

On Guard

High Level UnderDark Campaign Adventure #6
A One-round Living City Adventure for high level characters

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The search for the Orb of Protection expands and Lord Blacktree again asks for help from the city's adventurers, this time in a slightly different capacity, some of the usual roles will be reversed for this assignment.....

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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 demands 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 capsule 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.

Precast Spells Allowed in the High Level Campaign:

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

2nd: *magic mouth, fire trap*

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

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

6th: *contingency*

DM Information

This is the sixth event of the High Level Campaign Underdark series of modules. It involves the PCs having to be part of a kind of "role reversal" in that they will be asked to guard a tunnel deep in the Underdark, so as to prevent any unwanted groups from moving towards the Cavern of man and Ravens Deep. Some of the passers-by will be neutral to the PCs and Ravens Deep, some will be very hostile. Others will be very difficult to detect.

Overall, the PCs actions and interactions with the NPCs will be very important to future plot-lines as their actions will form the initial impressions of a number of

the Underdark races. If they are strong, competent and fair then the Underdark will be defensive but open. If the PCs are overtly hostile then the Underdark communities will learn to attack on site. If the PCs are friendly and incompetent then the evil communities will race each other to see who attacks Ravens Deep first.

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 but it is still not complete information. Torches, lanterns and continual light devices will need to be employed.
- Teleport and other dimensional travel is limited in the Underdark to one half mile. PCs travelling to the Underdark can teleport to the mine entrance outside of the mountain, otherwise a four-day ride. But then it is an eight-day journey to the primary settlement. These eight days can not be substantially reduced through magic as the radiation of the Underdark prevents that type of magic.
- PC Wizards have a reduction in their spells when they get to the Underdark. Only if the PC is a specialist and the school of the spell is not allowed to them are they allowed to bypass a particular spell loss. If they do not have the spell in their spellbook, it will be provided. The wizard must make a learn spell roll in front of the judge at the beginning of the round. The spells include:
 - Two less 1st level spells utilized for a *Mending* spell and an *Alarm* spell.
 - One less 2nd level spell utilized for the *Strength* spell.
 - One less 4th level spell utilized for the *Dig* spell.
 - Optionally they can reduce their 5th level spells but one for utilization of a *stone shape* spell.
- There is no shopping in the Underdark. They only have what they have brought with them. Food, water, healing are in limited supply and the PCs will be asked to participate in the providing of the settlement. To this extent all PC priests begin the tournament with: (this can only be altered if a priest does not receive the spells in question)
 - Three fewer 1st level spells having utilized one *create water* spell and two *cure light wounds*.
 - Two less 3rd level spell utilized in a *create food and water* spell, and a *plant growth*.
 - One less 4th level spell utilized in a *cure serious wounds* spell.

Outline

Introduction: PCs are summoned to Lord Blacktree's Tent. They are asked to protect a relatively unexplored cavern that connects Ravens Deep to the Underdark.

Encounter One: The trip to Watch Post Cavern will take a total of 2 days. A little over one day from the Cavern of Life the PCs will find a series of caves and caverns filled with natural lichens, plants, small animals and a flowing stream. The party should camp for the night. When they leave the party will pick up a "tail" a native of the Underdark that views himself as a guardian. He acts in many ways like a druid, if a strange one. Undetectable, he and will trail the party.

Encounter Two: Another day of travel will bring the PCs to Watch Post Cavern, the area they are supposed to guard. The cavern has five passages leaving from it. It also contains what appears to be the ruin of what might have been a shrine at one time, but now looks like an abandoned watch post of some sort. The post is a good spot to help protect the men Blacktree sent with the party. The PCs may want to explore some of the passages, and all but one will be exactly that. But one passage leads to a nest of beholders. Once the PCs and the guards settle in, they will start to see some travelers over the next few days.

Encounter Three (8 hours later): A group of mongrelmen with a herd of rothe wander through the area. They are intending to take the herd to those caverns the PCs passed, for feeding and watering.

Encounter Four (6 hours later): The next group is a gang of followers of the upstart god of Undead, Malphagor, and they are intending to pass through to greet some beholders and create more undead followers of Malphagor. They are being led by a priest/mage of considerable power. With him is a group of very powerful undead dwarves.

Encounter Five (12 hours later): A contingent of drow from the 4th House of Nycanthador will come next. The Noble drow has been instructed to speak with some Ravens Deep representatives about a potential "truce" with his house; for they wish to stay out of the upcoming bloodshed (and want to advance their place in the city). He will simply ask the PCs if they will take a message back to the leaders of Ravens Deep and surrounding kingdoms to see how they feel about the possibility. To prove their seriousness and to separate the serious parties from the arrogant ones, he will offer to sell some of the dwarven slaves from the Brightsword Kingdom the 1st House owns.

Encounter Six (10 hours later): A small band of goblins will come strolling down a passage, heading back to their lair. They are stragglers from the attack on the deep dragon Ub'Blik's lair and are working their way back to their tribe. They know nothing useful.

Encounter Seven (4 hours later): Two sets of monsters will come rumbling into the cavern. The riderless lizards of what appears to be the drow trader's caravan will come rushing into the cavern looking for hiding places, or a fast escape route. The lizards will be closely followed by a pack of dracolisks that will attack any thing they see, as they are very hungry.

Encounter Eight (6 hours later): If they were allowed to feed and water their animals, the mongrelmen will return and leave back down the passage they originally came from, but they will also grant the PCs with a magical trinket for helping them.

Encounter Nine (8 hours later): Then a group of mycanoids (fungus men) will approach, but very cautiously. They have recently been "evicted" and are looking for a new home and would like to move into the caverns between here and the Cavern of Life.

Encounter Ten (14 hours later): Finally, a group of derro will approach. This is the remainder of the group that attacked the drow magic trader. They will be aggressive but wary. If a fight does not start, one will be started for the benefit of both parties.

Encounter Eleven: Following the derro will be a group of drow, and seeing this as a golden opportunity, they will help the PCs and the derro get to fighting if they aren't already on that path themselves. The drow will make it appear as if the PCs attacked the derro.

Encounter Twelve: Here the guardian of this area will make his presence known, for he will either come to show his approval of the party's actions or he will come to berate the party, possibly even physically, if he feels it is deserved.

Conclusion: Eventually the replacement group will arrive and the PCs can trek back to Ravens Deep.

Introduction

The explorations of the Underdark continue and as one that has volunteered your specialized skills in these efforts, you are not surprised when Lord Blacktree once again summons you to his tent in Ravens Deep. So as you reach your appointment you

see a number of individuals gathered in front of the tent.

Allow the PCs a chance to introduce themselves if necessary, and describe their characters (the proverbial “look how cool I am” encounter).

As you enter the tent you are greeted by a pair of men, one in full plate the other in chain mail. Upon being led into the Lord Blacktree’s private area you see it is slowly transforming into a much more hospitable area. He now has a desk and comfortable chair, along with a large map with several different color pins sticking out of it. His countenance is much more pleasant than what you have seen in the past, but there is still determination on his face. He rises to greet all of you and motions for you to sit on the two benches arranged in front of his desk.

“Greetings and thank you for coming. I will get right to the point. With the exception of the occasional theft, the perimeter around Ravens Deep is secure. The closest threats to Ravens Deep have largely been eliminated and we seem to be making progress towards finding the Orb. However, we have had several run-ins with the various creatures in the underdark. I am worried about a large scale attack by the drow or some other faction of the Underdark that does not appreciate our presence down here. Thus, I have sent scouting parties down many of the passages leading from both the Cavern of Man and the Cavern of Life. Obviously we have found many passages and tunnels and it is a high priority to provide Ravens Deep as much protection as possible while still expanding our search efforts. I plan to add patrols and groups of guards to these areas to assure our protection.

However there is one passage in particular that is of great concern to me. Four scouts traveled down this passageway for over two days before finding any real intersection. This passage extends off and down from the Cavern of Life and with the exception of one tunnel filled with water, the passage has no branches for its entire length. My problem is this; I cannot leave this tunnel unguarded and I would prefer to have it watched at the point of its intersection. While the majority of my men are tough, they can not compare to the degree of skill and power you all possess. Therefore, I am asking you to traverse this passage and set up a guard post at the intersection until I can get a company of men to replace you.

Other things Blacktree knows and will talk about:

- He expects they may be down there for up to a week, not including travel time.

