to the keep. Eyeez, the efreeti, will take them down stairs and let them into the special cell (See room L). Once in the cell, Eyeez will let them run out of air (a day or two) and remove all their items and place them in the cell between the Drow and Duegar.

Furthermore, should the party decide to do some scouting, a quite, invisible individual or party should be able to successfully complete a reconnaissance mission. Note that if the doors to the main complex are open by invisible creatures, the two fire elementals will call the alarm.

### **The Moat:**

The lake of lava that must be crossed to get to the keep is much cooler than the lava in the tunnel. PCs will note the darker surface color. Anyone trying to cross it will have their movement cut by 1/3 and will sink 1 foot per round. The lava is 10' deep. Walking in the lava will cause 1d3 points of damage per foot the character is immersed at the end of the round (Save vs. paralyzation for half damage). Characters cannot cast spells while taking damage.

### **The Wall and Court Yard:**

Inside the courtyard is a parade ground. A couple of giants that are not on guard duty are playing catch with five of the Hell Hounds. (See Hell Hounds)

The temperature here is 150 degrees F and unprotected PCs will take 1 hit point of damage here per turn. The keep itself is constructed of worked stone which makes it non-susceptible to *transfer rock to mud* spells. The prison grounds are surrounded on three sides by a 25' tall wall (20' thick for the first 10' then 10' wide for the second, creating a ledge for the giant to stand on) made of stone and iron reinforced mess. Sacks of boulders wait ready on the wall to help repeal intruders. A 20' tall solid stone door lies in the middle of the wall.

Immediately opposite the stone gate is the entrance to the fortress. A set of large brass doors, 40 feet across and intricately carved with flames, scenes of battles and strange symbols open into the fortress. Approximately 20 feet on either side of the doors, stand two burning columns. The flames reach to the ceiling. Each column is 10 feet in diameter. DM NOTE: THESE ARE TWO FIRE ELEMENTALS. If anything happens to the fire giant guards in the courtyard, the fire elementals will sound the alarm.

Other columns, constructed of rock, extend the length of the cavern wall, spaced every forty feet. They give the distinct impression of a figure writhing in agony, locked for eternity in the consuming fire. The wall, just beyond the columns, is carved with similar scenes and intricate symbols found on the doors. Small holes, about the size of a man's head dot the wall. Each is cleverly decorated as an eye, mouth or other portion of the mural. This wall and these doors are the second line of defense for the fortress. If the whole wall should crumble, the fortress will remain intact.

**Fire Elementals (2);** Int. Low (5-7); AC 2; MV 12"; AL N(E); HD 16 hp; HP 100; THAC0 5; #AT 1; Dmg 3d8 ; SA All items struck by a fire elemental save vs. magical fire at -2 or immediately begin to burn; SD +2

or better weapon to hit, immune to fire; MR nil; SZ L; ML n/a.

Note: PCs with fire protection only take 3d8-3 damage from a successful attack.

### **Hell Hounds:**

There are ten large hell hounds at the keep. Five are being exercised in the parade ground. The remaining Hell Hounds are inside the keep and will be able to fight if the alarm is sounded in a single round. They are fiercely loyal to the Fire Giants and will fight to the death if called upon to attack an opponent.

Their favorite tactic is to surround the intruders on the lava lake circling like sharks (they will only sink up to their knees, reducing their movement in half). Then, they will all breath inward simultaneously hitting as many PCs as they can. Each PC must save vs. breath for each breath that touches them. A failed saving throw from the breath weapon requires all exposed items to save vs. normal fire. Note, hell hound breath is considered non-magical fire.

**Hell Hounds (10; 2 packs of five);** Int. Low; AC 4; MV 12"; AL LE; HD 7; HP 35; THAC0 13; #AT 1; Dmg 1d10; SA Breath Weapon (7 hp, save for half rounding down); SD immune to fire, can see hidden or invisible creatures 50% of the time; MR nil; SZ M; ML 16.

On the wall there will be four fire giants on guard at all times (all twelve will be ready for combat if an alert is given with 1d6 rounds). The other guards will be resting, eating or playing with some of the Hell Hounds. The four fire giant shamans will be conducting rituals to Imix in the temple and will arrive one round after an alert is sounded. Resting guards (1d4+1) can reach the courtyard for combat in one round after an alert is sounded, but they will not be wearing armor (A.C. 5).

The Fire Giant Noble will be ready for battle, but will not be on guard duty.

### **Giants of the Keep**

**Fire Giant Noble:** Above Avg (13); AC -3; MV 12" AL LE; HD 15+2-5 hp; HP 175; THAC0 2; #AT 5/2; Dmg 2d12+13; SA Throw rocks for 2d10; SD immune to fire; MR nil; SZ H; ML 16.

**Innate Spell-like Abilities (10<sup>th</sup> level):**  
\*\*\***Special note: He can use one innate ability per round while engaged in combat.** \*\*\* Affect Normal Fires (3/day), Burning Hands (3/day), Fireball (3/day), Flame Arrow (3/day), Flaming Sphere (3/day), Wall of Fire (3/day), Dispel Fire Resistance (1/day) (This

special ability allows him to automatically dispel all items and spells on a single individual that provide any source of fire protection for 2d4 rounds).

**Equipment:** *Giant-sized (12' long) two-handed sword +3* that is resistant to fire.

**Fire Giants (12);** Int. Low-Avg; AC -1(5); MV 12"; AL LE; HD 15+2-5 hp; HP 97; THAC0 5; #AT 1; Dmg 2d10+10; SA Throw rocks for 2d10; SD immune to fire; MR nil; SZ H; ML 15.

**Fire Giants Shamans (4);** Int. Avg; AC -1; MV 12"; AL LE; HD 15+2-5 hp; hp 72; THAC0 5; #AT 1; Dmg 2d10+10; SA Throw rocks for 2d10; SD immune to fire; MR nil; SZ H; ML 15.

**Shaman 1 Spells:** *protection from good; faerie fire, bless, hold person, silence 15' radius, speak with fire animals, nap, prayer, dispel magic, abjure*

**Shaman 2 Spells:** *protection from good; faerie fire, bless, hold person, silence 15' radius, speak with fire animals, nap, prayer, dispel magic, wall of fire*

**Shaman 3 Spells:** *protection from good; faerie fire, command, chant, silence 15' radius, heat metal, snare*

**Shaman 4 Spells:** *protection from good; faerie fire, cure light wounds, aid, silence 15' radius, speak with fire animals, prayer*

As soon as any alarm is sounded, the six flocks of fire bats will be let loose. They will use the smoke up toward the ceiling to provide cover until they find targets to attack.

**Fire Bats (36 – six groups of six);** Int. Semi; AC 8; MV 21"; AL NE; HD 2 hp; hp 10; THAC0 19; #AT 1; Dmg 2d4; SA fire and blood drain; SD immune to fire; MR nil; SZ S; ML 15.

The shamans will use the *speak with animals* spells to talk to the fire bats to find any invisible opponents and swarm any flying opponents. The shamans will then use *faerie fire* to uncover the invisible PCs.

Shaman 3 will stand guard outside the temple/prison complex, cast *snare* on a 20' length of chain to capture the first person who comes close enough to engage him. He will not be close enough to the wall to see any combat going on outside the wall. This will limit his ability to hurl rocks at only individuals inside the compound. On the following round he will begin "Chanting."

Once the combat moves inside the compound, Shaman 2 and 4 will move into the Temple and prepare to make a last stand.

The complex is run by an evil efreeti named, Eyeez. He should direct the assault and avoid personal combat unless his side is just mopping up (bad for the PCs) or the PCs have entered the Temple (good for the PCs). Either way, he will be prepared for combat by using his enlarge ability to double his size (and damage).

UNDER NO CIRCUMSTANCES SHOULD EYEEZ BE ALLOWED TO BE IMPRISONED ALIVE. HE WILL KILL HIMSELF BEFORE BEING FORCED TO SERVE. HE KEEPS A VIAL OF LETHAL POISON FOR JUST THAT OCCASION.

**Eyeez (Efreeti);** Int. Very; AC 0; MV 9", Fl 24" (B); AL LE; HD 10; hp 60; THAC0 11; #AT 1; Dmg 3d8; SA Spell Like Abilities; SD Spell Like Abilities; MR nil; SZ H; ML 15.

**Abilities Once per day:** Invisibility, Gaseous Form, Detect Magic, Enlarge, Polymorph Self, Wall of Fire, Create Powerful Illusion

**Sword of Flame** – Two-handed Scimitar of Fire (only one hand for Eyeez) - +1 to hit, for Eyeez it does 3d8+1 plus 1d6 fire damage, for creatures not native to the Elemental Plane Of Fire, it does 1d10+1/2d8+1+1d6 fire damage.

**Ruby Key** which will open the special prison cell (see room L).

NOTE: The Eyeez can not physically attack a PC that has any form of protection from evil, unless the PCs attack the Eyeez first (this does not include Eyeez's illusion).

When Eyeez is slain, his body turns to smoke and returns to the elemental plane of fire, but all his items fall to the ground.

## **Prison of the Fire Giants**

### **First Floor**

- A) **Hallway with many exits** – This hall is only 20 feet deep. If both entry doors are pushed fully open, they will block the hall to the left and right. The floor here is made of fired brick. Directly ahead is a second set of immense brass doors.
- B) **Entrance Hall with Columns** – After passing through the brass double doors, the PCs enter an immense room, approximately 140 feet across by 120 feet deep. Straight ahead and to the left stone columns, carved to appear as if large fire giants are stretching up to the 30-foot ceiling above. They look ready to drop the ceiling on the heads of any uninvited soul. Across the room is a set of

double doors, apparently made of solid flame. The flames flicker and dance across the opening, lighting the entire room. To the left behind the columns, is another room. There is a smaller door in the wall to the right, set in a plain, unadorned wall.

- C) **Living Area** – This area is where the giants relax and play. They obviously play hard from all the chips and cracks in the walls and floor. The wall nearest the entrance has a weapons rack full of halberds and other two-handed weapons. Large boulders are scattered across the floor.
- D) **Barracks (1, 2 & 3)** – These areas are separated from the "play room" by a curtain. These are the "barracks". Each room has four beds, each with a chest. The beds are little more than fur lined pallets on the floor. The chests are unlocked. Inside each chest are clothing and the personal effects of a giant. One giant was particularly greedy one night several weeks ago. He took an extra helping of the meal and stashed it in his chest "for later". He has forgotten it; now it is old, slimy and moldy. It also gives off a nasty stench when the chest is opened. If the PCs search the chests, they can find 200gp of drow and duegar coin, 100 gp of Zakharan coin and 150 gp in Ravens Bluff coin among all the chests. One giant has a spider pin, worth 1500gp; he took off a drow.
- E) **Fire Giant Noble's Quarters** - This is room is the living quarters of the Fire Giant leader. He is the largest of the Giants and is afforded a private room for his living quarters. The room is sparsely furnished with a large bed, even for a fire giant. The four poster bed, with its fur coverings, dominates the west wall. The one extravagance is a large cleverly carved chest that resemble a giant hunting dog, lays at the foot of the bed. A large fireplace commands the north wall across from the door. Next to the fireplace stands an armor rack, and above hangs, a giant sized two-handed sword. A large table and several chairs are also in this room. Several maps of far off lands are scattered on the table. Except for the sword and a large holy symbol to Imix, the walls are bare.
- F) **Nice living quarters for Shamans** - This is the living quarters for the shamans. The room is lavishly furnished. There are four beds, a writing table and a small shrine. The beds are sturdy, with plush mattresses and bedding. Tapestries depicting scenes of giants fighting metallic dragons and other godly creatures adorn the walls. On the table is a set of red and gold candles. Three sticks

of incense slowly smolder in a burner. There is a door in both the south and east walls.

Additionally, there is a secret door (F1) in the north end of the west wall. Behind the secret door is a small closet for the storage of religious items. There are four giant sized spider silk robes of red and orange (200 gp each). A “small” ceremonial dagger the size of a short sword, worth 3,000gp. A small gold and ruby chest containing 3 sticks of incense used in conjuring fire elementals. Two holy symbols of Imix are hanging on a hook just inside the door.

- G) **Mess Hall / Kitchen** – This is obviously the Mess Hall. Four large stone tables with matching benches are strategically placed at the corners of the room. A fireplace, large enough to roast a young dragon, occupies the east wall. A large banded iron grate monopolizes the center of the floor. The holes made by the iron bands are easily two and a half feet across.

