

Dark Maiden

A One-Round Living City Adventure

By George Fulda

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag 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.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsulize 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 you will not be influenced by their ratings and comments.

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.

Note: To run this module well, you should be familiar with the material in the *Drow of the Underdark* accessory. A lot of it is used, including spells.

Tier Structure

<u>Total Party Levels</u>	<u>Tier</u>
6-13	1
14-25	2
26-37	3
38-56	4
57+	5

DM Information

Dark Maiden is a one round Living City Event in which adventurers journey down into the dreaded Underdark to rescue Phyrra Dalael, a high priestess of Eilistraee (pronounced "eel-ISS-tray-ee"), who was abducted by worshipers of Lolth, from House Melarn. Eilistraee is the goddess of the good drow—the rare dark elves who yearn for return to the surface world.

In order to run the event, judges need to read the background information provided on Eilistraee as well as drow spells and items. It should be noted that the drow are brilliant tacticians, especially on their home turf, and should be played as such.

All priestesses of Eilistraee who do not die in battle hold their greatest ritual, the "Last Dance." In this ritual, Eilistraee sings to the aged priestess, calling to her. She comes out into the night sky and is never seen again. Those who do not go through this ritual live forever in torment.

Remember that all drow have certain innate spell abilities as well as magic resistance. The magic resistance percentile will always be shown. All drow have the following abilities which they may cast once per day: *dancing lights*, *faerie fire*, *darkness*; in addition to any other innate powers listed by the entry.

PC Introduction

Tired and stressed after what seems like an unending succession of battles, adventures, trials and tribulations, you have decided to take a vacation. More precisely, your military superiors, temple high prelates, and business associates in general have insisted upon it. War torn Ravens Bluff can be too much to handle even for the heartiest of adventurers. You have all been given a few days of leave from your military and civilian duties.

At this point, mention that the Bard's Guild is offering some rest tours for those under stress from military duties, and the PCs' superiors (or friends) have recommended that they go to the Guildhall and see what is being offered. The PCs are under no obligation to go there, but they won't find adventure unless they do. If they do not go to the Guildhall, you must use your ingenuity; it is suggested that you bore them to tears until they head off to the Guildhall.

When they go, continue.

You make your way to the Bard's Guild, which has been doing all they can to create safe diversions for the troops.

When they arrive, they see a sign posted near the front door listing a few diversionary options. In front of the sign, a bard is hawking one of the packages.

"That's right folks," a half-elven bard spouts, "for only 10 gold pieces, we will guide you through an underground passage through Sarbreen

and beyond for a three-day camping expedition. You will be sleeping under the gorgeous stars of the Vast in an area guaranteed to be free of enemy forces. That's right. Only ten gold pieces gets you three days of solitude in which we guarantee safe passage to and from your campsite."

At this point, the PCs are all standing in front of the sign, though they may have arrived separately. Allow the players to introduce their characters and decide whether or not to go on the vacation. Give them Player's Handout 1.

The bard, Callipso, will do everything in his power to entice the party into going on the camping expedition, as he gets one gold piece per sale.

There are three packages with space: the camping trip, a series of somewhat boring lectures at the temple of Oghma, and a few days of sheer pleasure among the worshippers of Sharess. Callipso wants to sell the camping trip, and is not really interested in PC who want to purchase space on one of the other packages.

If the characters go to the lectures, they are bored (unless a PC has interest in pottery or non-violent means of resolving differences). If they pay out the money to spend time at the shrine of Sharess, then they have a wonderful relaxing time. However, neither of these options leads to adventure.

If asked about the other packages, Callipso can state that the Grove Package was filled up by a group of Rangers, the Sharess package was chosen by a group of Swashbucklers and is mostly full, and some Tempites with evil grins on their faces bought tickets for the lectures.

Once the PCs decide to go on the camping trip, continue.

After gathering your camping gear, which was included in the price of the package, your guide leads you through the sewers to an underground. Later, your guide finally stops." Just follow this passage up to the surface. Your campsite is marked with a circle of stones. I'll be back in three days to guide you back through. Have a restful time!" With that he turns and leaves you behind.

Following the passage up for about 100 yards, it opens out into a beautiful forest glen blanketed by a peaceful and clear night sky. You hear the eerie silence of the absence of battle for the first time in what seems like years. You see your campsite marked in a circle of stones in a clearing which seems oddly perfect.

ENCOUNTER One

Allow the PCs to interact and search the clearing. The clearing is 50 yards in diameter. Evenly spaced around the perimeter of the clearing are six stone slabs which are altars to Eilistraee. The Bard's guild found this site and claimed it for their own, not knowing that it was holy ground. The slabs can be recognized as altars by any character making a successful religion or stonemasonry check at -2. Only if the PCs have express familiarity with drow religion (religion—drow proficiency) will they recognize the area as holy ground to Eilistraee. If the party decides to leave the area, attack immediately. After the PCs have settled for the evening and are in their second watch will the following attack occur.

Monster which have been charmed by House Melarn (enemies of the Eilistraee worshippers) will attack this grove tonight. If the party detects magic on the monsters, they will perceive an aura of enchantment. The charm spell is cast at 11th level for purposes of dispelling. If the charm is dispelled, the monsters will leave as quickly as possible.

The drow priestesses will watch the encounter invisibly, sizing up the party. Remember, this encounter is not intended to kill the party, but rather a chance for them to show off for the priestesses (though they won't know it).

If the PCs have someone on watch, he will hear the monsters one round before they attack and can wake the party in that round.

Tier 1

Leucrotta (1): Int Average; AC 4; MV 18; HD 6+1; hp 24; THAC0 15; #AT 1; Dmg 3-12; SA If bite scores vs. armor/shield, armor must save vs. crushing blow or be irreparably damaged; SD kick in retreat 1d6; MR nil; SZ L; ML 14

Tier 2

Leucrotta (2): Int Average; AL CE; AC 4; MV 18; HD 6+1; hp 36; THAC0 15; #AT 1; Dmg 3-18; SA if bite scores vs. armor or shield, armor must make save vs. crushing blow or be irreparably damaged; SD kick in retreat 1d6; MR nil; SZ L; ML 14

Tier 3

Leucrotta (4): Int Average; AL CE; AC 4; MV 18; HD 6+1; hp 36; THAC0 15; #AT 1; Dmg 3-18; SA if bite scores vs. armor/shield, armor must save vs. crushing blow or be irreparably damaged; SD kick in retreat 1-6; MR nil; SZ L; ML 14

Tier 4

Bulette (2): Int Animal; AL N; AC -2/4/6; MV 14(3); HD 9; hp 55; THAC0 11; #AT 3; Dmg 3-36/3-12/3-12; SA 8' jump; SD Nil; MR nil; SZ L; ML 11

Tier 5

Bulette (3): Int Animal; AL N; AC -2/4/6; MV 14(3); HD 9; hp 70; THAC0 11; #AT 3; Dmg 4-48/3-18/3-18; SA 8' jump; SD Nil; MR nil; SZ L; ML 11

ENCOUNTER 2

After the battle is over, the drow priestesses will appear at the perimeter of the clearing.