- No militant groups are to move up the passage towards Ravens Deep. However they do not necessarily need to interfere with every traveler or group that passes through the area.
- Use common sense. The PCs actions will form the basis of the different races’ perceptions of the surface peoples. Actions taken by the PCs may impact how the whole of Ravens Deep is viewed in the Underdark.
- They are granted the power to use what force they deem necessary to defend their position and protect themselves and the guards with them. If a large force of drow for instance, attacks with the intent to get to Ravens Deep and you are forced to retreat dropping the cavern might not be such a bad idea.
- The sergeant that originally explored the cavern and three of his men will accompany the PCs. Impress upon the group that **their lives are the PCs’ responsibilities.**

When the PCs are ready Blacktree will see them out of the tent and have one of his guards introduce him to the Sergeant and his men

You are led away from Lord Blacktree’s tent and find yourselves approaching a group of tough and rugged looking men. While relaxing in a rough formation, the men snap to attention and form ranks as your group approaches. Each is dressed in chain armor, has a shield and sword as well as a bundle at their feet.

Blacktree’s guard speaks to your group, “May I present Sergeant Carson, Commander of this unit.” He motions to a short, red-haired man with a good build. Carson nods to you all.

“I hope we can meet your expectations. Lord Blacktree said I only need to chose three men to accompany us, but when I asked for volunteers my whole platoon stepped forward. We are here to help in any way we can We are ready to leave whenever you give the word. We are simply waiting on your orders.”

The PCs are free to take as many of Sergeant Carson's men as they like as long as they take him and at least three. The soldiers will need to use torches to see, unless the PCs can somehow outfit them all with infravision. Sergeant Carson is obviously a man of some experience. He is committed to Lord Blacktree and will follow his orders, which are to assist the PCs guarding the tunnel. He will tend to look for orders from any Knight of the Golden Rooster or Griffin first, then other orders as he sees fit.

Sergeant Carson; hm 7th level Fighter: AL NG; AC 1 (plate, shield, Dex); MV 12; hp 60; THAC0 14 (adjusted THAC0 12); #AT 2; Dmg range (d8/d12)+5(str); SA nil; SD nil; Str 18/01, Dex 15, Con 16, Int 10, Wis 12, Cha 14; MR nil; SZ M; ML 14.

Lord Blacktree's Guards (20); hm F4: AL varies CN to CG to N (but no evil or lawful); AC 3 (chain, shield, Dex); MV 12; hp 40; THAC0 17 (adjusted THAC0 12); #AT 3/2; Dmg range (d8/d12)+1(str); SA nil; SD nil; Str 17, Dex 15, Con 16, Int 10, Wis 9, Cha 11; MR nil; SZ M; ML 14.

Feel free to make up names for the rest of the men. As a group they will listen to both Carson and the PCs, recognizing superior knowledge and experience. They are nervous about this duty so are trusting the PCs have what is necessary to protect them if any conflicts arise and are willing to fight to the last to defend themselves.

Whenever the PCs are ready they can head out. Sergeant Carson prefers it if the PCs lead, they may be more stealthy and able to deal with any problems that arise. When the party is ready to go proceed with the following:

The tunnel heading towards the Cavern of Life is the same as the other passages down here. Water can be heard dripping, the sounds of small animals abound, and the footing is not a solid as you might like. But Sergeant Carson's men fall in line behind you and make surprisingly little noise for a group their size. The torchlight the guards are using to see creates strange shadows on the passage ahead.

Pause for PC actions here, they will probably want to cast some spells if they have not already.

After a bit more than half an hour you come to the Cavern of Life. Still teeming with plant life, what you can see of the large underground lake is still. A half dozen guardsmen of Ravens Deep stand at the end of the tunnel. As you approach, the guards tell you that nothing has been spotted, other than the occasional creature coming for water.

From this point on the PCs are in pretty much complete charge. As the party moves across this passage the guards will jump now and then at the noises they do not recognize. If any PCs move back and talk to the men it will go a long way towards reassuring them.

DO NOT WASTE LARGE AMOUNTS OF TIME IN THIS CAVERN. If the PCs want to dally try to remind them they have a duty to look to.

It will take over an hour to cross to the tunnel they are supposed to venture down. Once they get there, it will appear pretty much the same as any other passage they have seen in the Underdark. The passage is roughly 20' by 20', though it narrows considerably at times. The roof is slick and slippery and very uneven. The floor will show some signs of use.

Let them be nervous while traveling, describe little sounds, etc if you want but in all honesty they will encounter nothing of import until the end of the day, when they find the intersection.

Encounter #1 Watering Tunnel

After almost a full day of travel the party will come upon a passage that shoots off and slightly down to the right. If the listen carefully they can hear water running or trickling in the distance. Sergeant Carson and his men are willing to follow the PCs if they decide to investigate, they would prefer to not have to wait here, out in the "open".

If they move down the passage, after 200 yards they will come to another branch; the one on the right seems to be some water-filled room, the left continues. The right room contains a small pool of water and a waterfall. The water is very cold, very fresh and tasty, but hides nothing of danger. It drains out through a small underwater hole on the left side of the cavern.

Moving down the left tunnel will reveal more sounds of falling water. After another 200 yards, the PCs will see water gushing from an opening on the right side of the passage. It is coming at a rapid pace and fills the passage. Moving past this point is harmless, although the floor is mildly slippery. The passage past this point slowly fills with water, so after a few hundred feet the water is actually just over two feet deep. Again the water is harmless and hides nothing but it is very, very cold.

This could be a long and uncomfortable walk for the PCs as the tunnel then starts to shrink and eventually will be just less than four feet tall. So most PCs and all the guardsmen will have to stoop over and walk like this for almost a full mile before the tunnel opens up into a cavern.

Do not waste too much time on this encounter and or tunnel. If the PCs are wasting time just ask them if they intend to walk all the way to the end. If so, tell them

about the cold, wet and miserable walk they just had to endure and put the guards through.

The passage opens up into a large series of caverns. The water from the tunnel flows into a small river that empties into a crevasse in the center of this first room. There is an abundance of plant life throughout the chamber; large mushrooms of some sort, mosses and other strange plants cover the entire chamber. Side passages can be seen but they seem relatively small and unused from your vantagepoint.

Once the PCs make the decision to spread out and investigate give them their first map – **Player’s Handout #1** so they get a feel for the entire area. Explain that while looking around they found nothing hostile, just a series of caverns full of strange Underdark plants. PCs with the *Underdark Survival* skill can identify a number of plants that are healthy and nutritious. This would make a good area to camp for the night as nothing is going to bother the PCs.

When leaving here, the party will pick up a special trailer, a Specialty Priest of the now dead god Ilbrandul. An ancient resident of the Underdark in this area, this creature functions as a sort of “Dark Druid” in that he helps maintain the balance of the environment in this region. Actually a half-drow, the creature’s name is Scallazon and he has many skills and talents. He is **ENTIRELY** undetectable by the party, having possession of some special *dust of disappearance* that is impervious to any detection method. See his appendix at the end of the module for specifics. The important thing to note is that at this point he will begin watching the party, either by hiding close-by or through magic. He wants to get a better understanding of how these surface creatures will interact with the Underdark races. He will be watching the party throughout the entire module.

Allow the PCs to do whatever they want. They should realize this cavern is pretty harmless and continue on at some point. This entire encounter should not be pondered over too long, but it helps set an eerie feeling to these distant passages.

Encounter #2 Watch Post Cavern

Almost another full day of travel will bring the party to their destination. One the way there the guards will give the place the nickname of “Watch Post Cavern”.

It seems you have finally reached your destination for ahead you can see the passage opening up into some sort of cavern.

Allow the party a minute to talk and when the proceed, continue:

As you reach the end of the corridor you see the chamber in front of you. It is large, maybe a couple hundred feet across its longest point. There are four passages besides the one you stand in. On the left side of the room are the remains of some fallen pillars in front of another smaller opening, apparently some sort of room.

Give them **Player’s Handout #2**, Map of Watch Post Cavern. The peak of the cylindrical roof here is about 50 feet high. **Passages #1, 2, & 3** will all look like regular passages, exactly like the ones the party just came down. They will remain like this for a few hundred yards before branching off in many directions.

Passage #4 leads to a nest of beholders. See the **DM Map**. It appears unused. Anyone that makes a *tracking* check by 1/4th their score can see some faint tracks (roughly human sized, a bit smaller) that go into the tunnel, but there are no tracks leaving. The passage is almost a mile long. Small crevasses and tunnels extend off this passage, but all quickly dead-end. At about 200 yards the first resistance will be found for stacked in the off-shots of the passage are four Gas Spores and a half dozen shriekers.

Ideally the PCs should realize their job is to guard the cavern and passage back up to Ravens Deep and not do too much exploring. **TRY** to steer them away from exploring too far. Use the men they have been charged with as a good reason to stay put, Sgt. Carson will slyly remind them it might not be such a good idea to go too far, and with as long as the tunnel is, the PCs should agree with this. But some people are stupid, so the info on this tunnel is provided. The beholders will not be available for fighting, as they will leave when they hear their “guards” raise the alarm.

Gas Spores (4): Int Non (0); AL N; AC 9; MV 3; HD 1 hp; THAC0 20; #AT 1; Dmg special; SA special; SD see below; MR nil; SZ M (4’ dia.); ML average (8).