If the PCs was to examine the pit: *As you approach the pit. A foul smell assaults the senses. This is probably the refuse pit. From the reflections of light, and a dripping noise, you notice ripples along the surface of what you hope is water at the bottom. Small indistinct objects float on the surface. Just as you peer into the depths, a small horse, barely heard, nebulous voice echoes up to you.*

The PCs should not understand what is said. The voice is speaking in Zakharan. Even if a PC knows Zakharan, the voice is low and cannot be heard clearly.

A successful bend bars are required to open the grate, but someone relatively small not wearing armor could easily slip through the bars.

In the smelly pit are two specialty priests of Kossuth on a mission to free Prince Alfyal (a mission that has met with disaster, see below). The priests are encased in stone from the waist down.

If the PCs rescue them, they will be too exhausted to help the PCs other than by telling them that somewhere in the keep is the missing prince. The easiest way to remove the stone from around their legs is to dip them back into the lava pit. Even if they are healed and given potions of vitality, they will be too scared to accompany the PCs. They will stay in the Mess Hall until the PCs find their Prince.

**Diaziz, hm P(Sp)9 of Kossuth:** Int (14); AL LN; AC 8; MV 12”; Level 9; hp 5 of 46, THAC0 16; #AT 1; Dmg 1d2; SA Spells; SD Spells and fire resistance; SZ M; S: 9, I: 14, W: 18, D: 16, C: 14, Ch: 17. Age: 62

**Essafah, hem F5/P(Sp)6 of Kossuth:** Int (14); AL LN; AC 10; MV 12”; Level 5/6; hp 9 of 53, THAC0 16; #AT 1; Dmg 1d2; SA Spells; SD Spells and fire resistance; SZ M; S: 17, I: 10, W: 17, D: 10, C: 18, Ch: 11. Age: 28

### **The Story of Diaziz and Essafah (Laurel and Hardy)**

Diaziz and Essafah began their journey over three years ago in the land of Zakarah in the Temple of the Flaming Ember. During a ceremony of purification, Diaziz had a vision of a great fire elemental prince trapped in a prison of stone. At first, no one would believe him, but eventually the temple elders verified his vision with many divination spells. It was decided that Diaziz was to go on a quest to free this great prince. Essafah was assigned to him as a traveling companion and protector.

Diaziz and Essafah endured many hardships on their journey from the Crowded Sea to the Sea of Fallen Stars (including hurricanes, sea monsters and anything else you want to throw in). Eventually their prayers lead them to Procemper where they unwittingly insulted a noble’s daughter and before it was over they spent six months in jail.

Once free, they hired a guide to take them to the underdark. The guide did more than the two bargained for. Not only did the guide take them to the underdark, but he also sold them to some drow slavers once there. Fortunately, for Diaziz and Essafah, the drow slaver was jumped by a duegar patrol and the two managed to escape.

They found their way to the fire giant prison. They managed to sneak by all the giants, but were discovered by Eyeez. The efreeti used his powerful illusion to trick the two of them into locking themselves into one of the jail cells.

The giants tried to roast their new captives, but Kossuth would not let them burn. Eventually, one of the giants had an even more sadistic idea. Since they could not burn, each was repeatedly dipped up to their waste in the lava. This had same effect a repeatedly dipping a wick in hot wax. Eventually you end up with a candle. The two of them were encased from waste down in solid rock.

After more fun and games, Diaziz and Essafah were thrown into the scrap pit to suffocate under the steamy water. However, for over three months, they have been able to stay afloat holding onto floating rotting carcasses discarded by the giants. They have been feeding on rats and table scraps. They are both

ready to die, but know that if they give up, Alfyal might remain imprisoned another hundred years.

A) **Meat Locker / Smoking Room** – This relatively small room and crowded with stored foods. In the southwest corner, close to the door, hang several large carcasses. Some of these are identifiable; such as basilisk, giant bat and bugbear, others are unidentifiable. Based on the size and condition, the PCs may not want to know what they are. Barrels of dried mushrooms, herbs and fungus line the far north wall. Some very large kegs line the east wall. A puddle can be seen beneath a spigot in one of the kegs. From the smell of the liquid, the PCs can assume the kegs are filled a kind of ale. The meats are smoked and will last a fairly long time. The PCs can figure that the food stores here, although maybe not as appetizing as they might like, would last the base camp several weeks.

B) **Temple of Imix** – The priest and efreeti are ready to make their last stand here. As the PCs open the door to the temple read the following:

*Looking into this room is like looking into the elemental plane of fire itself. All the walls seem to be living flame. Even the floor is ablaze. The room is empty except for two giant priest and the large brassier in the center of the room. The priests seem to have just finished their spell as the large brassier flashes with an eerie glow. The flames in the brassier take a roughly humanoid shape and seem to darken. The priests fall to their knees as the 25' tall pillar of flame addresses you in a deep crackling voice. "Bow and scrape before Imix, Lord of Fire!"*

The burning walls and floor is created by a permanent illusion. The illusion covers all the closed doors in the room and the staircase going down on the far side of the brassier.

Spells of *invisibility purge* and *thief's lament* protect the temple.

Once the PCs open the doors to the temple, Eyeez will use his powerful advanced illusion to make it look as if the two Shamans have opened a gate to the Elemental Plane of Fire and summoned an avatar of Imix.

**Imix - Evil Elemental Prince of Fire (Illusion) (Upgraded for the high level campaign);** Int. Very; AC 0; MV 18", FI 24" (B); AL LE; HD 24; 240 hp; THAC0 11 (Same as Eyeez; first clue it is an illusion); #AT 2; Dmg 6d6; SA None apparent; SD Most magical attacks do not seem to effect him

(another reason to think it is an illusion); MR 50%; SZ L; ML 19.

To help add bite to the illusion, Shaman 2 will cast a *wall of fire* on the floor facing up. This will give the appearance that the presents of Imix is causing flames to rise up all around the temple. Anyone reduced to zero or fewer hit points by the illusion must make a system shock roll or die from cardiac arrest. A successful system shock roll will leave the PC unconscious for 20 turns minus one turn per point of constitution.

If the PCs decide to fight the illusion instead of disbelieve, they might be able to beat it. Eyeez will not let this happen. He will make the illusion do more and more outrageous things until the PCs disbelieve or flee. Once the illusion is discovered, the two priests and Eyeez will fight the best they can but as soon as it becomes apparent that the PCs are going to win quickly end the fight.

### **Basement Floor (Note: no longer giant size)**

A) **Large Room with stairs** – The basement is much cooler (only about 110, i.e. no damage due to heat) and barred prison cells line one wall. Several doors line the other. On the opposite, the room is a barred and curtained room.

On guard down here is small cowardly fire giant. He will have heard the fight upstairs and will stand at the bottom of the steps with his halberd pointed upward. He will be obviously shaking. If the PCs so much as say boo, he will drop his weapon and wet his pants. If the PCs can find a way to communicate with him, he will show them everything in the complex except for he secret room in Eyeez's living quarters. (He does not know about it).

Given the chance, he will go to the Elemental Plane Of Fire with Prince Alfyal. Otherwise he will fight to defend himself and run if he can.

**Sparky (Small fire giant) (Ogre Stats.);** Int. Low; AC 5; MV 12"; AL LE; HD 4+1hp; hp 22; THAC0 17; #AT 1; Dmg 1d10+6; SA nil; SD immune to fire

A) **Eyeez (Efreeti) living quarters** - This room is decked out in Zakharan décor. A pile of richly colored pillows is stacked in the southeast corner of the room. A low table sits next to the stack of pillows. A small gold and silver box and a tall cobalt blue glass bottle sit on the table. The box contains salt. The flask contains water. Oil lamps hang on chains from the ceiling. Several large

brass urns occupy the remaining corners of the room. Many plush, thick rugs of intricate design cover the floor, in places three carpets thick. Dried fruit, what might be dates, raisins and apricots are offered in a large platinum bowl on a stand just off center of the room. A deep red bottle sits on a shelf, below a symbol of Imix. This is infernum, a rare and fine alcoholic beverage from the elemental plane of fire.

On the far wall is a secret door (it will be found if anyone looks for secret doors) of only 10' tall. It too is locked and the key is on Eyez. The lock has a poison gas trap. If the key is turned clockwise the trap is set-off (everyone in the room must save vs. poison or loss 1d6 points of constitution until a neutralize poison is cast). The trap can be removed by a thief. Behind the door is a 10'X15' room. (See Room Q)

- B) **Specially sealed cell** – This is an airtight vault. A wall of force, requiring a ruby key found only on the efreeti, seals the room. There are three chairs in the center of the room. OTHER THAN THE WALL OF FORCE, NO MAGIC WILL FUNCTION IN THIS ROOM WHAT SO EVER. The lack of airflow and the design of this room indicate that any breathing creature would die of suffocation within two days, if left here.
- C) **Storage with elevator** – This is a storage room for the items the fire giants find on their prisoners. In the south wall, a dumb waiter offers easy accesses to the kitchen. The remaining equipment belonging to the duegar and drow in the other cells can be found here.
- D) **Torture Chamber** – Behind the curtain is a large room, 30 feet by 60 feet, containing what is obviously torture devises. A rack, an iron maiden and an “operating table” are placed about the room. If the PCs investigate thoroughly, they will discover the curtain is magical and acts as a wall of silence. With the curtain pulled, no sound will pass into the rooms beyond, while allowing the occupants in the room to communicate freely or make as much noise as they want with out disturbing anyone.
- E) **Duegar Holding Cell** – This is a small, 20 by 20-foot, holding cell for two Duegar. Dirty straw covers the room. The two are not happy.

**Grulnar and Karazan Duegar Fighters (Ft 7):** Int (10); AL LE; AC 10; MV 12”; Level 7; hp 12 of 63, THAC0 14; #AT 2; Dmg 1d6+8/1d6+8; SA Enlarge and Invisibility; SD Saving Throw Bonus;

MR Nil; SZ M; S: 18/00, I: 10, W: 8, D: 10, C: 18, Ch: 10

- F) **Empty Cell** – Empty Cell
- G) **Cell with single drow** – Will not talk, would rather die.

**Symbaern, Male Drow Fighter (Ft 7):** Int (10); AL CE; AC 6; MV 12”; Level 7; hp 4 of 45, THAC0 14; #AT 3; Dmg 1d6+5/1d6+5/1d4+3; SA Spells; SD Spells and other; MR 64%; SZ M; S: 18/01, I: 10, W: 8, D: 18, C:15, Ch: 10

**Innate Abilities (once per day):** Dancing Lights, Faerie Fire, Darkness 15' Radius, Levitate, Detect Magic

- H) Special Chamber for Prince Alfyal - *This room is lit by a dim version of a continual light spell. The light emanates from all the walls, the floor and the ceiling which all seem to be made of lead. The temperature in this room is a freezing -70 degree F. There are only two other things to note about this room. First is a magical circle that is carved into the lead floor. The second is the pedestal in the center of the circle. On the pedestal sits a red velvet pillow holding a red gem stone the size of a human fist.*

The circle and the walls will detect as magical from the schools of Abjuration and Conjuring/Summoning type. Nothing can be detected inside the circle from the outside. The purpose of the circle is to prevent divinations of the most powerful type. Crossing over the circle will not hurt the PCs in anyway, but no divination including a commune spell can tell them any information.

Once the PC is on the inside of the circle, the gem will detect as powerful magic from the schools of Enchantment / Charm, Conjuraton / Summoning and Abjuration. The gem has been cut into a sphere with no less than 1,000 facets. Once the PCs get close enough, they will see that it is not a ruby, but some unique gemstone with the coloration of an orange/red sunset. Hold the gemstone up to the light, they will see a humanoid figure inside. A successful observation check will reveal that the figure looks like an efreeti wearing elaborate flaming clothes. The flames like the figure are frozen in place. The gemstone radiates an aura of goodness.

The gemstone has the power of fire elemental command. If the gem is held forth, the PC can command a fire elemental (which has already been

summoned) to do his or her bidding. The elemental gets one save at -2 when first commanded. If successful, the PC can never again try to command that elemental (and the elemental is likely to attack the PC outright), but if the elemental fails his save, he is under the PC's control until it returns to the Elemental Plane Of Fire.

If the PCs smash open the gemstone it will release its prisoner, Prince Alfyal. If the PCs release him in the cold room, there is a 20% chance that it will kill him instantly in his weakened conditions. Regardless, he will be fragile from his long imprisonment. However, even in his frail condition, he will present himself with great pride and authority showing every ounce of his station.