After easily smiting these pesky monsters, you are surprised to see that you are surrounded by twelve dark-skinned female elves. These beautiful creatures are clad in scant wisps of clothing which are some sort of cross between silk and mithril. They all carry graceful swords of the finest quality. The most striking figure of the group approaches, "Thank you for vanquishing those beasts and keeping pure our holy ground. Might I ask who you are, and why are you in our temple?"

Presuming the party does not attack and answers in earnest, continue with the following text. If the party attacks, the drow will retaliate. Note that none will radiate evil, as they are all Chaotic Good.

Jhaela Eilservs, e(d)f P13 of Eilistraee: Int Genius; AL CG; AC 5 (dex); MV 12; hp 67; THAC0 11; #AT 1; Dmg 1-8+1 (mithril long sword); SA Spells (As Needed); SD Nil; MR 76%; SZ M; ML 18

Spells are not chosen; she can cast 6/6/6/4/2/2 spells per day, and has whatever she needs.

Innate abilities (1/day): *darkness, dancing lights, faerie fire, levitate, know alignment, detect magic, detect lie, clairvoyance, suggestion, dispel magic.*

Eilistraee Priestesses (9), e(d)f P9: Int Exceptional; AL CG; AC 6 (Dex); MV 12; hp 58; THAC0 16; #AT 1; Dmg 1-8+1 (Mithril Long Sword); SA Spells (As Needed); SD Nil; MR 68% ; SZ M; ML 15

Spells are not chosen; they can cast 4/4/3/2/1 spells per day, and have whatever they need.

Innate abilities (1/day): *darkness, dancing lights, faerie fire, levitate, know alignment, detect magic, detect lie, clairvoyance, suggestion, dispel magic.*

"I am Jhaela Eilservs, priestess of Eilistraee, the Dark Maiden-goddess of the enlightened drow. I already know that none of you have evil intent within your hearts, so I feel that I may speak openly. I am most impressed by your skills with the sword and with the art. I believe that you may be the right people to aid us in our time of need.

"One of our most revered elder priestesses was stolen from our bosom days before her Last Dance. She was taken from us by worshippers of the Spider Queen. They are attempting to deny her final rite and ascension. In doing so, they look to strike a major blow to the good drow of the light. Our sister, Phyrra Daelael, must be rescued. We would go ourselves, but the minions of the Spider are attuned to our presence. I have seen your prowess and believe in your cunning. If you will aid us, the Dark Maiden will smile upon you and the wretched of the Underdark will suffer. Will you help us? I am able to offer you little in payment, but these meager stones."

The stones that she holds out are ten star sapphires, worth 500 gp each.

Upon accepting the mission, Jhaela will tell the party the following:

- She is being held in a cave along the passage to the Underdark city of Ithilaghym.
- Jhaela will show them the passage to the underground tunnels.
- Once underground, a priestess of Eilistraee, Keneah, will show them where to go. She appropriated (stole) a scroll describing the passage to the cave where Phyrra is being held. She has been working on the translation and breaking the code.
- The party must rescue Phyrra in one day's time or reinforcements will arrive and all hope of rescue will be gone. Direct travel at normal movement rate will take sixteen hours to the cave.
- Do not stray from the given path, for the Underdark is most treacherous and deadly to strangers.
- She will heal any and all wounds now and upon their return. This does not include raising, resurrecting, or restoring.

Jhaela offers each PC the blessing of Eilistraee. The acceptance of this blessing is entirely optional, for it will have important consequences in the module. She will tell them that,

"The minions of the Spider Queen will know by whom you are blessed, but the Dark Maiden will always smile upon you."

Take careful note of who does and does not accept. Essentially, any worshipper of Lolth will be at pluses to hit the PC, and the PC will be at negatives to hit them. This is tiered.

<u>Tier</u>	<u>Modifier</u>
1	1
2-3	2
4-5	3

The modifier applies as a bonus to all drow attacks on the PC, and as a penalty to any PC attempts to hit drow. These penalties last for the rest of the adventure.

ENCOUNTER 3

The priestesses all join hands and begin to sing a strange and yet beautiful enchantment. Suddenly appearing before you in the middle of the campfire is a set of stone stairs leading downward. Gathering your courage and equipment, you head down into the Underdark.

The passage is a perfectly cylindrical hall 9' in diameter (created by a purple worm). The slope allows the party to walk two abreast at best. The party will travel for 1/2 hour before encountering Keneah Svelnigtukkersten.

Keneah Svelnigtukkersten, gf P6 of Eilistraee: Int High; AL CG; AC 5 (chain); MV 9; hp 32; THAC0 18; #AT 1; Dmg 1-6+1 (Short Sword); SA Spells (as needed); SD Non-Detection; MR 32%; SZ M; ML 14

Innate abilities: at will—*non-detection*; 1/day—*blindness, blur, change self*.

Keneah is a female Svirfneblin priestess of Eilistraee. She will remain hidden, even from infravision, as the party approaches. She will appear out of the shadows and tap the shoulder of the party member furthest in the back. This is partially to be cautious, but mostly because she has a mischievous nature.

"The blessings of Eilistraee on you, loud surface dwellers. How are you enjoying the land without sky?"

Keneah will be naturally curious about these surface dwellers, as she has not had too much experience with them. She will be especially flirtatious with any male gnome with over an 8 Charisma.

She will hand a party member (preferably a gnome or halfling) a rolled parchment. (Player Handout 2) She does not know the answer to the riddle. She was simply able to translate the message from Drow to Common. It is up to the party to crack the code.

When she is finished with the PCs, she will quickly fade into the shadows and make her way back up to the surface. If she does, however, get friendly with a PC, she will offer him or her a flask of fungi brew. It is highly pungent as well as intoxicating. Any character drinking the brew will suffer a -2 penalty to hit for 4-24 turns.