At any distance greater than 10 feet, a gas spore is likely to be mistaken for a beholder. Even at close ranges there is a 25% possibility that the creature is seen as a beholder, for a gas spore has a false central eye and rhizome growths atop it that strongly resemble the eye stalks of a beholder. If the gas spore is struck for even 1 point of damage it explodes. Every creature within a 20-foot radius suffers 6d6 points of damage

(save vs. wands for half damage). If a gas spore makes contact with exposed flesh, the spore shoots tiny rhizomes into the living matter and grows through the victim's system within one round. The spore dies immediately. The victim must have a *cure disease* spell cast on him within 24 hours or die, sprouting 2d4 gas spores.

Shriekers (6): Int Non (0); AL N; AC 7; MV 1; HD 3; hp 15; THAC0 17; #AT 0; Dmg nil; SA nil; SD noise; MR nil; SZ M (4'-7'); ML Steady (12).

Light within 30 feet or ANY movement within 10 feet causes a shrieker to emit a piercing shriek that lasts for 1-3 rounds. Shriekers sense movement and the slightest vibrations in the ground they are hiding on, so even something like invisibility will not prevent them from detecting something attempting to pass them by.

If the PCs proceed one mile past this point they will find the lair and tunnels a very large group of beholders, now completely empty. There will be nothing of interest for the PCs to find here, and they should get back to the cavern to protect it and the guards with them.

Watch Post. The fallen pillars and surrounding area is something that will probably seem rather odd. Here are some things the party can learn when they investigate the area:

- They appear to be very, very old and at one point possibly very finely carved. Now they are chipped, scratched and worn. Nothing of import can be learned from the pillars themselves.
- For some reason, and tell the PCs it is like a "gut feeling" the pillar arrangement and structure reminds them of some sort of temple. Its nothing they can put their finger on, the place just seems like it is special, like it is being watched.
- The wall behind the pillars does not seem to be of the same stone as the cavern around it. It seems to have been added in the relatively recent past. A *stonemasonry* check will tell them it is 10 to 15 years old.
- While it may have been open in the past, a set of stone walls, each a foot thick now rests behind the pillars. There is one opening, a rough doorway about ten feet by ten feet. There are also two small window openings, one on each side of the door.

In reality, this place did used to be a temple dedicated to Ilbrandul, a god of the Underdark. It used to have other followers here, but they were killed or left or whatever when Ilbrandul was thrown to Faerun during the Time of Troubles. Some players may know that Ilbrandul is dead, and his portfolio is being powered by Shar (who killed him) but the characters will **NOT**

know anything of this, as no one knows this, per the *Faiths & Avatars* description. **Be sure the players know to separate the difference.**

A smart party may seek to cast some divination spells, such as *commune with nature*. Scallazon's presence here is very powerful, and the results will not be as complete as they should be, but neither will the spell be entirely stopped. The PCs can learn that there is some powerful being that lives in this area, one that seeks to maintain the balance. Use your judgement but do not give away too much information, for Scall being an elusive figure is important to the final encounter when he makes his presence known.

Side note, bright light greatly annoys Scallazon, so if the party seeks to light the area up too much (use your judgement here) he will "extinguish" some of the lights. Use this to "creep out" the PCs a bit. Remember that with the special dust Scallazon has, combined with his natural as well as magical abilities he will be undetectable. He will NOT be found, but will be content to sit and wait and watch.

Since then, this small cavern has served as a watch post for a number of different races, thus the walls were added, etc.

- When the PCs explore this room, they will find it almost entirely empty, a few broken pieces of the pillars are here, as is one wooden bench. The room is basically rectangular in shape. It is roughly 60' x 40'. The roof is 20 feet high.
- In the back of the room is a lump of stone that probably used to be some sort of dais. Again this looks to have been melted in some strange fashion. It is 35' x 20' and under 10 feet high.
- Investigation of the walls will reveal that they have been horribly scratched and altered, probably by magic, nothing can be determined from them.
- Hopefully the PCs will realize this is an excellent place to position the guards, as they are quite heavily protected from anything outside.

The party should settle in after a time, as this is obviously the cavern Blacktree wanted them to guard. Sergeant Carson will actually ask if he and his men can position themselves in the watch room (as they will call it) and would like for a few of the PCs to stay with them, if possible.

Allow the PCs to position themselves in any pattern they chose. Now it is likely the party will want to use magic to make themselves and the guards from Ravens Deep more comfortable. This is fine, and a good tactical decision, but here are some things to remember:

- Any large-scale excavations like *dig* or *rock to mud* will leave them with a large amount of dirt or mud, and they have to find something to do with it. Use your judgement here.
- Also, make sure the PCs are aware they cannot do just “anything” they want, for they must pay attention to the conditions of their surroundings. **engineering** will be a very useful ability for being sure the construction of any rooms and such are sound. For anyone making a successful check will realize the cavern is NOT that sturdy and extensive excavations could bring it crashing down.

DM NOTE:

Time is going to become a very important variable in this event. Groups of NPCs and their related encounters will happen at set and established times, unless PCs actions can dictate otherwise (very unlikely).

The important thing about this aspect for the tournament is the amount of rest time and study/prayer time characters need each day. Please review the rules for resting, praying for spells, and studying of spells in the PHB and DMG. To quickly paraphrase, each spell level requires 10 minutes of study time or praying time to acquire, assuming eight hours of uninterrupted rest (or the equivalent there-of). Review the spell *nap*, for it could be very useful but does have restrictions. Interruptions will eliminate the chance to learn new spells or cause such learning to fail, and this will become very relevant to the PCs very quickly.

Nothing will happen for a number of hours, at which point, the first group of NPCs will enter.

Encounter #3 Get Along Little Rothes

Eight hours after the party has settled in, a herd of rothe being led by some mongrelmen will approach the cavern from passage #2, intending to head to the watery tunnel so they can feed and water their animals in that large cavern.

A number of hours have passed, and the sounds of the Underdark have returned to normal. With growing clarity, the seemingly muffled sounds of many feet walking towards your cavern can be heard. It is impossible to discern what the source is from this distance, but for sure there are many things coming in your direction and they seem to be moving softly.

Pause for PC actions. Proceed with the following as necessary. Anyone making a successful **hear noise**

check can tell that whatever is coming, they have more than two feet, it sounds like a herd of something walking as slowly and quietly as possible. PCs with infravision will be able to make out the forms as they approach, describe them as roughly man shaped and roughly donkey sized but thicker. Coming down the passage is a group of mongrelmen and their small herd of deep rothe.

Mongrelmen (5): Int average (9); AL LN; AC 5; MV 9; HD 4; hp 26; THAC0 17; #AT 1; Dmg d10 (weapon); SA nil; SD camouflage, mimicry; MR nil; SZ M; ML 12.

Deep Rothe (27): Int Animal (1); AL N; AC 7; MV 9; HD 2; hp 12; THAC0 19; #AT 3; Dmg 1-3/1-3/1-8; SA charge; SD resist charm spells for d4+1 rounds; MR nil; SZ M; ML Average (10).

Be sure to describe the creatures as the PC have probably seen mongrelmen before, but probably have not seen rothe. Each of the rothe are wearing a double bladder across their back. These badders are to carry water back with them from the drinking hole.

If the PCs prevent the rothe from coming down the passage, they will eventually leave and search for another area. If the party attacks, they should easily kill any of these creatures that cannot get away, all will simply flee if this is the situation.

However, if the PCs allow the group to enter the cavern, they have a chance to talk to the mongrelmen, who know UnderCommon and their own tongue. The party will need to find a way of communicating with these creatures if neither of these languages is known. They will stop their rothe in the cavern and keep them in a tight herd.

Points of interest and potential relevance:

- The mongrelmen will be nervous and cautious as they recognize the PCs as “surface dwellers” and they have no had the best encounters with others from the surface.
- Yes they do know of Groom. Whether the PCs know it or not, Groom is something of a hero to their people. They do not know where he is now.
- They desire to go to the cavern leading to the “Cavern of Life”, so they can feed and water their rothe, who need to rest and eat and drink so they can make the long trip to their home.
- They have nothing of value to the PCs. However, they are willing to go to their elders and talk about establishing some sort of trade talks, as they are interested in things from the surface.

Basically the mongrelmen will ask the PCs if they can use the cavern, and will promise to return in a few days when the rothe are rested and fed. However, they are not stupid, nor are they suicidal. They recognize that they cannot force the PCs into anything so if refused they will leave down passage #1. But they will return to their home and speak to their elders how the new surface dwellers are not reasonable nor do they have an understanding of how the Underdark works. If the party attacks and kills the leader of the group they will find a *wand of viscus globs*.

*** Make a mental note of how the PCs treat the Mongrelmen. It will become important in **encounter #8**. ***

Encounter #4 Just Passing Through

Six hours later the first potentially deadly encounter will occur. This is a very tricky and risky encounter. Coming down **passage #3** will be a group of followers of that undead power, Malphagor, and they are loaded for bear, so to speak (actually beholders).