Prince Alfyal will relate that he has been assisting the underground in the City of Brass and supporting their spy network to try to stop the growth of evil in his plane. For that he was captured. He is immortal so if they had killed him, he would return in a century or so. Therefore, they imprisoned him here in the Prime Material Plane. He has no idea how long it has been, but he is sure he can make it back on his own.

He will be grateful to all for his rescue taking special note of each of the PC's name, station and appearance. **DM Note – Make sure the Prince addresses each PC in turn.** He will tell the PCs that if they ever need a friend or a guide in the Elemental Plane Of Fire, then they could find him in the Palace in the City of the Flaming Dawn in the Elemental Plane of Fire. He will then turn to the PC who actually smashed the gem stone.

*“For you I have a gift of thanks in return for your gift of freedom.” He takes off a ruby-encrusted ring from his hand. “If you feel that one of your companion is more deserving or can make better use of this gift, speak now for what I do cannot be undone.”*

At that point he will give the PCs a little time to discuss the matter. If they cannot come to an agreement in five minutes, tell the PCs that he is looking annoyed at the petty squabble. Do not let the PCs dice for it. If it is suggested, (even out of character), have Alfyal say that, “This gift is not to be won by chance. It comes with great honor”. If the PCs cannot arrive at some agreement through role-playing in a reasonable amount of time, Alfyal will retract his offer and leave.

Once someone has been chosen, he will continue.

*He takes your hand and places the ring on your finger. At first the ring burns, then your hand burns, and then you burn. Then taking your hand in both of his, he whispers “let the fires consume you”. Then all the heat seems to melt away, even the heat of the lava seems refreshing. The Prince then says aloud “This ring with my enchantment will signify you as a friend to the creatures of the Elemental Plane Of Fire. It will protect you so that you can visit my land without fear of the flame. It will also allow you to call upon the powers of flame to assist you in your noble pursuits. Note that it is a spell I place upon you uniting you with this ring and not the power of the ring itself. Should this ring fall into the hands of another, it may provide some protection from my element, but my kin will attack them on sight.”*

At this point, he will return to the Elemental Plane Of Fire. He will take the two priests of Kossuth and the small fire giant with him. If the PCs express their concern about him returning to the Elemental Plane Of Fire without an escort, he will assure them that even in his weakened state he is quite capable of taking care of himself.

If a PC wants to join the Prince in his holy crusade in the elemental plane of fire, the Prince will explain that now is not the time, but he may call upon the PC once he can reclaim his power base.

## Encounter Four: Watering Hole

*The darkness of the passage opens rapidly into a huge cavern. The sounds of the Underdark reveal the presence of many other passages from the cavern and the opposite walls can not be seen with the current light source. But from what you can see, the cavern is the home of a huge lake. Not a pool of water, not a small or large spring but a full lake in the cavern. As you start to peer into the cavern your light reflects off the dark surface of the lake.*

*You hear a scrapping noise from further into the cavern. As you watch you notice a small group of goblins come from another passage and move towards the water to fill up waterskins. As they do, a gurgling sound comes from even further in the cavern. A large hydra seems to be drinking with a*

*number of heads while watching the area about itself with three others.*

*With a squeal the goblins back away towards the cavern wall, as one of the goblins is grabbed by his back and dragged up into the air towards a cave fisher. The goblins squeal even more as they retreat back down their passage. The hydra growls towards the cave fisher who melts back into the darkness of the upper chamber with its prey.*

The purpose of this encounter is to show this cavern as busy place where all sorts of creatures come for water. As the PCs begin to explore, let them find all sorts of tracks, old (and not so old) bones, and a variety of life. If the PCs want to rush over and attack the goblins, cave fisher or the hydra let them. If the PCs just wait to see what is going on in the cavern, they will witness a variety of underdark creatures come and go. (From bats to beetles, and trolls to troglodytes)

Basically, show that this watering hole is a major component to the eco-system for this region of the underdark. If the PCs close it down, it will kill countless creature and maybe worse.

## Encounter Five: The Welcoming Committee

CAUTION: THIS CAN BE AN EXTREMELY DIFFICULT ENCOUNTER TO DM. The drow have devised a death trap for the PCs. As the DM, it is your job to make the PCs realize their peril, allow them to “panic”, regroup and ultimately triumph. If one or two PCs die in this encounter, so be it. However, the DM could kill the entire party with this encounter. That is a bad thing and to be avoided! If the party is foolish and kills itself, then that is a shame, but let it happen.

Time can also be a problem during this encounter. Do not let it drag out by having to look-up a lot of spells. Know what the drow can do so you can adjust their plan as required. Each round of combat should not take more than 10 minutes. Furthermore, the drow have ambushed the PCs. Do not let them spend a lot of time discussing a strategy. Keep this combat moving!

This encounter involves a drow ambush. It is the first time the PCs encounter drow in the high level campaign and is meant to show them that the drow have teeth. With the previous warning in mind, this encounter should not be an easy one for any group of PCs.

The are have divided themselves into three attack groups. The three groups are comprised of the command group (G1); the female assault group (G2);

and the male assault group (G3). The group will wait for a majority of the PCs to enter the target area (unless, they believe they are in jeopardy of being detected), before they spring the trap.

The general tactics of the drow will be to focus all their attacks on one PC at a time. Unless it is obvious that the drow should attack differently, they will choose their target based upon the following priority.

<u>Race Priority</u>	<u>Gender</u>	<u>Class Priority</u>
Drow *	Female	Cleric
Other Elves	Male	Fighter
Dwarves		Mages
All Others		Thieves

\* Please attack any drow PC (especial females) with extreme prejudice, even if you have to change the attack plan and all the other PCs go unscathed.

The drow will consider race before gender, and gender before class. The priority list is based upon what is observed, not what the actual classes are.

All three groups of drow will be invisible at the beginning of the assault. Additionally, they will take advantage of the terrain, so that even someone able to detect invisibility or use bat radar would probably miss them.

Group One (G1) (the command group), all have water-walking/breathing abilities and are in the water with their heads sticking out about 30' offshore. The drow captain is in contact with the other two groups via telepathy.

The command group will stay over the water and will attempt not to engage in direct hand-to-hand combat. However, if a PC comes to attack them, the female drow 1st lieutenant (F10) – bodyguard will be ready to engage.

### Command Group (G1):

**Female Drow Captain, P11 of Lolth:** Int (14); AL CE; AC -2; MV 12"; hp 54, THAC0 10; #AT 1; Dmg 1d6+5; SA Spells; SD Spells and other; MR 72%; SZ M; S: 17, I: 14, W: 18, D: 10, C: 16, Ch: 11

**Innate Abilities (once per day):** Dancing Lights, Faerie Fire, Darkness 15' Radius, Levitate, Detect Magic, Clairvoyance, Detect Lie, Suggestion, Dispel Magic

**Equipment:** *drow chain +3, drow shield +3, drow mace +2, drow cloak*

**Spells:** *call upon faith, command, cure light wounds (3x), darkness, light, charm person, draw upon holy might, heat metal, hold person, silence 15' radius, wyvern watch, prayer (-1), protection from fire, water walking (-2x), water breathing, free action, protection*

~~from good 10' radius, protection from lightning, spell immunity (dispel magic), dispel good, true seeing (0), blade barrier (1)~~

**Precast:** *Stoneskin* (6) OOOOO O

**Female Drow 1<sup>st</sup> Lieutenant, Bodyguard, F10:** Int (13); AL CE; AC -6; MV 12"; hp 85, THAC0 5; #AT 2; Dmg 1d6+8; SA Spells; SD Spells and other; MR 70%; SZ M; S: 18/01, I: 12, W: 9, D: 19, C: 17, Ch: 11

**Innate Abilities (once per day):** Dancing Lights, Faerie Fire, Darkness 15' Radius, Levitate, Detect Magic,

**Equipment:** *drow chain +3, drow shield +3, drow short sword +3* (specialized), Drow Cloak, Poisoned Darts (9x) (THAC0: 8)

**Precast:** *Stoneskin* (7) OOOOO OO

**Male Drow 2<sup>nd</sup> Lieutenant, W12:** Int (18); AL CE; AC 0; MV 12"; hp 40, THAC0 17; #AT 1; Dmg 1d4; SA Spells; SD Spells and other; MR 74%; SZ M; S: 10, I: 18, W: 12, D: 18, C: 16, Ch: 10

**Innate Abilities (once per day):** Dancing Lights, Faerie Fire, Darkness 15' Radius, Levitate, Detect Magic

**Equipment:** Drow Cloak

**Spells:** *magic missiles* (3x), ~~shield, alter self, blur (-1), detect invisibility, mirror image, dispel magic (2), invisibility 10' radius, lightning bolt (2x), fumble, polymorph self, protection from normal missiles, shadow monster, cone of cold, demi shadow monster, transmute rock to mud (1), wall of force~~ (cast over head to create a roof to protect the group), ~~globe of invulnerability~~ (0)

**Precast:** *armor, stoneskin* (10) OOOOO OOOOO

Groups Two and Three have positioned themselves about 20' on shore near two large columns of stone that almost creates a confined area. Once in place they have levitated up the 40' to the ceiling and installed grappling lines that will allow them to swing to any point in the assault area. The mage in each group has cast *invisibility 10' radius* and each of the drow have pressed themselves up to the ceiling which will make them very difficult to spot without being right under them (even with bat radar).

### **Female Attack Force (G2)**

**Female Drow Sergeant, F8/P8 of Lolth:** Int (14); AL CE; AC -6; MV 12"; hp 55, THAC0 6; #AT 1; Dmg 1d6+8; SA Spells; SD Spells and other; MR 70%; SZ M; S: 18/01, I: 12, W: 15, D: 18, C: 11, Ch: 9

**Innate Abilities (once per day):** Dancing Lights, Faerie Fire, Darkness 15' Radius, Levitate, Detect Magic, Clairvoyance, Detect Lie, Suggestion, Dispel Magic (1)

**Equipment:** *drow chain +3, drow shield +3, drow mace +2, drow cloak*

**Spells:** ~~bless, call upon faith, cure light wounds (2x), sanctuary, charm person, draw upon holy might (2) str:20 (+3/+8), hold person, silence 15' radius, slow poison, prayer, protection from fire, telepathy, free action, protection from good 10' radius~~

**Male Drow Mage, W7:** Int (14); AL CE; AC 2; MV 12"; hp 32, THAC0 17; #AT 1; Dmg 1d6; SA Spells; SD Spells and other; MR 64%; SZ M; S: 10, I: 16, W: 12, D: 18, C: 16, Ch: 13

**Innate Abilities (once per day):** Dancing Lights, Faerie Fire, Darkness 15' Radius, Levitate, Detect Magic

**Equipment:** Staff

**Spells:** ~~feather fall, gaze reflection, reduce, shield, alter self, detect invisibility, snowball swarm, invisibility 10' radius, non-detection, emotion~~

**Female Drow Fighters (4), F7:** Int (10); AL CE; AC -4 (-5); MV 12"; hp 66 (71), THAC0 14 (7); #AT 2(4); Dmg 1d6+12; SA Spells; SD Spells and other; MR 64%; SZ M; S: 18/01, I: 10, W: 10, D: 18, C: 17, Ch: 10

**Innate Abilities (once per day):** Dancing Lights, Faerie Fire, Darkness 15' Radius, Levitate, Detect Magic

**Equipment:** *drow chain +2, drow shield +2, drow short sword +2, drow cloak*

### **Magic Effects Hit Damage Hit Points**

<i>Prayer</i>	+1	+1	
<i>Emotion</i>	+1	+3	+5
Short Sword	+3	+2	
Strength	+1	+3	
Specialization	+1	+2	
Total	+7	+11	

### **Male Attack Force (G3)**

**Female Drow Sergeant, F8/P8 of Lolth:** Int (14); AL CE; AC -6; MV 12"; hp 55, THAC0 6; #AT 1; Dmg 1d6+8; SA Spells; SD Spells and other; MR 70%; SZ M; S: 18/01, I: 12, W: 15, D: 18, C: 11, Ch: 9

**Innate Abilities (once per day):** Dancing Lights, Faerie Fire, Darkness 15' Radius, Levitate, Detect Magic, Clairvoyance, Detect Lie, Suggestion, Dispel Magic