The scroll contains the puzzle on Player Handout #2. The puzzle is a cryptogram. Each letter of the alphabet stands for another. If the players are having difficulties, give them a letter of their choice for each PC with an Intelligence of 16 or higher. The solution is as follows:

I S U G G E S T T H E R I G H T
m e z c c p e h h o p k m c o h

P A S S A G E W H E N T H E
f s e e s c p a o p w h o p

N U M B E R I S P R I M E -
w z v t p k m e f k m v p -

P H Y A R R A
f o d k k s

The riddle, of course, refers to which passage to take at each intersection. Turn right at the intersection if the number, sequentially, is prime, prime numbers being 2, 3, 5, 7, 11, 13, 17, etc. Turn left otherwise. If the party does not remember what prime numbers are, let PCs with Intelligence over 15 or those with Gondish or engineering backgrounds make an appropriate check to remember. This pattern will direct them to the drow of House Melarn.

At this point, refer to DM Aid #1, the map of the Underdark area. The PCs are headed for the area marked DM Aid #2. Side encounters are marked as well.

ENCOUNTER 4a

After walking down the passage for about an hour, you begin to notice an increasing litter of bones and broken armor. At this point the passgae splits left and right.

The correct direction at this intersection is left. If the party goes down the left passage, skip to Encounter 4b. If the party goes down the right passage, proceed with this encounter.

The passage widens into a cavern, though you can barely tell this because of the extremely thick fog.

This mist is actually one or more vampiric mists, which attack the PCs as soon as they enter the cave. The mists automatically get first attack, and check for surprise as well.

Tier 1

Vampiric Mist (1): Int Average; AL NE; AC 4(8); MV 12(6); HD 3; hp 12-see description; THAC0 15-See description; #AT 1; Dmg 1-4; SA see description; SD; see description; SZ M; ML 13

Tier 2

Vampiric Mist (1): Int Average; AL NE; AC 4(8); MV 12(6); HD 3; hp 12-see description; THAC0 15-See description; #AT 1; Dmg 1-8; SA see description; SD; see description; SZ M; ML 13

Tier 3

Vampiric Mist (2): Int Average; AL NE; AC 4(8); MV 12(6); HD 3; hp 12-see description; THAC0 15-See description; #AT 1; Dmg 1-4; SA see description; SD; see description; SZ M; ML 13

Tier 4

Vampiric Mist (4): Int Average; AL NE; AC 4(8); MV 12(6); HD 3; hp 12-see description; THAC0 15-See description; #AT 1; Dmg 1-4; SA see description; SD; see description; SZ M; ML 13

Tier 5

Vampiric Mist (6): Int Average; AL NE; AC 4(8); MV 12(6); HD 3; hp 12-see description; THAC0 15-See description; #AT 1; Dmg 1-4; SA see description; SD; see description; SZ M; ML 13

The mists will attack the largest PCs first. Searching the room will reveal many bones, suits of drow armor (form fitting) and 770 gp with drow symbols engraved on them (Underdark currency). There is no other exit from the cavern. Round trip time for this encounter is two hours, plus the time for the combat and searching.

ENCOUNTER 4b

Walking down the passage, you see rotting corpses-elven, kobold, and goblin. Upon inspection, you notice that all of the bodies are stripped of possession. The passage ubrauptly ends at what seems to be a cave-in.

The mention of the corpses is merely to install fear and paranoia in the party. The cave-in, however, is real. The drow caused the cave-in order to slow down the progress of any followers. The rubble covers the entire passage. It will take the party about a half an hour to create a passage in the rubble large enough to pass through, by simply moving rocks. Adjust this time for any ingenious method they may come up with to move through the passage. The volume of the rubble in the passage is 40³ feet.

While making their way through the rubble, they will uncover several skeletons trapped in the rubble. Some of these bodies are obviously recently killed. The bodies are both Drow and Svirfneblin. If the party specifically mentions that they are searching the bodies they find, on the third body, they will find a leather pouch around the neck of a drow. Inside the pouch are 6 perodots worth 300 gp each. On the fifth body, an excellent set of elven-sized *elven chain mail* can be recovered. They can find seven bodies in all. All the bodies have been stripped of insignia and weapons.

This is, however, an intersection. The rubble blocks the right, which is the correct, passage. The left passage is hidden as a secret door. It is a narrow passage which looks like a crack. It can be discovered via normal secret door detection methods. The left passage will simply loop around for about two miles and place the party about 1/4 a mile back in their current passage. Passage in the twisted corridor will take about two hours.

ENCOUNTER 4c

The passage twists on seeming to never end, and yet never get anywhere. Your hearts are lightened but at the same time cautious because you have not yet seen the drow which you are tracking. Constantly looking over your shoulder now, you come upon another intersection. The passage splits to the left and right.

The correct direction is to the right (3rd intersection, prime number means turn right). If the party goes to the left, the passage will dead end in about eight hours. There is no access from here.

The right passage leads to the drow. Unfortunately, a creature blocks the passage a little further up. A Giant Purple Worm takes up the entire passage. Unless the party is observant, though, they will not notice it until they are inside the creature. The worm lays in the passage he created. He is sleeping, but does so with his mouth fully open. Many creatures of the Underdark are lulled into his gaping maw without realizing that they have entered.

Once the party proceeds down the right passage, tell them that the passage narrows considerably (as they enter the maw). Soon they realize that ground has grown soft and marshy. The floor is littered with bones, both humanoid and animal which look as if they have been worn away with acid. Allow checks by PCs with an observation proficiency to realize that the walls are of the same consistency.

Give the party strange aspects of their new environment, such as the change in the angles of reflected light in the passage. Make them think, don't give it away.

The walls, of course, are the walls of the stomach lining of the purple worm. If the party touches the lining with their skin, have them save vs. poison or take 4 points of damage from the acidic gastric juices. After the party travels for about fifty feet the passage tapers down to a dead end. This is the end of the worm. Allow the party any sort of experimentation they desire with their environment. They may go in and out of the worm from the maw, but they can not go around him. The worm will not wake up until it takes a total of twenty points of damage. At that point, he will close his mouth and trust his digestive juices to take care of the disturbance.

Remember that any area of effect spells will probably affect the party as well, due to the small

quarters. In order to exit from the worm, the party must do at least thirty points of damage to the rear section of the worm. This will cause a small man-sized hole to open in the monster's skin and allow the party to escape beyond the monster. Don't forget the worm's regeneration.

The worm will not actually fight unless it takes more than 20 points of damage to its front part (i.e. the PCs realize it is a purple worm and attack to kill it).