This group is coming to fight the nest of beholders down **passage #4**, if possible. The followers of Malphagor have been in contact with these beholders and are looking to grow their undead ranks by forcefully adding to their numbers through powerful magic. An Elder Orb Doomsphere beholder, one that knows spells that can quickly and easily transform a regular beholder into a Doomsphere under his control, is working with the Malphagorians.

As this group comes down the passage, they will **NOT** be caught by surprise. In fact, they will have the upper hand, in all likelihood. With the group are a few dwarven vampires, and when the group gets within a half mile of the cavern, two will enter the stone and move forward for a better look of what is in the cavern. They will very discreetly take a look around, noting the positions of the PCs, then report back to Filas.

Having detected the party and taking time to notice any magic or manual protections the party may have installed, Filas will take action. Dispelling any magic glyphs or such on the walls of the cavern they are coming down, casting a *silence 15' radius* spell, and then simply entering the cavern is their likely course of action. If needed, the two lesser dwarven vampires will use their ability to *stonewalk* to create some sort of diversion or distraction down another tunnel (removing a light stone, adding a light stone, etc...be creative). They will then enter, taking up positions under the PCs.

Filas and the dwarven undead will enter quickly and decisively, in a traditional V-shaped formation, Angor will command from behind the V, his wife behind him, and Filas will hang back a bit. The group will enter and then hold position in front of their cavern.

Angor will first do the talking, to keep Filas's presence unknown for now. If needed Filas WILL intercede, as Angor tends to get a bit aggressive at times, forgetting their goals.

Filas does not want a fight with the PCs as the undead have another goal in hand, but they will react with all violence necessary if attacked. ****Make sure the PCs understand that they are provoking the fight and that the undead just want to move through the area!****

If the PCs attack, the undead will enter the cavern in full preparation, battle spells pre-cast and all. Fighting here could easily result in a total party kill (TPK), however, once the fighting has begun, the undead will not back down. Here is a list of spells that will be running when they enter (DM can add more based on info the dwarven vampires discovered on their "reconnaissance"):

- *silence 15' radius*
- *haste*
- *prayer* (NOT noted in statistics)

Filas will also have cast many other spells on himself as well as his followers....

If the PCs do talk to the group, they can learn the following:

- That tunnel (#5) holds a nest of beholders, they are here to eradicate them from their current state of existence
- This nest is being particularly bothersome to the efforts of Malphagor and his followers
- They do not wish a fight with the PCs but only want to be allowed to pass through the cavern

The priest will not tell the PCs that his real intention is to create more undead beholders that will be controlled until they can be shown their "destiny" in the ranks of Malphagor's undead army.

However, it is very likely that the PCs will instigate a fight, and if this happens, the group will do everything it can to eliminate the party.

FILAS, human (lich) P17 (Malphagor)/M18: Int Supra-genius (19); AL CE; AC -4 (base 0, +2 ring of

Malphagor, Protection from Good); MV 6; HD 16 hp 73; THAC0 9; #AT 1; Dmg d10 + save vs. paralysis or cannot move; SA spells; SD immunities, +1 or better magical weapon to hit, 11 Stoneskins, many many spells; MR nil; SZ M; ML Fanatic (18).

Magic Items: Malphagor's +2 ring of protection, ring of extension – 3rd level spells

Precast spells: (last for 17-18 turns each, or longer) *levitate*, *fly*, *stoneskin* (14) OOOOO OOOOO OOOO, *chain contingency* (spell engine), *contingency* (*minor globe of invulnerability*), *endure heat/endure cold*, *pass without trace*, *protection from fire* (204 pts.), *protection from lightning* (170 pts.), *protection from good 10' radius*, *control temperature 10' radius*, *repel insects*, *free action*, *anti-animal shell*, *word of recall*, *symbol* (hopelessness viewers must save each round)

Additionally he has these spells running that have much shorter duration (cast in reverse order before entering): *find traps*, *shield*, *Bigby's interposing hand*, *improved invisibility*, *silence 15' radius*, *prayer*, *true seeing*, *vocalize*

Mage Spells: 1st level (5) – *enlarge*, *magic missile* x2, ~~*shield*~~, *spider climb*; 2nd level (5) – *knock*, *levitate*, *Melf's acid arrow*, ~~*vocalize*~~ x2, *detect invisibility*, *mirror image*, *invisibility*, *ESP*; 3rd level (5) – ~~*fly*~~ x2, ~~*haste*~~ x3, *slow*, *lightning bolt*, *fireball*, *fly*, *wraithform*; 4th level (5) – *fumble*, ~~*improved invisibility*~~, *wall of ice*, ~~*stoneskin*~~, *thunderlance*; 5th level (5) – *Bigby's interposing hand*, *cone of cold*, *wall of force*, *ironguard*, *teleport*; 6th level (3) – *anti-magic shell*, ~~*globe of invulnerability*~~, ~~*contingency (minor globe of invulnerability)*~~; 7th level (3) – *Bigby's grasping hand*, *teleport w/o error*; 8th level (2) – *Abi-dalzim's horrid wilting*, ~~*spell engine*~~; 9th level (1) – *chain contingency* (*spell engine* - mouthing the words "Curse you all")

Priest Spells: 1st level (10) – *detect magic* x2, ~~*endure heat*~~, ~~*endure cold*~~, *faerie fire* x2, *darkness*, ~~*pass without trace*~~ x2, *animal friendship*; 2nd level (10) – *charm person*, *charm mammal*, ~~*find traps*~~ x2, *hold person*, *know alignment*, ~~*silence 15' radius*~~ x2, *speaking with animals*, *warp wood*; 3rd level (9) – *continual light*, *continual darkness*, *dispel magic* x3, ~~*prayer*~~, ~~*protection from fire*~~, *speaking with dead*, ~~*water walk*~~ (includes mud); 4th level (9) – ~~*control temperature 10' radius*~~, *divination*, ~~*free action*~~ x2, ~~*protection from good 10' radius*~~ x2, ~~*protection from lightning*~~, ~~*repel insects*~~, ~~*tongues*~~; 5th level (6) – ~~*commune*~~, ~~*dispel good*~~, *transmute rock to mud* x2, ~~*true seeing*~~ x2; 6th level (4) – ~~*anti-animal shell*~~, *blade barrier*, *harm*, ~~*word of recall*~~; 7th level (2) – *unholy word*, *symbol*

Filas has the following immunities due to his undead state of being: **charm**, **sleep**, **enfeeblement**, **polymorph**, **cold**, **electricity**, **insanity**, or **death spells**. Due to his deity, he cannot be turned or dispelled nor can any of the undead in his presence.

Any creature of fewer than 5 hit dice (or 5th level) which sees a lich must save vs. spell or flee in terror for 5-20 (5d4) rounds. This may prove relevant for the men from Ravens Deep and cause other problems for the PCs.

Filas is ranking member of Malphagor's followers in this area of the Underdark and he is on a mission. Filas has spoken with Velcrest and is familiar with the presence of Ravens Deep and the Brightsword dwarves. They have also done some divinations and are vaguely familiar with what the surface dwellers are here for. Thus they have enlisted the help of some special undead beings in Malphagor's fold. These soldiers are long-time denizens of the Underdark, have proven to be effective especially for these kinds of duties, and should cause any dwarves some pain.

ANGOR, Dwarven Death Knight (1): Int Genius (17-18); AL CE; AC -10 (dwarven full plate +3, dex, shield +3); MV 12; HD 13; hp 120; THAC0 1; #AT 4; dmg d8 +12 (battle axe +3, str +7, spec +2); SA spells; SD see index, cannot be turned, spells; MR 75% + special; SZ M; ML Fanatic (17).

Spell powers: Generates Fear 5' radius (constant), detect magic (at will), detect invisibility (at will), wall of ice (at will), dispel magic at 20th level (2/day), use one Power Word (1/day), symbol of fear or symbol of pain (1/day), 20-HD fireball (1/day)

Magic items: *battle axe* +3, *helm of the ironstar*

Precast spells: *haste*, *free action*, *protection from good 10' radius*, *stoneskins* (10) OOOOO OOOOO

THE HEARTH GUARD of ANGOR, Dwarven Skeleton Warriors (8): Int Exceptional (15-16); AL NE; AC -4; MV 6; HD 9+12; hp 92; THAC0 7; #AT 3; Dmg d8+8 (battle axe +2, str +6), d4+8 (dagger +2, str +6); SA see index; SD see index; MR 90%; SZ M; ML Champion (15).

Precast spells: *haste*, *prayer*

DANNON, Dwarven Vampire: Int Very (11-12); AL NE; AC 0; MV 9; HD 15; hp 105; THAC0 4 (hand) or 2 (axe); #AT 1; Dmg d8 +6 (battle axe +2, Str) or d4+4 plus 2 pts. of Con; SA Vitality Drain, see index; SD +4 or better weapon to hit, Fear save at -5 if attacked with gaze attack; MR nil; SZ S; ML Elite (13-14).