**Equipment:** *drow chain +3, drow shield +3, drow mace +3, drow cloak*

**Spells:** *bless, call upon faith, cure light wounds (2x), sanctuary, charm person, draw upon holy might (2) str:20 (+3/+8), hold person, silence 15' radius, slow poison, prayer, protection from fire, telepathy, free action, protection from good 10' radius*

**Male Drow Mage, W7:** Int (14); AL CE; AC 2; MV 12"; hp 32, THAC0 17; #AT 1; Dmg 1d6; SA Spells; SD Spells and other; MR 64%; SZ M; S: 10, I: 16, W: 12, D: 18, C: 16, Ch: 13

**Innate Abilities (once per day):** Dancing Lights, Faerie Fire, Darkness 15' Radius, Levitate, Detect Magic

**Equipment:** Staff

**Spells:** *feather fall, gaze reflection, reduce, shield, alter self, detect invisibility, snowball swarm, invisibility 10' radius, non-detection, emotion*

**Male Drow Fighters (4), F7:** Int (10); AL CE; AC 1 (0); MV 12"; hp 45 (50), THAC0 14 (6); #AT 3; Dmg 1d6+14/1d6+14/1d4+12; SA Spells; SD Spells and other; MR 64%; SZ M; S: 18/00, I: 10, W: 8, D: 19, C: 8, Ch: 10

**Innate Abilities (once per day):** Dancing Lights, Faerie Fire, Darkness 15' Radius, Levitate, Detect Magic

**Equipment:** *drow chain +1, drow dagger +1, drow short sword +1, drow cloak*

Magic Effects	Hit	Damage	Hit Points
<i>Prayer</i>	+1	+1	
<i>Emotion</i>	+1	+3	+5
Short Sword	+2	+1	
Strength	+3	+6	
Specialization	+1	+2	
Total	+8	+13	

### **Suggested Tactics:**

The drow have planned the assault to last exactly ten rounds. The first round will be the initial ambush where the PCs are subjected to *transmute rock to mud* and a horizontal *blade barrier*. In rounds two through five, the female fighting force (G2) will engage in melee combat with any PCs that escape the trap, the male fighting force (G3) will use missiles and magic to assist the females. On round six, G2 will disengage, grab any fallen PCs (easily available for the taking), and run for the nearest cave. On rounds six through ten, the male fighting force (G3) will engage the PCs

in melee combat, allowing the females (G2) to make good on their retreat.

Several spells have been precast as shown by having a line drawn through them. Additionally, numbers in parenthesis (without an x after them) after spells indicate which round the spell will be cast in. For example, a spell with a (1) will be cast in round one, a spell with a (-2) will be cast two rounds before combat begins.

### **Round One**

G1 – *transmute rock to mud*; horizontal *blade barrier* 6 inches off the ground

G2 – *dispel magic* on area or an item, *faerie fire* powers

G3 – Mage casts *glitterdust*, others use multiple *faerie fire* powers especially on any invisible or shape-changed PC.

Surprise and initiative will be very important to the first few rounds of this combat. Have the PCs roll for surprise at -2 (a 5 or less on 1d10 adjusted for dexterity and the alertness proficiency). Any PC that is surprised does not have a chance to act this round. They will be subject to the *blade barrier* (save for half damage, no dexterity allowed to modify the save), and will end the round 5' down in the mud. Note that the PC's height will become important regarding the position of how they start the next round.

PCs that are not surprised will have the opportunity to move and activate magic items (but not cast spells unless they are already outside the area effect of the *blade barrier*). PCs that end the round outside the area effect of the *blade barrier* can make a saving throw to avoid the damage, otherwise they can save for half damage. Note that *stoneskin* spells will reduce the damage of a *blade barrier* by one point per *stoneskin*, but all the *stoneskins* will be used in doing so.

The mages in group G2 and G3 will have cast the *emotion* spell on the drow promoting courage. This spell lasts as long as the wizards continue to concentrate. By this time, they should be reduced, invisible and non-detected. They will remain in the ceiling trying to stay out of the fight the best they can.

### **Movement and other actions in the Mud:**

Unencumbered PCs with the swimming proficiency (and making a successful check) and/or magic items that enhance their ability to swim can move at 1/3 their normal swimming rate (30' for normal swimming). PCs that are encumbered or are not proficient swimmers can make a strength or dexterity check

(PC's choice) at half to reduce the sinking rate by half, but they will be unable to do anything else that round.

**SPECIAL NOTE:** This combination of spells has the potential in itself to kill an entire party. If all the PCs are going to fall into the mud and drown, do not let it happen! For example: if you are running a party comprised mostly of dwarves in heavy armor (and lots of hit points), have the drow encircle them with the *transmute rock to mud* and put them in the *blade barrier*. Then do not have the drow go into the *blade barrier* to attack. Instead, assault them with spells and missile from above that prevent the PCs from leaving the area effect of the *blade barrier*. That will certainly give them enough of a headache.

### **Round Two**

G1 – *dispel magic* targeted on *transmute rock to mud* only; *dispel good* (or magic if the PC does not detect as good), on any spell effect or specific magic item of the chosen victim.

G2 – Leader casts *draw upon holy might* and the female warriors will engage a PC outside the area effect of the *blade barrier*.

G3 – Wizard casts *emotion*. The rest provide support to the female group using spells and darts with the goal of attacking a single PC, but attempting to prevent general spell casting by the PCs.

Initiative this round is very important. If the PCs look as if they need a break, let them win initiative (but do not make it look obvious).

PCs that are stuck in the mud may or may not take damage from the *blade barrier* based upon their height and the amount that they sank. PCs more than six inches out of the mud will be subject to the *blade barrier*. PCs less than 4 inches out of the mud will be unable to breathe and must consider this the first round of suffocation. The *blade barrier* will inflict its damage at the beginning of the round.

On the drow initiative, the wizard from G1 will dispel his *transmute rock to mud* turning the mud back to hard stone. Any PC more than 1/2 in the stone must make a system shock roll to avoid instant death. PCs surviving the transformation will begin to suffocate as per the suffocation rules as follows:

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 breathe, he suffocates).

PCs that are half or less stuck in the stone can attempt a single bend bars roll to free themselves from the stone. Note some PCs could be stuck in the stone and still subject to the *Blade Barrier*.

Items and spells of free action will not allow PCs to move through solid stone.

### **Round 3 ñ 5**

G1 – Use your discretion.

G2 – The female fighters will continue to attack, swarming one opponent until he falls and moving to another. Drow will not stop attacking when a PC falls, but will insure death at -10 hit points.

G3 – During these rounds, the male warriors will use missile fire to assist the females, by firing at PC spell casters to prevent them assisting the female warrior's victim. They will not fire into combat if it risks hitting one of the female warriors.

### **Round 6 ñ10**

G1 – based upon the situation, they will spend round six casting and then leave using the lake as cover

G2 – Disengage, collect fallen PCs and leave

G3 – The male fighters will take the place of the female fighters, allowing them to leave. The male fighters will fight for at least two rounds, but if they think they are in peril and have a chance to run for it, they will.

On round six, G2 will let G3 take their place. If PCs win initiative, only G2 will get attacks this round. However, if the drow win, both G2 and G3 will get melee attacks.

G2 will then attempted to grab the fallen bodies of any of the PCs and carry them off into the caves. This is important for the PCs to witness, because it is a standard drow tactic and will be used in latter modules to remove PCs from play (at least for a while). However, in this module, if the drow do successfully carry off a PC, the imprisoned mongrel men in cave will rescue the fallen PC. (See: Prisoners in the Cave.)

### **Prisoners in the Cave:**

When the drow came to this cavern, they surprised a scouting party of four Svirkneblin. They have encased them in a rock prison down one of the tunnels. They

drow plan to take them back to Nykanthandar. The Svirfneblin can serve in one of two ways:

- 1) If the PCs dispatch the drow, they will hear the Svirfneblin calling for help. The PCs can rescue the Svirfneblin and be heroes.
- 2) If one or more of the PCs are dragged off by the female drow, the Svirfneblin can have broken free of their prison, surprise the drow and rescue the PC bodies.

Either way, the PCs will have a chance to meet the Svirfneblin (who speak only undercommon). If a line of communication is opened, the Svirfneblin will ask all sorts of questions about the PCs, where are they from, what are they doing here, etc. They will warn them to be wary of the “nasty” dark elves. (The Svirfneblin will shy away from any elf PC) Other than this, the Svirfneblin will not give out information. They will be very cautious of the new comers. They must get permission from their King before they give out any information. None of the Svirfneblin will return to the PCs’ base camp, but they will tell the PCs that they will return to their home and inform their King about the new settlement. The Svirfneblin will assure the PCs that the King will undoubtedly send an ambassador. Even if the PCs try, they will be unable to follow the Svirfneblin back to their city.

## Conclusion

*Lord Blacktree is personally leading an effort to stabilize a crumbling wall as you return to the base cavern. "A little more support in the center, we do not want this falling anywhere near the hospital, men!"*

*With the wall finally stabilized, Lord Blacktree takes the time to look out over the base cavern. Following his gaze you notice a number of buildings have been constructed. The first seems to be a healer's tent next to what must be a hospital structure. There is also a large structure with a solid iron door. This door was designed to be used to secure the armory, meaning that the armory must be completed. A large number of campfires are spread out across the cavern. The spirits of the men and prisoners seem to be rising a little with the rest and establishment of the base camp.*

*Lord Blacktree takes your report anxiously.*

Allow the PCs to give a report. You will have to change the remaining text a little depending on how well they have done.

*"Grand!", Lord Blacktree exclaims after listening to your report. "I will post guards along the passages immediately. I have one more order for you. Get some rest. You have done well. It is a thankless job that we do, but I thank you for it if no one else will. I have learned one thing these last couple of days. Get your rest when you can.*

*"For those that need to return to the surface, there is a small group heading that way in a couple of hours to report to the Lady Mayor. I beseech you to consider staying. There are many more passages to explore and I know we are not out of the woods yet, so to speak. I will understand it if you need to leave. I just hope the Lady Mayor Thoden will be sending more adventurers to help in our search for I know we will need it."*

## The End of *Shot in the Dark* (Part 2)

### Experience Summary:

No tiering in this one, so just add it up

#### Encounter One:

Learning that the Cult has a fortress in the  
Demi-Plane of Shadow: 250 xp  
Prevent the removal of the Dragon Body 1,250 xp  
(1,500 xp max)

#### Encounter Two:

Killing the Lurker Above: 250 xp

#### Encounter Three:

Defeating the Fire Giant: 7,000 xp  
Rescuing the priests of Kossuth: 500 xp  
Freeing Prince Alfyal: 1,000 xp  
(8,500 xp max)

#### Encounter Five:

Per surviving PC (up to 6 PCs) the Drow  
ambush: (Max 3,000 xp) 500 xp  
Killing the Drow: 4,500 xp  
Less 500 xp per drow that escapes.  
(7,500 xp max)

Possible Role-playing award: 2,500 xp

Maximum Experience Points: 20,250 xp

## Treasure Summary:

If it's not listed here, the PCs cannot keep it. This is a house rule which overrides what the characters may have acquired in the adventure.

### Encounter Three:

- 450 gold pieces (200 drow, 100 Zakharan, 150 Ravens Bluff currency)
- Spider Pin (1,500 gp)
- 4 Giant Spider Silk Robes (material value 200 gp each)
- Ruby Key (300 gp)
- *Curtain of silence*: This 6'x10 curtain is woven from spider silk and is enchanted not to let sound pass. No sound will pass this barrier.
- *Sword of flame*: This solid brass hilt ignites into flame forming an extra-large scimitar blade. This weapon must be used two-handed and carries all the properties of a flame tongue sword. It carries a +2 enchantment in the elemental planes, only +1 in the Prime, and does not function in the astral or outer planes. While the blade is out, the hilt gets hot as under the effects of a *heat metal* spell. The flame gives off light as a torch.
- *Giant two-handed sword* +3: This +3 two-handed sword is 12' long and inflicts double base damage of a regular two-handed sword (i.e. 2d10 vs. small or man-sized, 6d6 vs. large creature). No one shorter than 12' tall and having a strength of less than 18/00 can wield this weapon. If the creature wielding it has less than a 22 strength, they will always attack last in the round with it. It weighs 60 lbs. Furthermore, the sword is immune to all effects of fire. If *reduce* is cast on the sword, it can be used as a normal +3 two-handed sword until the spell duration expires.
- *Gem of fire elemental command*: The gemstone has the power of fire elemental command. If the gem is held forth, the PC can command a fire elemental (which has already been summoned) to do his or her bidding. The elemental gets one save at -2 when first commanded. If successful, the PC can never again try to command that elemental (and the elemental is likely to attack the PC outright), but if the elemental fails his save, it is under the PC's control until it returns to the Elemental Plane Of Fire.