Giant Purple Worm (1): Int Non; AC 6; MV 9; HD 15; hp 100; THAC0 5; #AT 2; 2-24/2-8; SA Swallow/Poison tail; SD Regenerate 3 hp/turn; SZ G(55'); ML 12

Searching the bodies inside the worm for an hour will reveal 40 platinum, 400 copper, and a *whip* +2.

ENCOUNTER 5

Travelling down the passage, for what seems like an eternity, you see an intersection. Standing at the intersection is a female drow setting down a mace and standing over a dead male drow.

The female drow is actually a drow wizard with a change self cast upon herself to appear as a priestess of Eilistraee. Importantly, the illusion does not include a symbol of the Dark Maiden. If questioned about this, she will respond that it would draw attention from Lolth. The body on the ground is a drow thief under a *feign death* spell cast by the wizard.

Both drow are members of House Melarn and devout servants of Lolth. The wizard will not utter the name of Eilistraee, but will freely say Lolth-precisely opposite of the priestesses of Eilistraee. As the party approaches, she will cast *detect evil*. Successful spellcraft checks will reveal the spell for what it is, but something will be perceived to be wrong (though the PC won't know for sure what). It is a wizard version of the spell, not the usual priest version; that is what is wrong. If questioned, the wizard will give her name as Kirila. She does not know the name of any Eilistraee priestess, except for Phyrra.

If she is discovered for whom she truly is, she will fight to the death. The thief will remain under the spell until a)the wizard is attacked or b)the party travels down the right passage at which time he will attack from behind. The wizard will say anything to direct the party down the right passage which loops back to

before the puple worm encounter, to the point of suspicion. If she survives the encounter, she will return to the drow camp and alert them to the party's presence.

If the party approaches her, continue with the following.

As you approach, the female drow, sparsely dressed, openly casts a spell. Seemingly pleased with the results, she addresses you directly, "Hail friends. I have been sent by the high priestess of the Dark Maiden. You have lost your way and are headed in a perilous direction. I have dispatched this spy who laid in wait for you. You must take the right passage to find the camp. I must hurry back now before I am detected by Lolth and her minions."

Tier 1

Kylaae, Drow Wizard, e(d)f W5: Int Very; AL CE; AC 3; MV 12; hp 12; THAC0 19; #AT 1; Dmg 1-4 (dagger); SA spells and innate spells; SD +2 save vs. magic; MR 58%; SZ M; ML 15;

Spells: 1st level—*change self* (cast), *burning hands*, *magic missile*, *spook*; 2nd level—*detect evil* (cast), *web*; 3rd level—*feign death* (cast)

Innate Spells 1/day: *dancing lights*, *faerie fire*, *darkness*, *levitate*, *know alignment*, *detect magic*

Miskal, Drow Thief, e(d)m T3: Int Average; AL CE; AC 3; MV 12; hp 15; THAC0 17; #AT 1; Dmg 1-6+2 (short sword); SA Backstab x 2 & Innate spells; SD +2 save vs. magic; MR 54%; SZ M; ML 13

Innate Spells 1/day: *dancing lights*, *faerie fire*, *darkness*

Tier 2

Kylaae, Drow Wizard, e(d)f W6: Int Very; AL CE; AC 3; MV 12; hp 19; THAC0 19; #AT 1; Dmg 1-4 (dagger); SA spells and innate spells; SD +2 save vs. magic; MR 60%; SZ M; ML 15;

Spells: 1st level—*change self* (cast), *burning hands*, *magic missile*, *spook*; 2nd level—*detect evil* (cast), *web*; 3rd level—*feign death* (cast), *lightning bolt*

Innate Spells 1/day: *dancing lights*, *faerie fire*, *darkness*, *levitate*, *know alignment*, *detect magic*

Miskal, Drow Thief, e(d)m T4: Int Average; AL CE; AC 3; MV 12; hp 19; THAC0 17; #AT 1; Dmg 1-6+2 (short sword); SA Backstab x 2 & Innate spells; SD +2 save vs. magic; MR 56%; SZ M; ML 13

Innate Spells 1/day: *dancing lights*, *faerie fire*, *darkness*, *levitate*, *know alignment*, *detect magic*

Tier 3

Kylaae, Drow Wizard, e(d)f W8: Int Very; AL CE; AC 0; MV 12; hp 26; THAC0 18; #AT 1; Dmg 1-4 (dagger); SA spells and innate spells; SD +2 save vs. magic; MR 64%; SZ M; ML 15;

Spells: 1st level—*change self* (cast), *burning hands*, *magic missile*, *spook*; 2nd level—*detect evil* (cast), *Melf's acid arrow*, *web*; 3rd level—*feign death* (cast), *lightning bolt*, *hold person*; 4th level—*stoneskin* (cast:6), *acid bolt*

Innate Spells 1/day: *dancing lights*, *faerie fire*, *darkness*, *levitate*, *know alignment*, *detect magic*

Miskal, Drow Thief, e(d)m T7: Int Average; AL CE; AC 0; MV 12; hp 45; THAC0 15; #AT 1; Dmg 1-6+2 (short sword); SA Backstab x 3 & Innate spells; SD +2 save vs. magic; MR 62%; SZ M; ML 13

Innate Spells 1/day: *dancing lights*, *faerie fire*, *darkness*, *levitate*, *know alignment*, *detect magic*

Tier 4

Kylaae, Drow Wizard, e(d)f W11: Int Very; AL CE; AC -3; MV 12; hp 33; THAC0 17; #AT 1; Dmg 1-4 (dagger); SA spells and innate spells; SD +2 save vs. magic; MR 70%; SZ M; ML 15;

Spells: 1st level—*change self* (cast), *burning hands*, *magic missile* x2, *spook*; 2nd level—*detect evil* (cast), *Melf's acid arrow* x2, *web* x2; 3rd level—*feign death* (cast), *lightning bolt* x2, *hold person*; 4th level—*stoneskin* (cast:6), *acid bolt* x2; 5th level—*cone of cold*, *chaos*, *summon shadow*

Innate Spells 1/day: *dancing lights*, *faerie fire*, *darkness*, *levitate*, *know alignment*, *detect magic*

Miskal, Drow Thief, e(d)m T10: Int Average; AL CE; AC -3; MV 12; hp 56; THAC0 14; #AT 1; Dmg 1-6+2 (short sword); SA Backstab x 4 & Innate spells; SD +2 save vs. magic; MR 68%; SZ M; ML 13

Innate Spells 1/day: *dancing lights*, *faerie fire*, *darkness*, *levitate*, *know alignment*, *detect magic*