Precast spells: *haste*, *prayer*

Dwarven Vampire followers (2): Int Very (11-12); AL NE; AC 0; MV 9; HD 9+3; hp 60; THAC0 9 (hand) or 7 (axe); #AT 1; Dmg d8+6 (battle axe +2, Str) or d4+4 plus 2 pts. of Con; SA Vitality Drain, see index; SD see index; MR nil; SZ S; ML Elite (13-14).

Precast spells: *haste*, *prayer*

Tactics:

The skeleton warriors will tend to swarm one opponent at a time, three to four per opponent.

The vampires will aid the skeleton warriors or engage any party spellcasters that hang back, emerging at the PCs feet, attempting to grab them by their ankles, draining some of their life-force and pulling them into the stone, then letting go. Dannon will tend to stay very close to Angor, as they work very well together.

Angor will hang back, in front of Filas, to give him some cover. He will wait to use his **power word, kill** until a potent looking opponent is hurt badly, else he will use it on a mage, after they have been “softened up” a bit first. He will not hesitate to throw his **fireball** into a group of his warriors, he knows they can easily resist the magic. His most effective attack is his sheer skill with his axe, which he will also not hesitate to use. He will engage any PC that attempts to reach Filas, even flying if needed (per the spell Filas cast on him some time ago).

Filas will stay in the back and cast spells as appropriate, or attempt to remove any troublesome spellcasters or warrior. He may also TURN any paladins in the group.

Angor is an ancient and powerful dwarven version of a death knight, one that had in life been a contender for Thane of one of the lost Iron Star dwarven kingdoms. He was in the end not chosen and this bothered him greatly. A former chosen follower of Clanngeddin that was taught many secrets of battle, he turned to underhanded methods and back attacks to further his position in the Clan. During a search for powerful magic, he and his wife Dannon uncovered a dwarven vampire that took the dwarf’s bride before he could stop the creature

Before Angor could rescue her she had been turned into a dwarven vampire herself. In his fit of blind and berserk rage he slew the vampire and his Hearth Guard - to the last. Clanngeddin decided this was the final straw for this once honorable warrior and rejected him outright. But other dark dwarven gods heard and sent him back as a death knight, to continue his now dark and twisted efforts against the good dwarves. Clanngeddin also saw this and in a fit of his own anger sent Angor’s hearth guard back to his side, as skeleton warriors, each determined to defeat their former lord someday, but still under his control. He and Dannon clung to their past relationship and instead of returning to the surface fled into the Underdark to forge an existence and plot revenge against dwarves of the surface and Clanngeddin, specifically.

Since this time Angor has traveled the Underdark much, relying on the sheer power of himself and his

“followers’ to defeat that which was in their way. He has been quite successful, mostly because his Hearth guard cannot be destroyed unless their gem is destroyed, and he wears that upon his own brow, each stored in a gem set into his ancient helm.

The skeletons warrior are, to their last, still honorable and powerful warriors, each wishing the rest of death but wanting first to be able to stop Angor one final time. Angor is aware of this, and often toys with them. But he never lets his guard down against him for he knows they watch for a time when his attention fades and he does not control them, so they can strike. It has become quite the chess match. Each skeleton warrior has their spirit housed in a gem set into Angor’s Helm of the Ironstar, and this is how he controls them. The dark gods that brought Angor back to life thought it fitting to supply him with an item that allows him to easily manipulate his former guard, despite the “normal” rules for skeleton warriors.

The interesting and important portion of this potential combat will be the ability of the party to eliminate Angor as fast as possible. If this happens, and his concentration is then removed from the helm and thus controlling the Hearth Guard skeleton warriors, those warriors will immediately cease attacking the party, but will stand still and await their destruction, for they wish to finally rest. If Angor falls and things look bleak Filas WILL seek to flee, knowing he will be destroyed if he stays. Dannon will immediately fly into a berserk rage and attack the PC that hurt her “husband” and will fight until she is slain (pierced through heart by stone stalagmite or dumped in moving water) or all the PCs are the men from Ravens Deep are dead. The other dwarven vampires will look to flee with Filas, if possible.

This can be quite the fun role-playing encounter if Angor is defeated, as the Hearth Guard will speak to the party if they do not immediately destroy them. They will tell their tale, each alternating and speaking in unison. They will then ask to be put to rest, finally, by dismantling the gems from Angor’s helm, which holds their spirits (Helm of the Ironstar). Act this out, as the Hearth Guard, while quite evil from their years of torture, are still very honorable creatures. Giving the gems (each a 1000gp emerald) will enable them to touch it to their brow, and both the skeleton and the gem will turn to dust.

Once this battle is over, the PCs can heal up. If they have not already done so, they can also go down the beholder passage and investigate that area. However, if they do so they will either be leaving this cavern undermanned (if they leave the guards alone) or completely

empty (if they take the guards with them). Hopefully they will remember their duty down here is to guard the passage, not weed out every monster.

Now it is possible that the PCs will not start this fight and if so this will be their only shot at these beings for Filas will use magic to return to their lair, knowing the party will hope they return much weaker from the fight with the beholders. If the party is so foolish as to try to follow them in hopes of attacking after they battle the beholders they will be in for a rude surprise. Filas will leave one the vampires behind to watch for the PCs. Linked telepathically, the vampire will warn him of the PCs approach. If they get too close he will take drastic measures to stop them, like casting spells on the tunnel they are in to collapse it....

Encounter #5

Would You be Interested?

This encounter will occur 12 hours after the encounter with the undead is resolved. A group of drow from the 4th House of Nykanthandar will enter from **passage #2**. The group is designed to protect a Noble from their House.

If there are guards watching this particular passage describe this to them, otherwise read or paraphrase the following:

The faint sounds of what seems to be stretching leather can be heard coming from the NE passage.

Pause for PC actions.

As you tense and ready yourselves for arrival of the source of the noise, you see the mouth and snout of a very large lizard quickly and quietly emerge from the tunnel. The creature is large, though hunched over as it moves with strange reptilian grace. The rear legs of the lizard are much larger and powerful than the front ones, and the ten-foot long tail is obviously used for balance. One other odd thing is the fact that the creature walks on the side of the passage. The other oddity is the small figure sitting in a strange saddle strapped to this creature's back. Covered in dull gray cloak you can see no distinguishing features but the occasional whips of white hair and the ebony skinned hands leave you no doubt as to the race of the rider. Comfortably resting in the rider's hands is a long spear or lance of some sort. The lizard quickly turns and walks towards the roof of the cavern. It stretches itself out a bit as it does so, reaching its full height, at least 12 feet at the shoulder.

More of the lizards with riders emerge, six including the first. The lizards spread out, some walking on the ground, some on the cavern walls. None take any aggressive action towards your group. A sleek and muscular lizard enters, and on this one's back is a male drow that takes no steps to hide his nature. He is a physically attractive drow, dressed in clothing of obvious quality. Behind him are three different lizards, thicker and lower to the ground in stature, walking on all fours. Each of these bears a series of bundles and crates strapped to their backs. Behind, in the relative darkness, another pair of the large lizards and riders can be spotted. The drow leader speaks:

"Greetings! Please understand we mean you no harm and wish no conflict. Allow me to introduce myself. I am Selagon Xytyr, 6th Son of the 4th House of Nykanthandar. We simply desire to pass through this cavern. I recognize you as representatives from the settlement of Ravens Deep above and I want no quarrel. In fact I may have a bit of a proposition my House wishes to pass on to your leaders. Can we talk peacefully for a time?" He makes no move but rests his hands on the pommel of his strange black leather saddle in a very comfortable and casual manner.

Selagon is indeed exactly what he claims to be. And he is not lying in the least bit. A flashy and charismatic drow, he has the look of genuine sincerity on his face at all times and strives to appear calm and happy. He has been doing some House business and is making one last stop before returning to Nykanthandar. He is in regular magical contact with his Matron Mother and the leaders of his House.

Upon making introductions Selagon, being one of the most informed travelers of the Underdark, may be able to actually identify certain PCs. This is where the Fame section of the past events will come into play. Check the High Level Underdark record sheets of each PC, use your judgement on if there is something in that record that Selagon might know about. Keep in mind he is an information broker and talks to many residents of this area. His House has a good number of agreements with different species down here and his job is to gather information.

Here is the type of thing he will be familiar with which will enable him to recognize a specific PC:

- Infamy points for killing or fighting other drow while on a mission for Ravens Deep
- Participation in any event or special mission where the PC encountered drow, such as the elven special mission from AndCon '98

- Any ranking member of Clan Brightsword, the HighBank Forest, Ravens Bluff, etc will most likely be recognized
- Obvious religious affiliations or well-known positions

Use your judgement here, for not all PCs will be recognized, but this type of reaction from Selagon will make the whole encounter a little more “personal” and should even give the PCs a “creepy” feeling that this drow might know so much about them.