– Or –

*Prince Alfyal's ring of fire resistance*: This ring was given as a gift and can only be used by the person it was attuned to. If any other person wears the ring, it serves as a normal *ring of fire*

*resistance*. Furthermore, if the owner of the ring takes it off for any reason, the person must recover from 100 hit points of fire damage while wearing before the ring will again function for that individual. The ring has the following powers at 12<sup>th</sup> level of mastery:

- Fire Resistance (always on)
- Burning Hands (once per day)
- Fire Flow (once per week)  
Can communicate with all creatures from the elemental plane of fire.

### Encounter Five:

Drow equipment of less than +3 is available to all characters in a high level Underdark game and no certificates are provided. Drow armor fits only elves; even half-elves are too large for it. Other drow items can be used by anyone unless specifically noted. All drow items must remain in the Underdark; if taken to the surface they lose their powers.

- 4 suits *Drow chain mail* +3 (fits only elves)
- 3 Drow *spiked bucklers* +3
- *Drow small shield* +3
- 2 *Drow short swords* +3

### Fame Award

New categories of Fame apply to the Underdark, since the beings down here don't talk with the surface. Assume that PC fame from Ravens Bluff does not apply here unless told otherwise.

PCs who are seen killing drow priestesses of Lolth receive one fame point in Drow (House Alabanviir). This requires at least one drow to escape to make the report. Any underdark fame points should be noted on the PCs record sheet. This is the kind of fame the PCs don't want.

### Special Notes:

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

1. Received the *ring of fire resistance* from Prince Alfyal.
2. Any PC that is seen killing a female drow priestess of Lolth.

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

## Appendix 1:

# Altered and Selected Parts of Encounter Four from Part 1

### 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 goblins centuries peering down the hall.*

If the PCs have a light source or are using infravision, read the following:

*One of them must have 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. 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. **[THIS HAS BEEN DISARMED AND WILL NOT FUNCTION]**

**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.

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 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. Any extra hit points gained in this method fade at a rate of 1 hit point per turn once outside of the water. The second effect is the recipient of a raise dead spell while immersed in the water does not suffer the normal loss of Constitution and gains a plus 5% to their resurrection survival roll.** The pool does not allow elves to be affected by a *raise dead* spell.

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* spells to be cast on the walls, floor and bottom part of the island so anyone looking into the water will only see darkness.

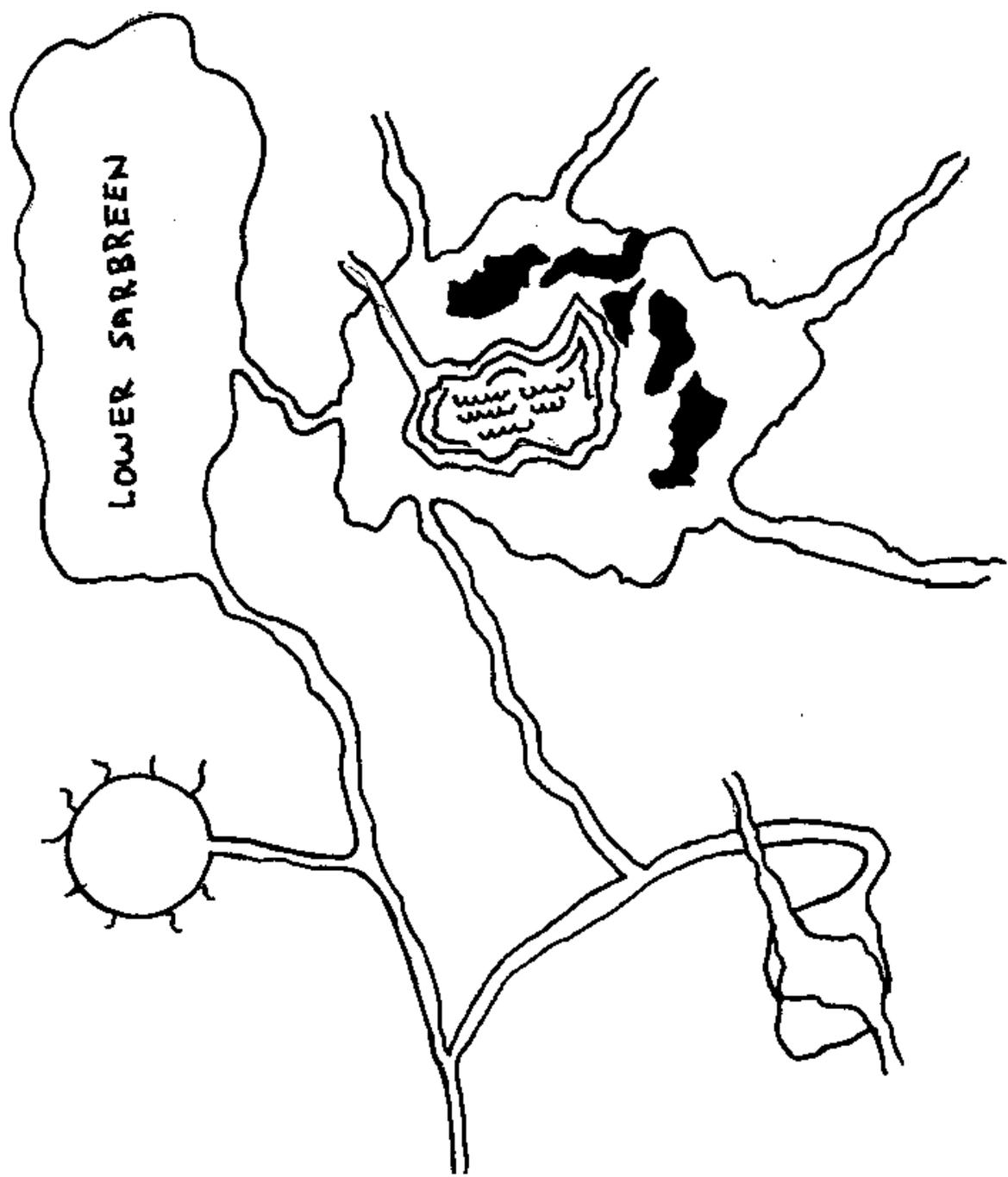
The bottom has a muddy, sandy bottom. Toward the bottom of the pool is an underwater cavern that leads to another shaft the goes directly to the back of the dragon's lair at the top of the main chamber. It is much smaller than the main chamber and does not have sufficient room to allow the dragon to 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. **[THE LAIR HAS BEEN COMPLETELY RANSACKED. NOTHING OF VALUE REMAINS]**

**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**

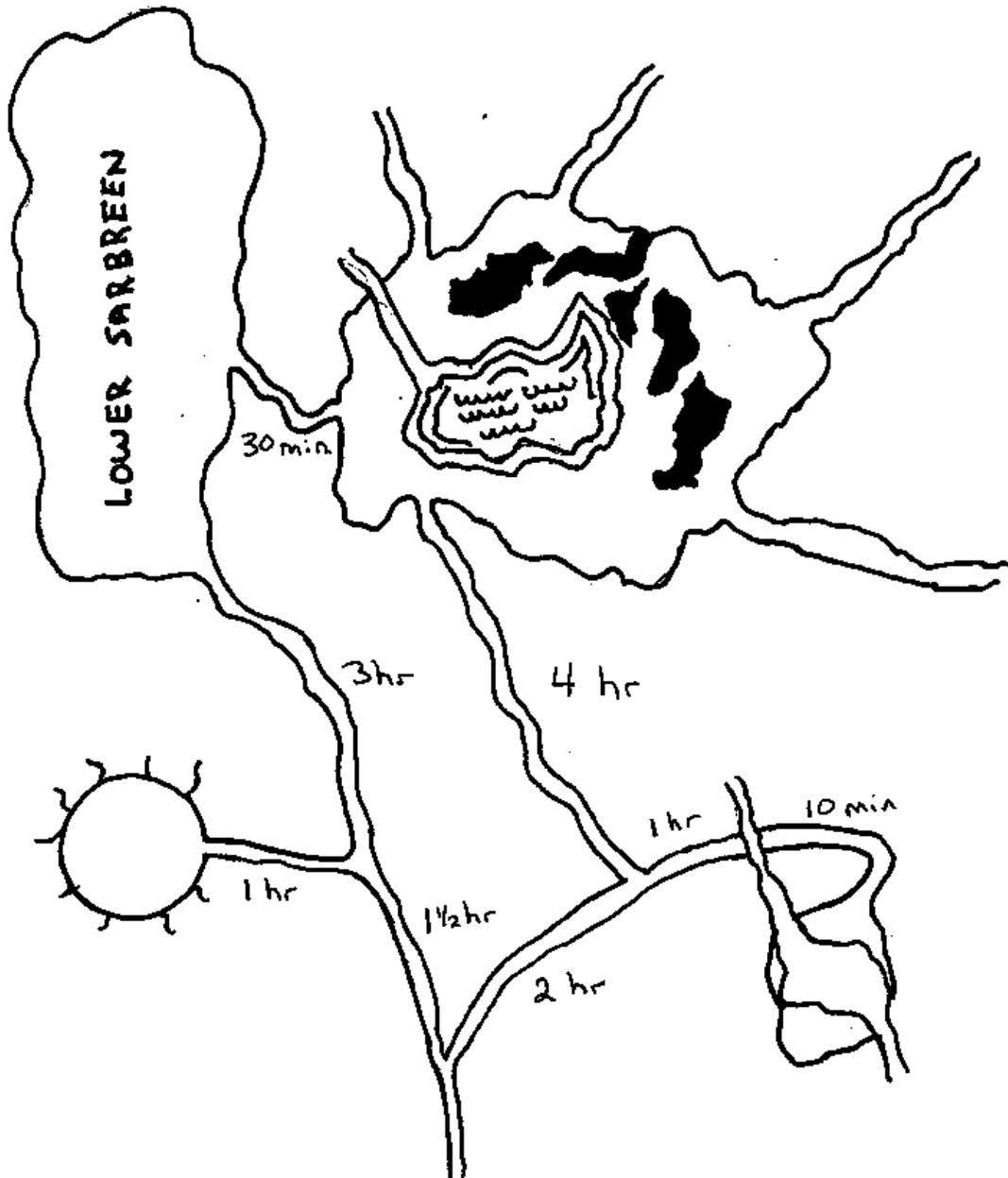
were the home to a large tribe of goblins. Many have been slain, and the rest have fled. The caves are now mostly empty.]