Tier 5

Kylaae, Drow Wizard, e(d)f W15: Int Very; AL CE; AC -3; MV 12; hp 37; THAC0 16; #AT 1; Dmg 1-4 (dagger); SA spells and innate spells; SD +2 save vs. magic; MR 78%; SZ M; ML 15;

Spells: 1st level—*change self* (cast), *burning hands*, *magic missile* x2, *spook*; 2nd level—*detect evil* (cast), *Melf's acid arrow* x2, *web* x2; 3rd level—*feign death* (cast), *lightning bolt* x2, *flame arrow*, *hold person*; 4th level—*stoneskin* (cast:6), *acid bolt* x2, *polymorph self*, *monster summoning II*; 5th level—*cone of cold* x2, *transmute rock to mud*, *chaos*,

summon shadow; 6th level—*globe of invulnerability*, *chain lightning*; 7th level—*power word stun*

Innate Spells 1/day; *dancing lights*, *faerie fire*, *darkness*, *levitate*, *know alignment*, *detect magic*

Miskal, Drow Thief, e(d)m T14: Int Average; AL CE; AC -5; MV 12; hp 64; THAC0 12; #AT 1; Dmg 1-6+2 (short sword); SA Backstab x 5 & Innate spells; SD +2 save vs. magic; MR 76%; SZ M; ML 13

Innate Spells 1/day: *dancing lights*, *faerie fire*, *darkness*, *levitate*, *know alignment*, *detect magic*

If the party turns down the left passage, proceed to Encounter 6. If the party proceeds down the right passage, return to Encounter 4C. This return takes another two hours.

ENCOUNTER 6

Heading a short way down the left passage, you abruptly come to a cliff face. On the opposite side of the cavern, a figure stares at you. On closer inspection, you see an animated humanoid skeleton, or at least the top half of one. It seems to be jutting out directly from the rock face.

"Who's there? Someone else coming to see the freak? Go away!! Leave me in my misery!!"

The skeleton was a drow who fell out of favor with House Melarn. He became half embedded in the rock when a *teleport* spell went awry. As a device of eternal torture, the House Mother animated his corpse, forever to exist without the pleasures of life.

His bones are infused in the rock, therefore he cannot be removed. He knows the secrets of this cave/trap, but will not reveal them unless he is appeased.

"What's the matter, afraid of plummeting to a bloody pulp? Hah! I wish that I could plummet to my death. That would be kinder than this eternal torture!"

His only desire is to once again taste a mortal pleasure, particularly wine. Of course, he cannot taste the wine, but it is the only memory which remains from his mortal existence.

If the party can traverse the gap and pour some wine (or any other liquid, he's dead, he won't know the difference) into his mouth, he will describe the magic of the chasm (below).

The cliff is a sheer drop of 120 feet. The cavern is twenty feet wide, the opposite wall extending down 110 feet. The entire chasm, with the exception of the bottom 10 feet is an anti-magic zone. At the bottom of the cavern are poisonous spikes. The bottom 10 feet of the cavern is a zone of *feather fall*. The drow enchanted this cavern for the purpose of a quick escape.

At the bottom of the cavern is a secret door which leads to a passage that will take the party back up to the surface. They will need to use this in order to escape at the end.

He does not know the location of the drow.

The PCs can choose to talk to the skeleton, try to get information from him, or ignore him. It won't matter to him. He's so depressed that nothing really matters to him except his own misery.

If, however, the party gives him some wine (or convinces him that they have given him wine), he will reward them not only with information, but also with a small leather sack he clutches in one hand. Inside the sack are 6 gems worth 10 gp each, left by a passing deep gnome who thought they were inferior.

The party may attempt to manually scale down the cliff face of the cavern which will take 1-4+3 turns or jump down the cavern. Any attempt to cast a spell or use a magic item will fail. Once a PC reaches the feather fall zone, he will safely float to the ground and easily navigate his way around the spikes. Note that no magical light source will penetrate the anti-magic zone.

The passage continues in one direction only.

ENCOUNTER 7

Walking a short way down the passage, you see an eerie light before the entrance to a cave.

The greenish-yellow radiance is coming from the myrlochar(s) guarding the entrance to the cave. Thirty feet in front of the entrance to the cave is an area of silence. The entire area is filled with spider webs, hampering movement to 1/2. No sound may occur within the area, nor may any sound penetrate the area. If the party defeats the "soul spiders" within three rounds, the drow inside the cave will not be alerted to the party's presence (provided, of course, a *fireball* or similar disturbance does not come raging through the entrance to the cave). The soul spider(s) will not attack unless the party enters the silence zone or attacks from long range. Soul spiders are servants of Lolth.

Tier 1

Myrlochar (1): Int Very; AL CE; AC 4; MV 8, Wb 16; HD 6+6; hp 30; THAC0 15; #AT 3; Dmg 1-4/1-4/1-6; SA See description; SD see description; MR 30%; SZ M; ML 15

Tier 2

Myrlochar (1): Int Very; AL CE; AC 4; MV 8, Wb 16; HD 6+6; hp 50; THAC0 15; #AT 3; Dmg 2-5/2-5/2-12; SA See description; SD see description; MR 30%; SZ M; ML 15

Tier 3

Myrlochar (2): Int Very; AL CE; AC 4; MV:8, Wb 16; HD 6+6; hp 40; THAC0 15; #AT 3; Dmg 2-5/2-5/2-12; SA See description; SD see description; MR 30%; SZ M; ML 15

Tier 4

Myrlochar (4): Int Very; AL CE; AC 4; MV 8, Wb 16; HD 6+6; hp 50; THAC0 15; #AT 3; Dmg 2-5/2-5/2-12; SA See description; SD see description; MR 30%; SZ M; ML 15

Tier 5

Myrlochar (6): Int Very; AL CE; AC 4; MV 8, Wb 16; HD 6+6; hp 50; THAC0 15; #AT 3; Dmg 2-5/2-5/2-12; SA See description; SD see description; MR 30%; SZ M; ML 15

Beyond the entrance is the cave holding the drow encampment and Phyrra. Refer to DM Aid #2. Several important notes for the combat which will follow:

- All combatants are worshippers of Lolth, except the undead.
- If the drow are alert to the party's presence either from the combat with the soul spider or from the drow wizard from Encounter 5, they will:
 1. have an illusionary figure of Phyrra tied to a stake below the piercers
 2. the undead will, through illusion, appear as drow fighters until they attack
 3. all will attack first round
 4. If they are not alert to the party's presence, they may be surprised by the party.
- The pit is covered by a permanent illusion to appear as a continuation of the cave floor. If a PC attempts to cross the pit, he will fall taking 1d6

points of damage multiplied by the tier level. The real Phyrra is in this pit.