The 4th House of Nykanthandar is a very unique one in drow society, for it is lawful in nature. Their schemes and plots are different than most drow houses, but their goals really are not. Obviously they seek to advance their station in the city but do so by making deals other drow would never consider. Because of this, they are one of the best informed Houses in the city, their extensive knowledge of Underdark happenings is attributed to their many and relatively stable relationships with the other Houses.

Selagon is a very sly drow, and he will ask open ended and vague questions initially, to see what sort of information the PCs will reveal. He has also mastered the art of giving vague answers to questions in a manner that will not seem to be lies. Selagon is quietly arrogant and will enjoy playing the heart-strings of the PCs and forcing little ethical dilemmas. He will take insults with a laugh and quiet amusement, but will not accept them.

Here are some items of import he is informed of:

- The residents of Ravens Deep have been having run-ins with the drow from other Houses. Be SURE to use any Infamy points that have been issued to the PCs, he WILL be aware of specific encounters.
- Because of this knowledge he will address certain PCs by name and title and may make small comments about how/why the PC acquired the “fame”.
- He is aware Ravens Deep is looking for this “Orb” but he had not heard of it, until recently.

Eventually he will get to the proposition he mentioned. If the PCs are willing to listen to him he will pull them aside so his guards cannot hear, and cover the following:

- Having been in contact with the Matron Mother of his House recently, and in light of the sheer effectiveness of the skilled personnel from the surface, they would like to establish talks regarding a potential alliance or non-aggression pact between

the 4th House of Nykanthandar and Ravens Deep or surrounding communities

- House Xytyr does not agree with the attitudes most of the drow houses have taken on Ravens Deep’s efforts and wants to be left out of the fighting that is assumed will occur.
- He will offer this same deal to any potentially ranking members of Clan Brightsword or the HighBank Forest elves, in addition to gnomes or halflings of Burrow Bluff, New Hope, etc.
- All he asks is they take the offer back to their leaders and ask them to consider it. If they are willing to do so, he will pass them a gem that is enchanted. He will tell them it is simply enchanted so as to alert their House that the interested parties are open to discussions if it is broken. If this is done, his House will make contact with the particular faction.

Now, as a last bargaining chip, Selagon will (and this is the job of the DM) very cautiously and diplomatically offer the PCs the opportunity to help some tortured beings. He will ask them to remain calm until he is finished, and tell them in no uncertain terms that he will brook no hostility for what he is about to say. If they agree he will continue.

The 1st House of Nykanthandar has a large number of slaves, and some of these slaves are dwarves, specifically, dwarves from the shattered kingdom of the Brightsword of the past, the kingdom that once lived in Sarbreen, before Ravens Bluff ever existed. The drow stomped on this kingdom, and took many slaves from the surviving dwarves. These slaves have been kept and bred since then, and are useful to the drow of this House. Continually mind-probed and watched, the dwarves are a mostly broken people and the drow assure none get too powerful. But this is information the PCs will not be privy to, yet.

Almost a year ago, the drow sent a force of these dwarves against a group of elves sent into the UnderDark on a mission from Corellon Larethian himself. The Tel’Quessir were forced to kill a good number of the dwarves as the stout folk were promised freedom if they could kill the elves. This is how the existence of the dwarves was first discovered. This has created a bit of a rift between the elves of the Highbank Forest and the Brightsword dwarves. Selagon knows of this elf/dwarf conflict and will try to use it to his advantage.

He will play-off this conflict, to both ends as possible; he will tug every heart string he can find; he will appeal to the PCs “humanity” and assure them the possibility

of such an exchange will ease much suffering of these noble spirits

Selagon will also very diplomatically tell the PCs that he understands this is a touchy subject, and that he understands they do or may not want to deal in slave trading. He does not offer it to insult the PCs, but does so as a sign of the seriousness of his House's proposal. What he will offer is this:

- A chance for any interested party to purchase a few of the dwarf slaves the 1st House possesses.
- He will not go into details, but will reveal that his House can acquire a number of these slaves and can route them to the Brightsword Dwarves or any other interested party.
- He will use this as a bargaining chip to get the party to agree to bring his House's offer of a talks over a non-aggression pact to Ravens Deep and surrounding communities. He will NOT offer it nor allow the slave deal to happen if the PCs do not at least present the offer to Blacktree, etc.
- He is not the one that will determine the actual price, and he knows not what it will be, but he can guarantee it will be expensive, for they take a great risk angering the 1st House, with doing this.

Be devious, tactful and persistent. He wants this to be a terribly tough decision for the PCs. He will pitch it not as a sale of intelligent beings or slavery, but as a chance for the PCs to rescue some tortured people. In all honesty he will thoroughly enjoy watching the PCs struggle with this, and is not at all above slavery, but he will not allow the PCs to know this, albeit through very subtle clues.

If the PCs agree to this, he will simply ask them to take the gems to Lord Blacktree or their perspective leaders and pass along the information. If the leaders of these communities want to do something about it, they will be in contact.

If the PCs do not want to consider any of this, are rude, or attack, he will immediately disappear along with the lizard he is riding and all items of general value. He has a *contingency* on himself (which will kick in before speed weapons or staves of rapid magery) as well as possessing a gem with a *succor* spell cast upon it. The drow guards will be left to fend for themselves, as they are low ranking members of his House.

Selagon Xytyr of the 4th House of Nykanthandar male drow, f(sw)/m/psi 13/14/15; AL LE; AC -10 (bracers AC0, Dex, kit, ring +3 cloak +3); MV 12; hp 104; THAC0 8 (adjusted THAC0 4); #AT 3; Dmg d6+5 (short sword) d4+4 (dagger); SA spells, backstab; SD

thief abilities, spells; Str 17, Dex 20, Con 18, Int 17, Wis 12, Cha 19; MR 80%; SZ M; ML Fanatic (17).

Magic Items: *drow bracers of defense AC 0, drow cloak and ring of protection +3, drow short sword of quickness +4, drow dagger +3, drow boots, succor gem* (only for him).

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

Spells: many, choose as appropriate.

Drow Caravan Guards (8), f7: AL LE; AC -4 (drow chain +2, shield +2, dex); MV 12; hp 68; THAC0 14 (adjusted THAC0 9); #AT 2; d6 +7 (drow long spears +2); SA nil; SD nil; Str 18/01, Dex 18, Con 17, Int 11, Wis 10, Cha 13; MR 64%; SZ M; ML Elite (13).

Magic Items: *drow chain +2, drow shield +2, drow spears +2.*

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

Riding Lizards (9): Int Very; AL LN; AC 7; MV 15, Sw 20; HD 5; hp 30; THAC0 15; #AT 3; Dmg 2-8/2-12/2-12; SA nil; SD see appendix; MR nil; SZ H (stand 12' high, tail 8-10'); ML elite (13-14).

Subterranean Lizard (3): Int Low; AL N; AC 3; MV 9, Sw 15; HD 8; hp 48; THAC0 13; #AT 1; Dmg 2-12; SA Bite – crushing blow; SD nil; MR nil; SZ H (15' + long, tail 8-12'); ML elite (13).

These are relatively lowly guards of the 4th House and as such get the crappy detail. They know Selagon is magically protected a great deal and that he holds no real loyalty to them, but they also know what might happen if they do not follow his orders. So they will fight if necessary but if all is not going well they will attempt to flee.

Encounter #6 We Know Nothing!

Ten more hours pass before this small band of goblins will enter the cavern from **passage #3** and try to pass through the cavern to return to their tribe. These are stragglers from the group that was attempting to re-take the deep dragon Ub'Blick's lair and the treasure said to be still hidden therein. They are simply trying to move quietly down the passages back to their tribe.

Goblins (7): Int Low; AL LE; AC 8; MV 6; HD 1-1; hp 4; THAC0 20; #AT 1; Dmg d6; SA nil; SD nil; MR nil; SZ M; ML 7.

These creatures want nothing to do with the PCs and simply want to pass through. They really know nothing of use. This is obviously not a threat to the party, but what is happening is the Underdark Druid is watching to see how the PCs deal with these creatures. Also, if treated poorly the goblins will return and tell their leaders such.

Encounter #7 Lunch!

4 short hours after the goblins leave, anyone on guard duty (have them make a *perception* check at +4) will hear the sound of something coming **down passage #1**.

Anyone looking down that tunnel will see four lizards (like the mounts the drow had) running towards the cavern. Allow the PCs some quick actions, but these things are really sprinting! If something is in their path the lizards will run up onto the walls or ceiling so they can continue right into and through the cavern. If unhindered they will run right down the S passage, the one that leads back to the Cavern of Life.