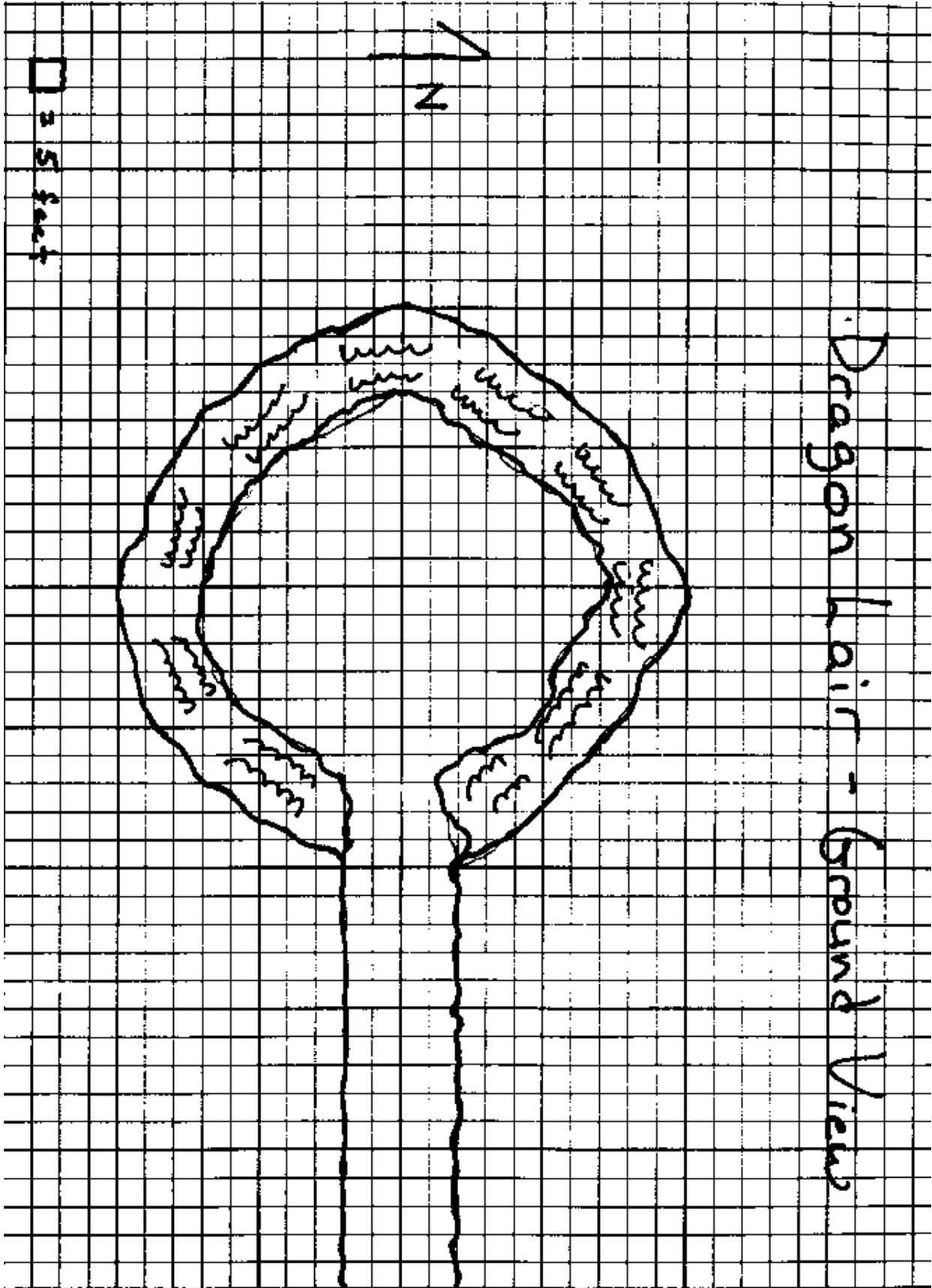
# Player Handout Map



# DM MAP

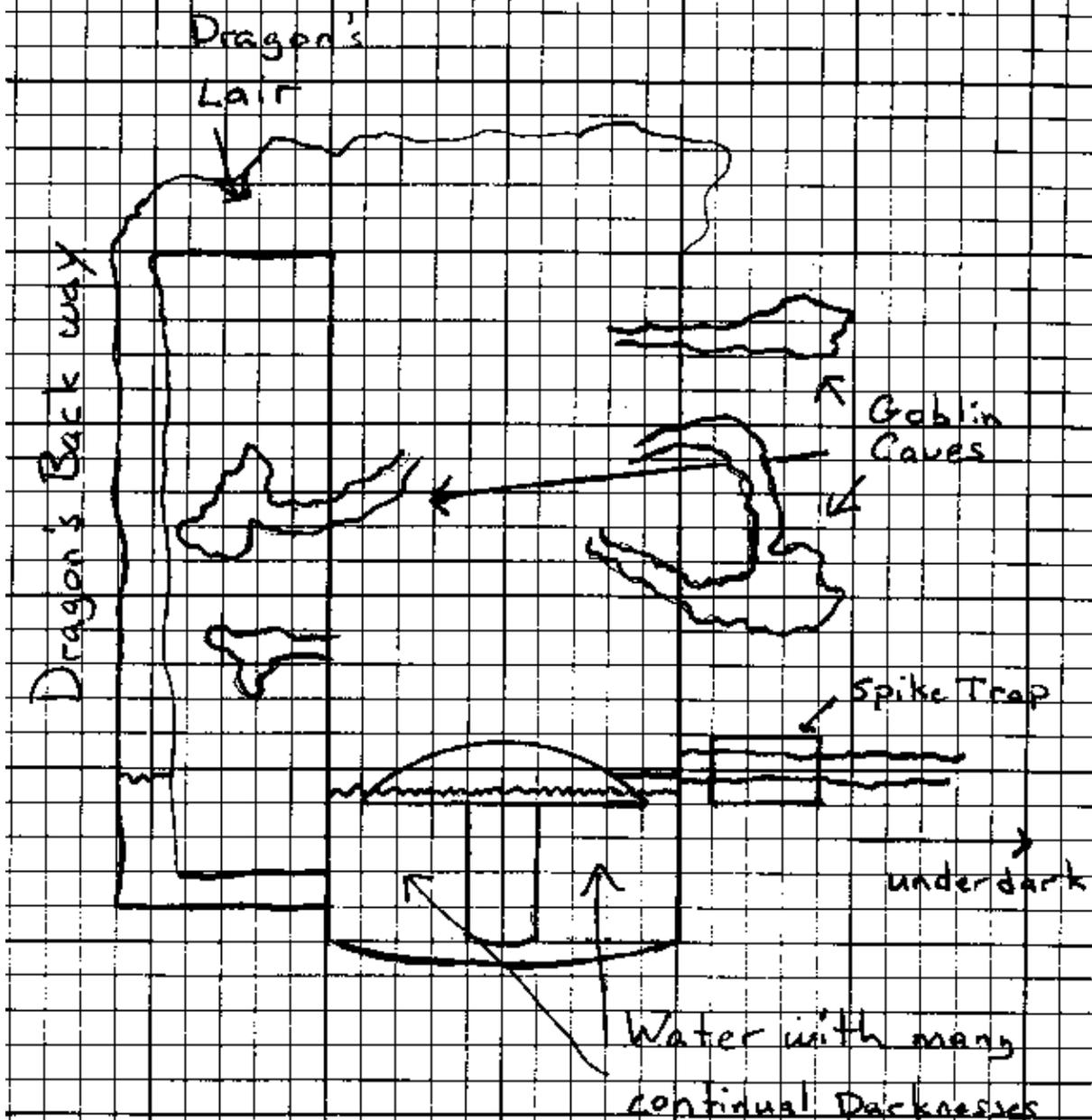
All distances are based upon a ground base movement rate of 12".  
The distance is measured in the time it takes to travel.  
Caverns are not drawn to scale.