- Phyrra is under the effects of a *feeblemind* spell.
- The illusion of Phyrra is an *improved phantasmal force* under control of the drow wizard. When the wizard enters combat, the illusion will disappear two rounds later. The wizard is invisible.
- If more than 24 hours have elapsed since the party's encounter with Jhaela (possible by taking the various detours), reinforcements will have arrived. Double the number of fighters and wizards. They will be ready for the party.
- An *illusionary wall* covers the passage to the Underdark city of Ithilaughym. If the party attempts to go to the city, have many drow fighters attack them. Double the number in this encounter and throw that many at them every hour until they retreat or are dead.
- The piercers are located above the platform with the illusionary Phyrra. If anyone steps in the platform the piercers will attack.
- All drow will fight to the death, except for the wizard who will try to escape if the battle is going poorly.

Did we make it in time?

The base time for the journey moving at 12 is sixteen hours if the correct route is taken. Calculate if the party spent more time through side trips, searching for treasure, resting, moving slowly, etc. If the party took more than twenty-four hours, double the number of drow fighters and wizards in this encounter, not priests or undead.

Tier 1

Drow Fighters (2), F1: Int Average; AL CE; AC 3 (chain); MV 12; hp 8; THAC0 18; #AT 3/2; Dmg 1-8+3 (long sword); SA innate spells; SD +2 save vs. magic; MR 50%; SZ M; ML 13

Innate Spells *dancing lights, faerie fire, darkness*

Ghoul (1): Int Low; AL CE; AC 6; MV 9; HD 2; hp 15; THAC0 19; MR Nil; #AT 3; Dmg 1-3/1-3/1-6; SA Paralyzation; SD see description; MR nil; SZ M; ML 12

Piercers (3): Int non; AL N; AC 3; MV 1; hp 6; THAC0 19; #AT 1; Dmg 1-6; SA Surprise; SD Nil; MR Nil; SZ T; ML 8

Drow Priestess (1), P3 of Lolth: Int Exceptional; AL CE; AC 2 (chain); MV 12; hp 20; THAC0 20; #AT 1; Dmg 1-6+1(mace); SA Spells, innate spells; SD +2 save vs. magic; MR 54%; SZ M; ML 17.

Magic items: *ring of arachnid control*

Spells: 1st level—*cause light wounds x2, command, protection from good*, 2nd level—*hold person, silence 15' radius, darkfire*

Innate Spells *dancing lights, faerie fire, darkness*

Drow Illusionist (1), W(I)3: Int Exceptional; AL CE; AC 3; MV 12; hp 12; THAC0 20; #AT 1; Dmg 1-6(staff); SA Spells, innate spells; SD +2 save vs. magic; MR 54%; SZ M; ML 15.

Spells: 1st level—*grease, protection from good, spook*, 2nd level—*improved phantasmal force (cast), Melf's acid arrow*

Innate Spells *dancing lights, faerie fire, darkness*

Tier 2

Drow Fighters (2), F3: Int Average; AL CE; AC 3 (chain); MV 12; hp 26; THAC0 17; #AT 3/2; Dmg 1-8+3 (long sword); SA innate spells; SD +2 save vs. magic; MR 54%; SZ M; ML 13

Innate Spells *dancing lights, faerie fire, darkness*

Ghoul (4): Int Low; AL CE; AC 6; MV 9; HD 2; hp 15; THAC0 19; MR Nil; #AT 3; Dmg 1-3/1-3/1-6; SA Paralyzation; SD see description; MR nil; SZ M; ML 12

Piercers (6): Int non; AL N; AC 3; MV 1; HD 1; hp 6; THAC0 19; #AT 1; Dmg 1-6; SA Surprise; SD Nil; MR Nil; SZ S; ML 10

Drow Priestess (1), P6: Int Exceptional; AL CE; AC 1 (chain+Dex.); MV 12; hp 36; THAC0 18; #AT 1; Dmg 1-6+1(mace); SA Spells, innate spells; SD +2 save vs. magic; MR 60%; SZ M; ML 17.

Magic items: *ring of arachnid control*

Spells: 1st level—*cause light wounds x2, command, protection from good, curse*, 2nd level—*hold person x2, silence 15' radius, darkfire x2* 3rd level—*bestow curse, prayer*

Innate Spells *dancing lights, faerie fire, darkness, levitate, know alignment, detect magic*

Drow Illusionist (1), W(I)6: Int Exceptional; AL CE; AC 1; MV 12; hp 25; THAC0 19; #AT 1; Dmg 1-6(staff); SA Spells, innate spells; SD +2 save vs. magic; MR 60%; SZ M; ML 15.

Spells: 1st level—*grease, protection from good, spook x2*, 2nd level—*improved phantasmal force(cast), Melf's acid arrow, scare*, 3rd level—*flame arrow, spectral force, hold person*

Innate Spells *dancing lights, faerie fire, darkness, levitate, know alignment, detect magic*

Tier 3

Drow Fighters (2), F4: Int Average; AL CE; AC -1 (chain+Dex.); MV 12; hp 45; THAC0 14; #AT 3/2; Dmg 1-8+8 (long sword); SA innate spells; SD +2 save vs. magic; MR 56%; SZ M; ML 13

Innate Spells *dancing lights, faerie fire, darkness, levitate, know alignment, detect magic*

Wight (3): Int Average; AL LE; AC 5; MV 12; HD 4+3; hp 28; THAC0 15; #AT 1; Dmg 1-4; SA Energy Drain 1 level; SD Silver or +1 weapon to hit, immune to sleep, charm, hold, cold-based spells, poisons, paralysis; MR nil; SZ M; ML 14

Piercers (6): Int non; AL N; AC 3; MV 1; HD 3; hp 12; THAC0 17; #AT 1; Dmg 2-12; SA Surprise; SD Nil; MR Nil; SZ S; ML 10

Drow Priestess (1), P8: Int Exceptional; AL CE; AC 0 (chain+Dex.); MV 12; hp 50; THAC0 16; #AT 1; Dmg 1-6+1(mace); SA Spells, innate spells; SD +2 save vs. magic; MR 64%; SZ M; ML 17.