Riding Lizards (4): Int Very; AL LN; AC 7; MV 15, Sw 20; HD 5; hp 30; THAC0 15; #AT 3; Dmg 2-8/2-12/2-12; SA nil; SD see appendix; MR nil; SZ H (stand 12' high, tail 8-10'); ML elite (13-14).

Any of these creatures that are captured will have to be physically or magically restrained for they are absolutely frantic to get away from the dracolisks, one of their natural predators.

One round later the PCs will hear and possibly see what the reason for the lizard's distress, for hot on their tails will be three dracolisks. These predators scented the lizards some time ago and have been in pursuit ever since. Only the lizard's ability to climb the ceiling and walls has saved them to this point, but the dracolisks are very hungry and the lizards appear to be tiring.

Dracolisks (4): Int Low to average (5-10); AL CE; AC 3; MV 9,Fl 15E; HD 7+3; hp 45; THAC0 13; #AT 3; Dmg 1d6/1d6/3d4; SA petrifying gaze attack; SD nil; MR nil; SZ H (15-20' long); ML Champion (15).

These horrors attack with taloned forelegs and deliver vicious bites. In addition, it can spit a stream of acid 5 feet wide and up to 30 feet away. The acid causes 4d6 points of damage, half-damage if a saving throw versus breath weapon is made. The dracolisk can spit up to three times per day. The eyes of a dracolisk can petrify

any opponent within 20 feet if the monster's gaze is met. Because its hooded eyes have nictating membranes the monster is only 10% likely to be affected by its own gaze. Opponents fighting in melee with a dracolisk and seeking to avoid its gaze fight with a -4 thaco penalty to their attack rolls, unless they have the *blind-fighting* skill, which makes the penalty -2.

These creatures are absolutely ravenous and will attack anything that looks edible. If the PCs do not somehow cut all three monsters off, they will charge towards the 20 guardsmen from Ravens Deep, who will try to stoically fight the things, despite their sheer terror.

The drow trader's group was attacked by a good-sized band of derro warriors. Selagon left by means of powerful magic and the rest were taken down by the derro. Some of the lizard mounts escaped and fled, to be eventually detected by the dracolisks.

If the lizards are saved and captured, the PCs can learn the following from them:

- All four of these mounts will still have their saddles attached to them, but their drow riders and anything else of interest will be gone.
- One lizard has a large and nasty wound on its left side, like from some sort of weapon (an axe)
- If magically communicated with, the lizards can tell the PCs "were attacked by the short bearded ones".
- They were looking for a place to "warm" or "eat" when the dracolisks started chasing them.

Encounter #8 We're Back

6 hours pass. Here the mongrelmen will return with their rothe, all rested and ready to continue home. If any of the lizards were chased down this passage the mongrelmen will have killed them with their spears and will share some meat with the party. They will leave via the exact same passage they first came from.

However, if the PCs have been nice to them, the leader of the group will give any friendly PCs a gift, a "stick" to be precise. In fact the stick is magical in nature and could prove to be very useful in the future. The stick is a *wand of viscus globs*. But if the party has been mean or rude he will not give them the item.

Encounter #9 I'm Just a Plant

8 hours later, coming from the **passage #2**, will be a group of mycanoids or fungus men. They have been recently eradicated from their home and are searching for a new one. They have strong instincts and sense and are detecting a large source of water and plants up the tunnel heading back to Ravens Deep, so they want to head there.

Any PCs watching this tunnel will see them approach, describe them as relatively large (from 2' to 5' tall), walking flat-topped mushrooms. If there is no one watching, they will most likely be in the tunnel before they are detected, so quietly do they move. PCs using **hear noise** or other appropriate skills will hear some slight scraping sounds. Again if there is light the mycanoids will send one or two of their number forward to investigate.

Mycanoids (31): Int Average (8-10); AL LN; AC 10; MV 9; HD 1 to 6; hp 4 to 28 (varies); THAC0 19 to 15; #AT 1; Dmg d4 x hd; SA spore clouds; SD poisonous skin; MR nil; SZ S to M; ML Steady (12). See appendix for their special spores.

If the PCs are not hostile, the fungus men will enter the chamber and attempt to simply cross to the S passage. Describe the group as a series of mushrooms of various sizes, most all of them shorter than three feet tall but a few are up to five feet.

If they are stopped they will fall back a bit and one of their group, a leader, will step forward. If any PC does not pull away he will seem to pull in upon himself before suddenly and quickly spewing forth a small grayish cloud that will cover the PC(s). This is how they communicate. He will then tell the PC they have been forced from their home by "short green men" (orcs) and need a new place. They really know nothing of use to the party or Ravens Deep right now, but are willing to take away any bodies of any dead creatures, as they process them and use them for guards.

Again, all they wish to do is pass up the passage back towards Ravens Deep to try to rebuild their community in the Cavern of Life. Scallazon is watching, to see how the surface dwellers handle these peaceful and important creatures of the Underdark. The Mycanoids play an important part of the ecology of the Underdark and harming them will bring about the wrath of Scallazon.

Encounter #10 We're Lookin 'Fer Somethin

14 more hours pass. At this point, coming down **passage #2**, trailing the lizards and dracolisks, will be a group of derro warriors. They are lightly armored and will not be easy to hear as they approach, but are not expecting a group of skilled surface dwellers to be waiting in the cavern. Be sure to describe them to the PCs as relevant. They are short and athletic looking creatures, not as stocky as surface dwarves. Each derro has white skin with sickly blue tints with black/gray hair and beards. Each wears either elaborate black studded leather or thin chain armor. Tagging along with the group is a savant leader, and a pair of fighter/thieves. These three are invisible and lounging in the back.

This group will be guarded and hesitant but if greeted with no hostility they will talk to the party. Darton is a strong leader and a very experienced warrior. He will be very cautious and is mistrusting by nature, but will speak in UnderCommon or a dwarven dialect any surface dwarves and others speaking dwarven can understand. Here is what they will share with the PCs:

- They seek to scout the area and see if they can expand here.
- They have heard rumors of a force of surface dwellers forging into the Underdark and want to investigate for themselves.
- Yes, they did destroy a band of drow they encountered some time ago, almost a day, but their leader, a "frilly little thing" used magic to escape unharmed, the rest are dead for the most part.
- No, they don't know what the Orb of Protection is, the stinkin' drow probably have it!

If told in a fair but firm manner what is happening in the area, what Ravens Deep is doing, they will not press the issue of continuing on, they will in fact seek to depart down the **passage #1**. Comments pertaining about any drow that have been killed will help improve his impression of the PCs.

Darton - male derro fighter 11th level: AL CE; AC -4 (chain mail +2, Dex.); MV 6; hp 103; THAC0 10 (adjusted THAC0 5); #AT 2; Dmg d8+8 (axe +2, Str, spec.) or d3 + poison (light crossbow quarrel, save or affected as by **ray of** enfeeblement); SA spell abilities; SD innate spell abilities, **8 stonelines**; Str 18/80, Dex 18, Con 19, Int 14, Wis 9 Cha 10; MR 30%; SZ S; ML Fanatic (18).

Magic Items: *chain mail +2, derro spiked buckler +2, battle axe +2, repeating derro light crossbow*

Precast spells: *stonelines (8) OOOOO OOO*

Derro fighters 7th level (5): AL CE; AC -2 (studded leather +2, Dex, spiked buckler +2); MV 6; hp 70; THACO 14 (adjusted THACO 9); #AT 2; Dmg d4+7 (secari +2) or d3 + poison (light crossbow quarrel, save or affected as by *ray of enfeeblement*); SA nil; SD save +4 bonus, immunities; Str 18/51, Dex 18, Con 18, Int 9, Wis 9, Cha 10; MR 30%; SZ S (4' tall); ML Elite (13).

Magic Items: *studded leather armor* +2, *secari (derro daggers)* +2, *derro spiked bucklers* +2, *repeating derro light crossbow*

Derro fighter/thief 8th/9th level: -Invisible- AL LE; AC -2 (studded leather +2, spiked buckler +2, dex); MV 6; hp 74; THACO 13 (adjusted THACO 8, 4 for backstab); #AT 3/2 or 2; Dmg range d4 +6 (secari +4, str) x4 if backstab or d3 + poison (light crossbow quarrel, save or affected as by *ray of enfeeblement*); SA backstab; SD save +4 bonus, spells, immunities; Str 18, Dex 17, Con 17, Int 12, Wis 8, Cha 9; MR 30%; SZ S (4'); ML Elite (13).

Magic Items: *studded leather* +2, *derro spiked buckler* +2, *secari* +2 (*derro dagger*), *repeating derro light crossbow*

Precast spells: *invisibility*

Alshakon, Derro, 10th level Savant: -Invisible- AL CE; AC -1 (Studded Leather +2, Buckler +2, Dex); MV 9; hp 75; THACO 11 (adjusted THACO 6); #AT 1; Dmg d4 +5 (secari +4) or 2 d3 + poison (light crossbow quarrel, save or affected as by *ray of enfeeblement*); SA spells; SD spells, 7 *stoneskins*; Str 17, Dex 19, Con 18, Int 14, Wis 15, Cha 9; MR 30%; SZ S (4' tall); ML Steady (12).