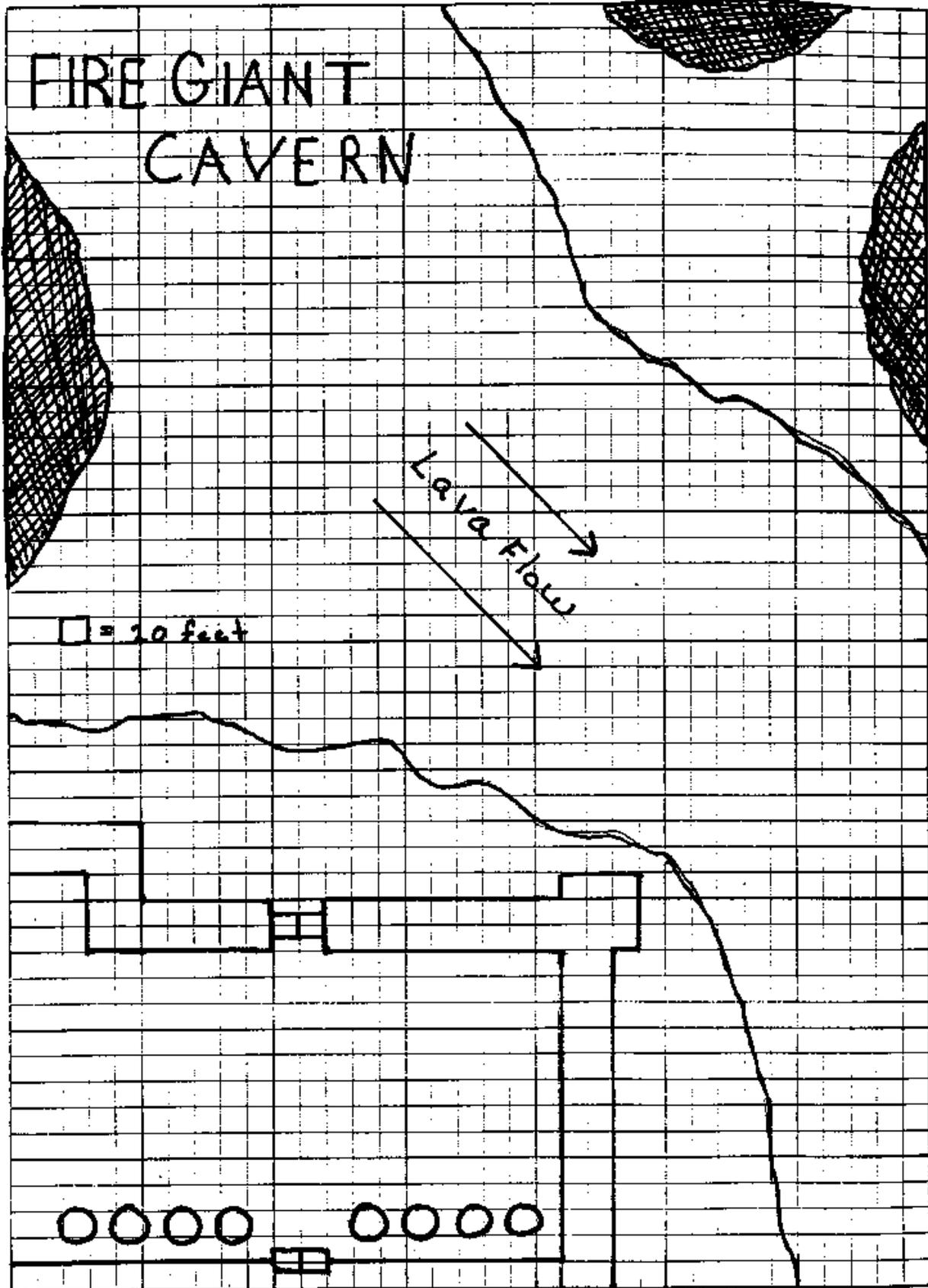


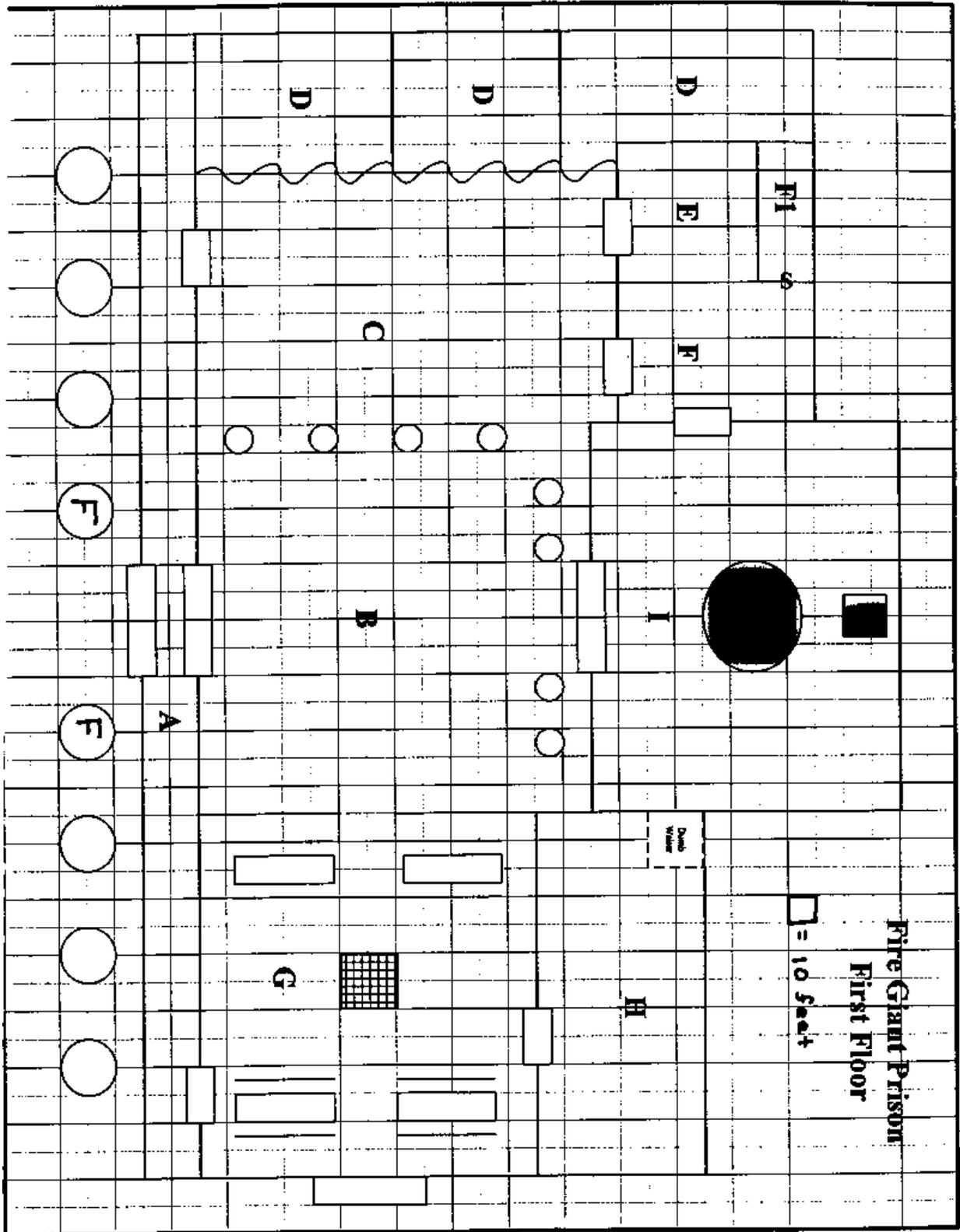


# Dragon Lair

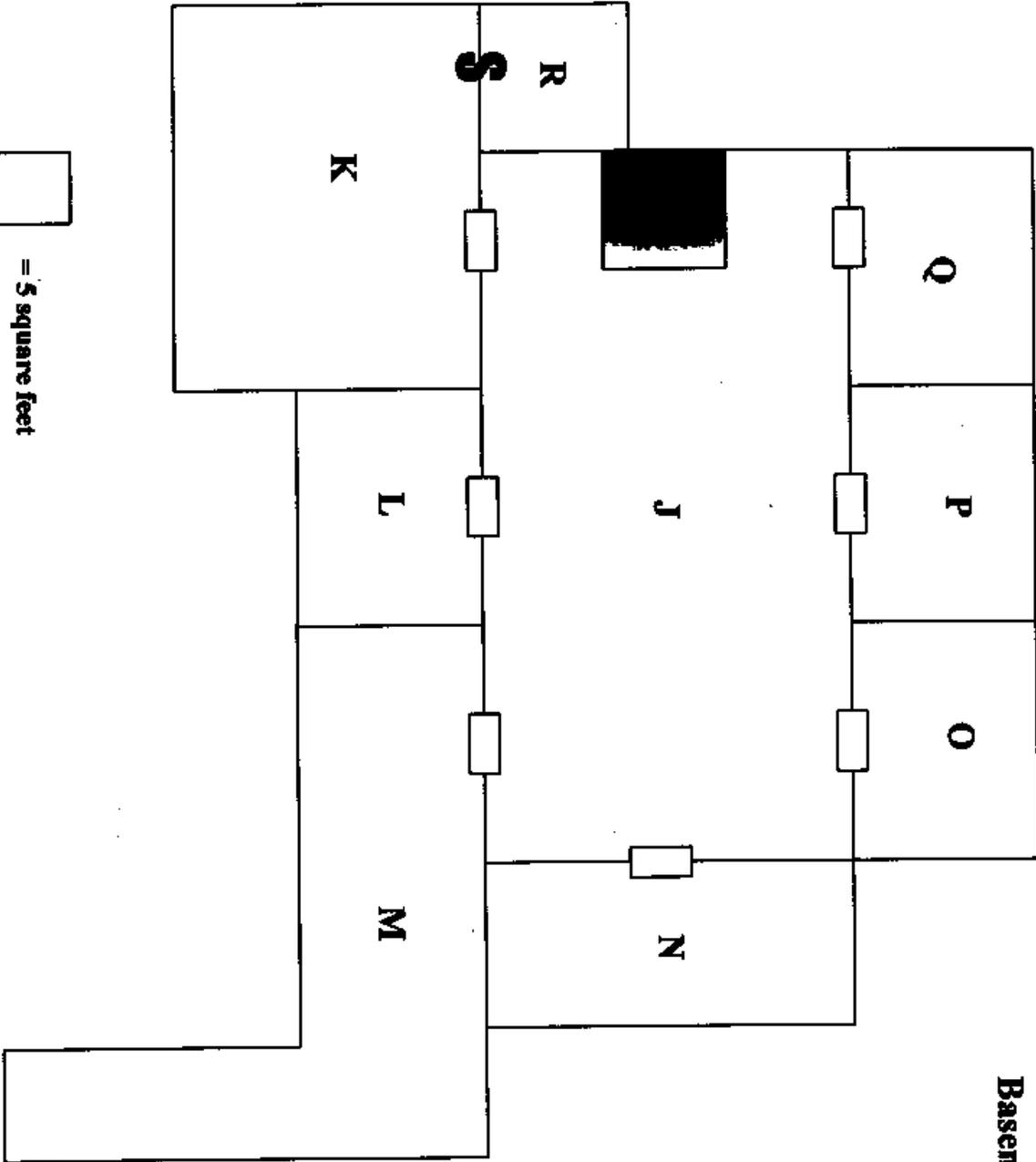
## Shaft + View



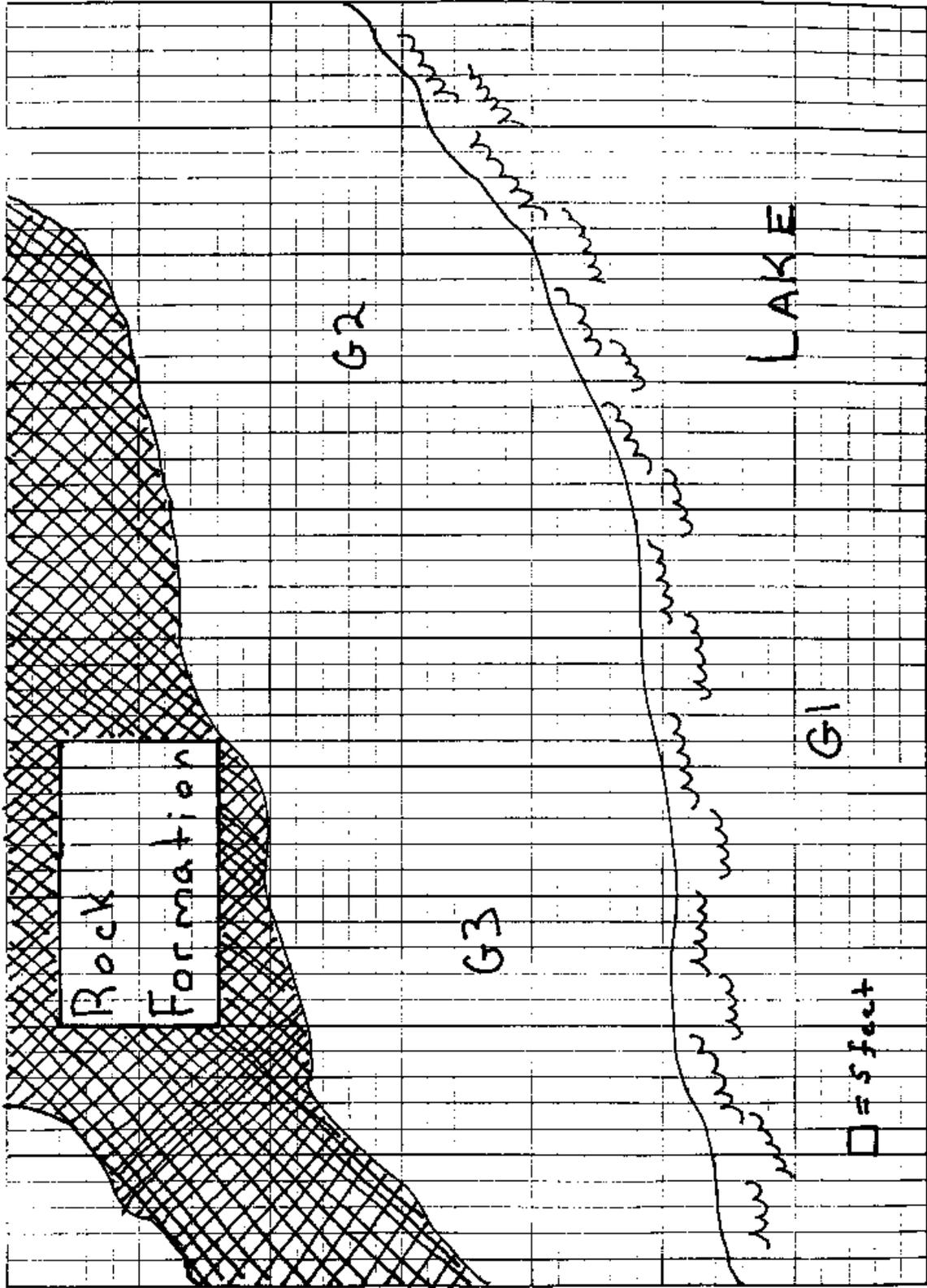




**Fire Giant Prison  
Basement**



The Welcoming Committee



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
- Infra-vision (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

**Spells**

- 1 Audible Glamor
- 1 Magic Missiles
- 1 Reduce
- 1 Spider Climb
- 2 Detect Invisibility
- 2 Detect Invisibility
- 2 Mirror Image
- 2 Rope Trick

- 3 Dispel Magic

3 **Hand of Darkness**

- 3 Haste
- 3 Non-Detection

- 4 Polymorph Self

- 4 Polymorph Self

- 4 Solid Fog

- 4 ~~Stoneskin~~(?), 00000 OO

- 5 Sending

- 5 Teleport (1/2 mile max)

- 5 Wall of Force



Dragon Cult (E1)

**Kovain Mage**    **hp** 17    **Int** 17    **Alignment** CE    **AC** 2    **HD** 16    **THAC0** 15    **#/Att** 1    **Dam** 1d4    **MR** Nil    **D** 10    **R** 5    **P** 7    **B** 9    **S** 6

S: 9; I: 17; W: 13; D: 18; C: 16; Ch: 11

- 1 ~~Armor~~
- 1 Magic Missile
- 1 Magic Missile
- 1 Shield
- 1 ~~Reduce~~-(on Dragon Body)
- 4 ~~Enervation~~
- 4 Fire Shield
- 4 Fumble
- 4 ~~Polymorph-Self~~
- 4 ~~Stoneskin~~
- 7 Power Word Stun
- 7 Prismatic Spray
- 7 Reverse Gravity
- 8 Biby's Clenched Fist
- 8 ~~Mind-Blank~~
- 5 Avoidance
- 5 Cloudkill
- 5 Cone of Cold
- 5 Dismal
- 5 Wall of Iron
- 6 Chain Lightning
- 6 Death Fog
- 6 True Sight
- 3 Clairvoyance
- 3 Dispel Magic
- 3 ~~Invisibility~~
- 3 Melf's Meteors
- 3 ~~Fire-Missiles~~

**Black Dragon Teeth Warriors (4)**

**hp** 10    **Int** 10    **Alignment** CE    **AC** 3    **HD** 7    **THAC0** 15    **#/Att** 1    **Dam** 1d4    **MR** Nil    **D** 10    **R** 12    **P** 11    **B** 12    **S** 13

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  - 42 00000 00000 00000 00000 00000 00000 00000 00000 00
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  - 42 00000 00000 00000 00000 00000 00000 00000 00000 00
- Melf's Acid Arrow 1/day O  
Melf's Acid Arrow 1/day O  
Melf's Acid Arrow 1/day O  
Melf's Acid Arrow 1/day O

<b>Creature</b>	<b>hp</b>	<b>Int</b>	<b>Alignment</b>	<b>AC</b>	<b>HD</b>	<b>THAC0</b>	<b>#/Att</b>	<b>Dam</b>	<b>MR</b>	<b>D</b>	<b>R</b>	<b>P</b>	<b>B</b>	<b>S</b>
Lurker Above	65	Non (0)	N	6	10	11	1	1d6	Nil	8	10	9	9	11
		00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000												

Fire Prison (E3)

hp	Int	Alignment	AC	HD	THAC0	#/Att	Dam	MR	D	R	P	B	S
Fire Elemental (2)	Low (5-7)	N(E)	2	16	5	1	3d8	Nil	4	6	5	4	7

+2 or better weapon to hit  
Any item struck by a fire elemental must save at -2 vs. magical fire or begin to burn