Magic items: *ring of arachnid control*

Spells: 1st level—*cause light wounds x2, command, protection from good, curse*, 2nd level—*hold person x2, silence 15' radius, darkfire x2*, 3rd level—*bestow curse, prayer (cast), cause disease x2*, 4th level—*poison, undead regeneration, cause serious wounds*

Innate Spells *dancing lights, faerie fire, darkness, levitate, know alignment, detect magic, dispel magic*

Drow Illusionist (1), W(I)8: Int Exceptional; AL CE; AC 0; MV 12; hp 30; THAC0 18; #AT 1; Dmg 1-6(staff); SA Spells, innate spells; SD +2 save vs. magic; MR 64%; SZ M; ML 15.

Spells: 1st level—*grease, protection from good, spook x2, spider climb*, 2nd level—*improved phantasmal force (cast), Melf's acid arrow x2, scare*, 3rd level—*flame arrow x2, spectral force, hold person*, 4th level—*phantasmal killer, confusion, fear*

Innate Spells *dancing lights, faerie fire, darkness, levitate, know alignment, detect magic*

Tier 4

Drow Fighters (2), F7: Int Average; AL CE; AC -3 (chain+Dex.); MV 12; hp 65; THAC0 8; #AT 2; Dmg 1-8+10 (long sword); SA innate spells; SD +2 save vs. magic; MR 68%; SZ M; ML 13

Innate Spells *dancing lights, faerie fire, darkness, levitate, know alignment, detect magic*

Wraith (4): Int Very; AL LE; AC 4; MV 12, fl 24(B); HD 5+3; hp 43; THAC0 15; #AT 1; Dmg 1-6; SA Energy Drain; SD silver or +1 weapon to hit; MR Nil; SZ M; ML 15

Piercers (6): Int non; AL N; AC 3; MV 1; HD 3; hp 15; THAC0 17; MR Nil; #AT 1; Dmg 3-18; SA Surprise; SD Nil; SZ M; ML 13

Drow Priestess (1), P10: Int Exceptional; AL CE; AC -2 (chain+Dex.); MV 12; hp 70; THAC0 14; #AT 1; Dmg 1-6+1(mace); SA Spells, innate spells; SD +2 save vs. magic; MR 68%; SZ M; ML 17.

Magic items: *ring of arachnid control*

Spells: 1st level—*cause light wounds x2, command, protection from good, curse x2*, 2nd level—*hold person x2, silence 15' radius x2, darkfire x2*, 3rd level—*bestow curse, prayer, cause disease x2*, 4th level—*poison x2, undead regeneration, cause serious wounds*, 5th level—*flame strike, slay living*

Innate Spells *dancing lights, faerie fire, darkness, levitate, know alignment, detect magic, dispel magic*

Drow Illusionist (1), W(I)10: Int Exceptional; AL CE; AC -2; MV 12; hp 45; THAC0 17; #AT 1; Dmg 1-6(staff); SA Spells, innate spells; SD +2 save vs. magic; MR 68%; SZ M; ML 15.

Spells: 1st level—*grease, protection from good, spook x2, spider climb*, 2nd level—*improved phantasmal force (cast), Melf's acid arrow x2, scare x2*, 3rd level—*flame arrow x2, spectral force, hold person*, 4th level—*phantasmal killer, confusion, fear*, 5th level—*chaos, shadow magic x2*

Innate Spells *dancing lights, faerie fire, darkness, levitate, know alignment, detect magic*

Tier 5

Drow Fighters (2), F9: Int Average; AL CE; AC -5 (chain+Dex.); MV 12; hp 75; THAC0 5; #AT 2; Dmg 1-8+12 (long sword); SA innate spells; SD +2 save vs. magic; MR 70%; SZ M; ML 13

Innate Spells *dancing lights, faerie fire, darkness, levitate, know alignment, detect magic*

Spectre (4): Int high; AL LE; AC 2; MV 15, fl 30(B); HD 7+3; hp 50; THAC0 13; #AT 1; Dmg 1-8; SA Energy Drain 2 levels; SD immune to sleep, charm, hold, cold, poison, paralysis; MR nil; SZ M; ML 15

Piercers (6): Int non; AL N; AC 3; MV 1; HD 4; hp 20; THAC0 17; #AT 1; Dmg 4-24; SA Surprise; SD Nil; MR Nil; SZ M; ML 15

Drow Priestess (1), P12: Int Exceptional; AL CE; AC -3 (chain+Dex.); MV 12; hp 75; THAC0 14; #AT 1; Dmg 1-6+1(mace); SA Spells, innate spells; SD +2 save vs. magic; MR 72%; SZ M; ML 17.

Magic items: *ring of arachnid control*

Spells: 1st level—*cause light wounds x2, command x3, protection from good, curse x2*, 2nd level—*hold person x2, silence 15' radius x2, darkfire x2, heat metal*, 3rd level—*bestow curse x2, prayer(cast), cause disease x3*, 4th level—*poison x2, undead regeneration, cause serious wounds*, 5th level—*flame strike, slay living*, 6th level—*blade barrier, harm*

Innate Spells *dancing lights, faerie fire, darkness, levitate, know alignment, detect magic, dispel magic*

Drow Illusionist (1), W(I)14: Int Exceptional; AL CE; AC -3; MV 12; hp 50; THAC0 16; #AT 1; Dmg 1-6(staff); SA Spells, innate spells; SD +2 save vs. magic; MR 76%; SZ M; ML 15.

Spells: 1st level—*grease, protection from good, spook x2, spider climb*, 2nd level—*improved phantasmal force (cast), Melf's acid arrow x2, scare x2*, 3rd level—*flame arrow x2, haste, spectral force, hold person*, 4th level—*phantasmal killer, confusion, fear, acid bolt, polymorph other*, 5th level—*chaos, shadow magic x2, feeblemind*, 6th level—*demi-shadow magic, invisible stalker, monster summoning IV*, 7th level—*prismatic spray, shadow walk*

Innate Spells *dancing lights, faerie fire, darkness, levitate, know alignment, detect magic*

After the battle, Phyrra must be found and aided through any travel. The enemy priestess wears a *ring of arachnid control*. All other drow swords, suits of chain mail, and piwafwis will disintegrate immediately upon contact with sunlight.

CONCLUSION

Having rescued Phyrra, the party still has the task of getting back. The easiest way is to return to the anti-magic zone trap from Encounter Six, take the secret passage, and follow it to the surface. If they can think of a safe way to get back up the cliff side and get home, the more power to them. Once they find the passage, make sure that the party is indeed on their way and then skip to the encampment.

If the party does not return Phyrra, Jhaela will thank them for their efforts and disappear into the woods. The Blessing of Eilistraee will have no benefit for any characters who accepted it.

If the party successfully returns Phyrra, read the following:

Upon reaching the exit to the tunnels, Jhaela greets you and immediately takes Phyrra in her arms. Other priestesses tend to you, giving everyone heal spells. Jhaela approaches you and says, "I can never sufficiently thank you for saving our sister. The coventry of the Dark Maiden will never forget your kindness. The blessing of Eilistraee will carry with you forever."

Blessing of Eilistraee

All those who accepted the blessing at the beginning of the module must roll 1d4 and receive one of the following benefits (it's random):

1. Gain the dancing proficiency (or +1 if the PC already has the proficiency)
2. Gain the singing proficiency (or +1 if the PC already has the proficiency)
3. Gain the weaponsmithing proficiency (or +1 if the PC already has the proficiency)
4. Gain the hunting proficiency (or +1 if the PC already has the proficiency)

END OF DARK MAIDEN

Experience Point Summary

Encounter 1
Defeating monsters 200

Encounter 3
Solving the riddle 300

OR

Solving puzzle with help 100

Encounter 4b
Making way through the rubble 100

Encounter 4c
Getting out of the worm 200

Encounter 5
Seeing through the illusion 200
Defeating the drow 300

Encounter 6
Interacting with the skeleton 200

Encounter 7
Defeating the soul spiders 300
Arriving at the cave in under 24 hours 200
Defeating all drow & undead 500
Finding secret escape route 200

Total Possible XP 2,700

Treasure Summary

If it's not on this list, the PCs cannot have it.

Encounter 2
10 Star sapphire @500 gp each

Encounter 4a
770 gp

Encounter 4b
-6 peridots @300 gp each
-*Elven chain mail*(elf size)

Encounter 4c
-40 platinum
-400 copper
-*Whip* +2

Encounter 6
6 gems worth 10 gp each

Encounter 7
-*Ring of arachnid control* (8 charges)

Vacation Packages

Package One

Druid's Grove-Lie in the lap of natural luxury in the only fully in-tact druidic grove in Ravens Bluff. Lady Melissa Eldarin has graciously offered a portion of her grove up to weary war-going patriots. Dine with tame and friendly forest animals who will cater to your every need.

Cost:100 gp.SOLD OUT

Package Two

Escape from Ravens Bluff-Take an Underground Passage through old Sarbreen to a campsite far from the city, guaranteed not to be infiltrated by goblin hordes. Sleep under the stars. Leave your troubles behind. Cost:50, 10 gp.

Package Three

Pleasures of Sharess-Have your every whim catered to by the worshippers of Sharess. Who better to cater to your every want, care, and desire than the goddess who smiles on every passion. The price of this package gives unlimited access to the temple's many resources.

Cost:1,500 gp.

Package Four

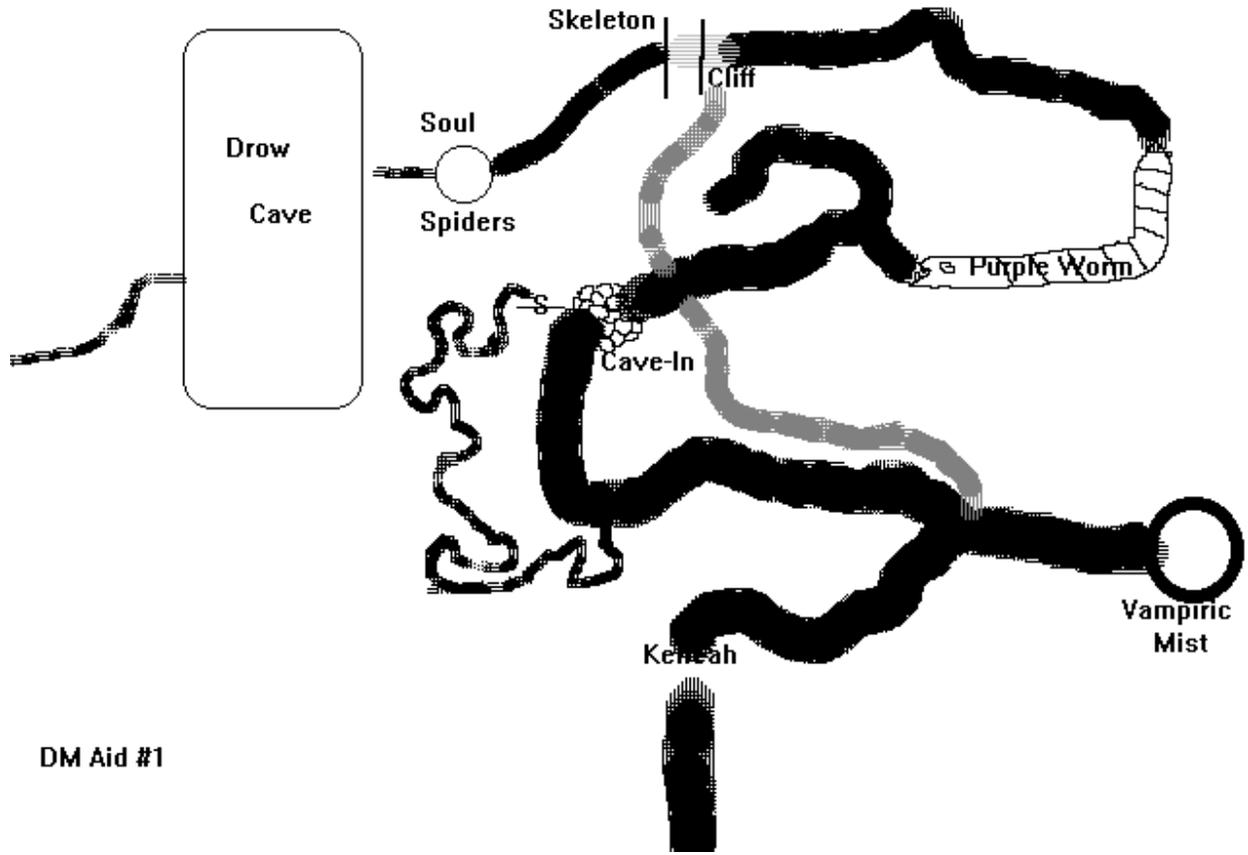
Meditation and Reflection-The Temple of Oghma in association with the Olive Branch Society is sponsoring a series of lectures on the historical benefits to peaceful alternatives to war and pottery.Cost:8sp.

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DM Aid #1

D.M. AID #2

80 YARDS