100	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000
100	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000

hp	Int	Alignment	AC	HD	THAC0	#/Att	Dam	MR	D	R	P	B	S
Hell Hounds (10)	Low (5-7)	LE	4	7	13	1	1d10	Nil	10	12	11	12	13

Breath Weapon: 7 hp save vs breath for half - normal fire

Hell Hound (1)	35	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000
Hell Hound (2)	35	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000
Hell Hound (3)	35	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000
Hell Hound (4)	35	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000
Hell Hound (5)	35	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000
Hell Hound (6)	35	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000
Hell Hound (7)	35	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000
Hell Hound (8)	35	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000
Hell Hound (9)	35	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000
Hell Hound (10)	35	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000

hp	Int	Alignment	AC	HD	THAC0	#/Att	Dam	MR	D	R	P	B	S
Fire Giant Nobles	Abv Avg (13)	LE	-3	15+2-5	2	5/2	2d12+13 or 2d10	Nil	4	5	5	4	6

\*\*\*Special Ability\*\*\* He can use one innate ability per round while engage in melee combat

Spells at 10th Level	Times/day
Affect Normal Fires	000
Burning Hands	000
Fire Ball	000
Flame Arrow	000
Flaming Sphere	000
Wall of Fire	000
Dispel Fire Protection (2d4 rounds)	0

Giant Sized +3 Two Handed Sword  
Always cool to the touch

Fire Prison (E3)

Creature	hp	Int	Alignment	AC	HD	THAC0	#/Att	Dam	MR	D	R	P	B	S
Fire Giants (12)	97	Low-Avg (5-10)	LE	-1	15+1d4+1	5	1	2d10+10 or 2d10	Nil	4	6	5	4	7
Fire Giant (1)	97	00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000												
Fire Giant (2)	97	00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000												
Fire Giant (3)	97	00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000												
Fire Giant (4)	97	00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000												
Fire Giant (5)	97	00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000												
Fire Giant (6)	97	00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000												
Fire Giant (7)	97	00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000												
Fire Giant (8)	97	00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000												
Fire Giant (9)	97	00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000												
Fire Giant (10)	97	00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000												
Fire Giant (11)	97	00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000												
Fire Giant (12)	97	00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000												
<b>Creature</b>	<b>hp</b>	<b>Int</b>	<b>Alignment</b>	<b>AC</b>	<b>HD</b>	<b>THAC0</b>	<b>#/Att</b>	<b>Dam</b>	<b>MR</b>	<b>D</b>	<b>R</b>	<b>P</b>	<b>B</b>	<b>S</b>
Efreeti - Eyezz	80	Very (11-12)	LE	2	10	11	2	3d8+1+1d6	Nil	8	9	9	9	10
<b>Abilities</b>		Invisibility (1/day) O		Polymorph Self (1/day) O										
		Gaseous Form (1/day) O		Wall of Fire (1/day) O										
		Detect Magic (1/day) O		Powerful Advanced Illusion w/out concentration (1/day) O										
		Enlarge (1/day) O		Produce Flame and Pyrotechnic at will										
		Sword of Flame: Two-Handed Scimitar of Fire: +1 to hit; 3d8 plus 1d6 fire damage												



Draw Patrol - Mixed (E5)

**Creature** G1 Draw (F) - Captian (Cl 11th) **hp** 66 **Int** 14 **Alignment** CE **AC** -2 (-5) **HD** 11 **THACO** 14 **#Att** 2 **Dam** 1d6+5 **MR** 72% **D** 6 **R** 8 **P** 9 **B** 12 **S** 9

S: 17; I: 14; W: 18; D: 10; C: 16; Ch: 11

**Abilities**

- Dancing Lights
- Faerie Fire
- Darkness
- Levitiation
- Know Alignment
- Detect Magic
- Clairvoyance
- Detect Lie
- Suggestion
- Dispel Magic
- 1 Call Upon Faith
- 1 Command
- 1 Cure Light Wounds
- 1 Cure Light Wounds
- 1 Cure Light Wounds
- 1 Darkness
- 1 Light
- 2 Charm Person
- 2 Draw Upon Holy Miq
- 2 Heat Metal
- 2 Hold Person
- 2 Silence 15' Rad
- 2 ~~Wyssem Water~~

- 3 Prayer (-1)
- 3 ~~Foot Fire~~
- 3 ~~Water Walking~~
- 3 ~~Water Walking~~
- 3 ~~Water Breathing~~
- 4 ~~Free Action~~
- 4 ~~Free Action~~
- 4 ~~Protection from Lightning~~
- 4 ~~Protection from Good 10' Radius~~
- 5 Dispel Good
- 5 ~~True Seeing (0)~~
- 6 Blade Barrier (1)

- Draw Chain +3
- Draw Small Shield +3
- Draw Mace +2 (THAC0: 11)
- Cloak
- Stoneskins (6) OOOOOO O

**Creature**

G1 Draw (F) -1st Lieutenant (Ft10) **hp** 85 **Int** 12 **Alignment** CE **AC** -6 (-9) **HD** 10 **THACO** 11 **#Att** 2 **Dam** 1d6+8 **MR** 70% **D** 8 **R** 8 **P** 9 **B** 9 **S** 9

S: 18/01; I: 13; W: 9; D: 18; C: 17; Ch: 11

**Abilities**

- Dancing Lights
- Faerie Fire
- Darkness
- Levitiation
- Know Alignment
- Detect Magic

- Draw Chain +3
- Draw Spiked Buckler +3 (THAC0: 7)
- Draw Short Sword +3 (Specialized)(THAC0: 4)
- Cloak
- Draw Poisoned Darts (9x) (THAC0: 6)
- Stoneskins (7) OOOOOO OO

**Creature**

G1 Draw (M) -2nd Lieut (MU12) **hp** 40 **Int** 18 **Alignment** CE **AC** 0 (-3) **HD** 12 **THACO** 17 **#Att** 1 **Dam** 1d4 **MR** 74% **D** 11 **R** 5 **P** 9 **B** 11 **S** 6

S: 10; I: 18; W: 12; D: 18; C: 16; Ch: 10

**Abilities**

- Dancing Lights
- Faerie Fire
- Darkness
- Levitiation
- Know Alignment
- Detect Magic
- 1 Magic Missiles
- 1 Magic Missiles
- 1 Magic Missiles
- 1 ~~Shield~~
- 2 Alter Self
- 2 ~~Blur (-1)~~
- 2 ~~Detect Invisibility~~
- 2 ~~Mirror Image~~

- 3 Dipel Magic (2)
- 3 ~~Invisibility 10' Radius~~
- 3 Lightning Bolt
- 3 Lightning Bolt
- 4 Fumble
- 4 ~~Polymorph Self~~
- 4 ~~Prot Non-Missiles~~
- 4 Shadow Monster

- Cloak
- Draw Poisoned Darts (6x) (THAC0: 13)
- 5 Cone of Cold
- 5 Demi Shadow Monster
- 5 Trannute Rock to Mud (1)
- 5 ~~Wall of Force~~ (Cast over head to serve as a roof)
- 6 ~~Globe of Invulnerability (0)~~

Draw Patrol - Mixed (E5)

**Creature** **hp** **Int** **Alignment** **AC** **HD** **THAC0** **#/Att** **Dam** **MR** **D** **R** **P** **B** **S**  
 G2 Draw (F) - Sgnt (Ft8/C18) 55 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000  
 S: 18/01; I:14; W:13; D:18; C:11;Ch:9

**Abilities**  
 1 Command  
 1 ~~Call Upon Faith~~(0)  
 1 Cure Light Wounds  
 1 Cure Light Wounds  
 1 Sanctuary  
 2 Charm Person or Mammal  
 2 Draw Upon Holy Might (5)  
 2 Hold Person  
 2 Silence 15' Rad  
 2 ~~Slew-Poison~~

3 ~~Prayer~~(-1)\* \* - Prayer ends round 6  
 3 ~~Prot-Fire~~  
 3 ~~Telepathy~~  
 4 ~~Prot-Good~~+10' Rad  
 4 ~~Free-Action~~  
 Draw Chain +3  
 Draw Spiked Buckler +3 (THAC0: 4)  
 Draw Short Sword +3 (THAC0: 3)  
 Cloak

**Creature** **hp** **Int** **Alignment** **AC** **HD** **THAC0** **#/Att** **Dam** **MR** **D** **R** **P** **B** **S**  
 G2 Draw (M) - (Mu7) 32 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000  
 Will try not to engage  
 S: 10; I:16; W:12; D:18; C:16;Ch:13

**Abilities**  
 1 Feather Fall  
 1 Gaze Reflection  
 1 ~~Redtee~~  
 1 ~~Shield~~  
 2 ~~Alter-Self~~  
 2 ~~Detect-Invisibility~~  
 2 Invisibility  
 3 ~~Invisibility~~+10' Rad  
 3 ~~Haste~~ (-1) ends on round 9  
 4 ~~Erration~~ (0)  
 Armor-Spell  
 Cloak  
 Dagger

**Creature** **hp** **Int** **Alignment** **AC** **HD** **THAC0** **#/Att** **Dam** **MR** **D** **R** **P** **B** **S**  
 Draw (F) - (Ft7) 66 (71) 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000  
 S: 18/01; I:10; W:10; D:18; C:17;Ch:10

**Abilities**  
 Magic Effects  
 Prayer (to round 7)  
 Emotion  
 Short Sword +2  
 Strength  
 Specialization  
 Draw Chain +2  
 Draw Spiked Buckler +2 (THAC0: 10)  
 Draw Short Sword +2 (THAC0: 7)  
 Cloak

+7 +11

Draw Patrol - Mixed (E5)

Creature	hp	Int	Alignment	AC	HD	THAC0	#Att	Dam	MR	D	R	P	B	S
G3 Draw (F) - Sgnt (Ft8/C18)	55	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000
S: 18/01; I:14; W:13; D:18; C:11;Ch:9														
<b>Abilities</b>														
Dancing Lights	1	Bless		3 <del>Prayer</del> (-1)*										
Faerie Fire	1	<del>Call Upon Faith</del> (0)		3 Prayer (4)										
Darkness	1	Cure Light Wounds		3 <del>Telepathy</del>										
Levitation	1	Cure Light Wounds		4 <del>Prot/Good</del> +0 Rad										
Know Alignment	1	Sanctuary		4 <del>Free Action</del>										
Detect Magic	2	Charm Person or Mammal												
Clairvoyance	2	Draw Upon Holy Might (5)												
Detect Lie	2	Hold Person												
Suggestion	2	Silence 15' Rad												
Dispel Magic (1)	2	<del>Slew/Poison</del>												

Creature	hp	Int	Alignment	AC	HD	THAC0	#Att	Dam	MR	D	R	P	B	S
G3 Draw (M) - (Mu7)	32	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000
S: 10; I:16; W:12; D:18; C:16;Ch:13														
<b>Abilities</b>														
(Same as Below)														
Will try not to engage														
1 Feather Fall				2 <del>Alter Self</del>										
1 Gaze Reflection				2 <del>Detect Invisibility</del>										
1 Redtee				2 Glitter Dust										
1 Shield														

Creature	hp	Int	Alignment	AC	HD	THAC0	#Att	Dam	MR	D	R	P	B	S
G3 Draw (M) - (Ft)	45	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000
S: 18/00; I:10; W:8; D:19; C:8;Ch:10														
<b>Abilities</b>														
(Same as Below)														
Will try not to engage														
1 Feather Fall				2 <del>Alter Self</del>										
1 Gaze Reflection				2 <del>Detect Invisibility</del>										
1 Redtee				2 Glitter Dust										
1 Shield														

Creature	hp	Int	Alignment	AC	HD	THAC0	#Att	Dam	MR	D	R	P	B	S
G3	45	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000
G3	45	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000
G3	45	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000
G3	45	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000

Creature	hp	Int	Alignment	AC	HD	THAC0	#Att	Dam	MR	D	R	P	B	S
G3	45	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000
S: 18/00; I:10; W:8; D:19; C:8;Ch:10														
<b>Abilities</b>														
Dancing Lights														
Faerie Fire														
Darkness														
Levitation														
Know Alignment														
Detect Magic														

Creature	hp	Int	Alignment	AC	HD	THAC0	#Att	Dam	MR	D	R	P	B	S
G3	45	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000
S: 18/01; I:14; W:13; D:18; C:11;Ch:9														
<b>Abilities</b>														
Dancing Lights														
Faerie Fire														
Darkness														
Levitation														
Know Alignment														
Detect Magic														