Magic Items: *secari of poison* +4, *studded leather* +2, *spiked buckler* +2, *repeating derro light crossbow*

Precast spells: *invisibility*, *stoneskins* (7) OOOOOO

Spells: *anti-magic shell*, *haste*, *cloudkill*, *esp*, *ice storm*, *invisibility*, *levitate*, *darkness*, *lightning bolt*, *stoneskin*, *repulsion*, *spider climb*, *wall of fog*, *wall of force*.

Can instinctively *comprehend languages* and *read magic* (as the spells).

Encounter #11 You Didn't Really Think...

Here the drow decide, if not happening on its own, that the PCs and the Derro need to get to know each other even better, so they instigate a little fight. If the derro are to leave, a drow spell caster will cast an illusion to make it appear the PCs or even the men from Ravens Deep lied and are moving to attack the derro as they

flee. The drow will wait until the derro are heading towards tunnel #1 before doing this. Their goal is to let most of the derro escape, to return to their cities and tell of the traitorous surface dwellers.

The leaders of the derro will be enraged and will move to attack or try to cover the retreat and flight of the others. If a fight happens at this point the drow will sit back and wait, allowing the PCs and derro to tangle, judging the skills of the surface dwellers and deciding why they are so effective.

Here is the tricky part for the judge. At some point the drow must act and get involved in the fight. Their main intention is to keep any form of agreement from between Ravens Deep and the derro, one of their worst enemies. So at about the point the PCs should be winning this battle, the drow will make their presence known with *faerie fire* and similar spells.

Try to have this happen right about the time it is clear the PCs will win the fight with the derro (if they aren't winning that they are doomed!), so there are some derro left to flee. When the drow make their presence known the derro WILL panic, positive they are about to get caught in a cross-fire. They may try to form a verbal or non-verbal agreement with the party or PCs they are fighting, in fear of the common enemy. Even if this is denied, the derro will turn and flee. The nasty portion of this encounter is that it has been carefully orchestrated by the drow, when they detected the dwarves moving towards the PCs location. The drow want a fight to happen here, and they want the derro to return to their city and tell how the treacherous surface dwellers attacked after making an agreement. The drow WILL LET the derro leave unhindered down tunnel #1 and may go so far as to protect them to aid their escape and complete their plans!

The final key to this encounter is making sure **AT LEAST** one of the PCs realizes the drow are letting the derro go (**example:** have one drow melt out of the shadows and snicker at a passing derro when it could have clearly slain the creature). Clever players will make the connection.

The drow are entirely familiar with this cavern so they will *teleport* or just enter it in set groups, using the magic of their drow boots and cloaks to enter quietly and silently, giving the appearance of having come down all the passages to surround the party. Note it is possible for some PCs to see some of the drow and company enter, if they have *detect invisibility* or *true seeing* spells active.

**** It is important to note the spells the drow will have pre-cast. ****

Tactics:

The drow will enter in 4 separate but coordinated groups. Their intention; separate the PCs into smaller groups so they can be more easily dealt with. The drow here are not on a suicide mission, but are here to show the people of Ravens Deep that they should fear and respect the drow of Nycanthandar and specifically, the 3rd House. While perfectly willing to kill all the PCs, they will more likely try to take one or two and leave, to spread the fear and horror of Ghaunadar.

Group One

This group will *teleport* into the room, in front of **tunnel #4**. They will make themselves known upon entering, and may banter for a bit while the derro flee, offering the PCs the opportunity to surrender half their number else feel the wrath of the 3rd House. Devious is an excellent description for the leader of this band of drow from the 3rd House. He has a few very specially prepared “presents”. Each is a glass jar tucked within another smaller glass jar. Inside the inner jar is a brown mold, inside the second jar is a bit of Greek Oil. Each set-up has a rag stuffed into it. When the fighting starts or upon entering the room he will use *produce flame* (which is pre-cast) to light these “cocktails” on fire, then throw them just near the PCs, shattering the vials and causing the molds to grow, instantly, and deal cold damage to the PCs. He will first drop two right at his feet, for defense as he and his friends are immune to the affects of the molds. His fighter bodyguard also has a pair of these jars and she will also throw them, after using the priest’s fire to light the wicks (remember she is *dusted*).

Once combat begins, he will use his innate ability to cast the Ghaunadauran spell *amorphous form*, and transform into a Black Pudding. Black Puddings are only damaged by fire and magic missiles. He has cast protection from fire (granting him protection from 168 point of magical fire damage) and has 78% magic resistance.

His mage and fighter assistants will guard him and act as needed. Additionally, the mage will cast some spells that will greatly assist their attack, for the biggest weakness of the drow themselves as well as the molds, is light and sunlight (from *sunblades*). Upon first entering the mage will cast the drow spell *hand of darkness*, which cloaks the light sources the drow hate so much. He will continue to cast more of these, as necessary to protect himself and his companions. Please read the description of the spell in the appendix.

The wizard will have already cast a *limited wish* to make the entire cavern immune to *rock to mud* and similar spells. The drow are real tired of having mud dropped on their heads. Any such spells cast inside the cavern will have NO affect, at all.

The fighter will guard the priest and mage as needed. She is under the affects of a special oil, one that makes her immune to all magical weapons. The description of this oil is in the treasure summary.

Group Two

These drow are the instigators. This group will enter from the same cavern from **passage #1**. This group will use illusionary magic to start the fight between the derro and the PCs, if it is not happening on its own. These three will also be under the affects of *dust of disappearance* so will not be detectable by spells that detect invisibility, nor will *true seeing* work.

If the derro are about to peacefully leave, the mage will use a *spectral force* to make it appear they PCs or the men from Ravens Deep are attacking them. Some of the derro will immediately flee, down **tunnel #1**, others will cover a retreat, knowing they are out-matched.

The group will to use the cover of the battle to enter and be amongst the PCs before they are noticed. Their mage will cast a few preparatory spells and they will then silently enter and attack as needed.

Group Three

This group will enter from **passage #3**. Prior to entering, the ropers (3) and the mage will be under the affects of *dust of disappearance*, so will not be seen when entering. They will *teleport* in about 20 feet down the tunnel. Once there, the mage will cast his *anti-magic shell*, which will dispel the *dust*. But, this will also give the ropers a large advantage in any fight, for once the PCs realize their magic is not working, they will most likely be too close to the ropers to escape.

The goal of this group is to drop a PC then leave WITH the body, items and all. If they kill a PC the mage will dispel the *anti-magic shell* (this is automatic per the spell), then *teleport* out, leaving the ropers to wreak havoc as they wish. Any PC so taken is considered out of play, for more drow will be around, and waiting.

Because of his small size, the shadows, bodies in the way etc. the drow mage will NOT be seen right away, as he will hide behind the ropers and keep them between him and the PCs. He knows the exact range of his *anti-magic shell* and will move as needed to keep the PCs and the ropers in its area of affect.

Group Four

Under the protection of *invisibility*, this group will enter **tunnel #2** after the derro enter the large cavern. The mage will head back down the tunnel, away from the cavern. The ghaunadar, also *hastened*, will wait for the fight to start. When it does, they will rush out and engage any warriors or PCs with weapons out, attempting to use their ability to trap weapons in themselves, at which point they will **FLEE** back down **tunnel #3** away from the now weapon-less person. Spare ghaunadar will try to slow any pursuing PCs so their companions can escape.

About 200 yards down the tunnel, the mage that entered has cast a *rock to mud*, and created a large pool of mud in the tunnel. He will then take his large bad of holding, dump some puddings out, and command them to hide in the mud.

Any ghaunadar that reaches this point with a trapped weapon will simply jump into the pool of mud. The intention here is to get the PCs to follow. For in the mud are a number of deep puddings, compliments of Ghaunadan's servants. These creatures attack the flesh of animals, etc and will target the PCs chasing their weapon(s), as their form allows them to move freely in the mud. Once into the mud, the mage will wait a bit for the creatures to find and attack the PC before casting *mud to rock*, leaving the PC most likely, trapped and dead, as a sign to Ravens Deep. He will then simply leave via a *teleport* spell. If any PC does not chase their weapon it will be lost, gone forever, having been taken by the mage.

Group One:

Selania Dosstoloth, Male Drow of the 3rd House of Nycanthandar, 14th level SP of Ghaunadauran: AL CE; AC -6 (armor +3, Buckler +3, Dex); MV 12; hp 87; THAC0 12 (adjusted THAC0 9); #AT 1; Dmg d6+3 (short sword +3); SA spells; SD spells; Str 10, Dex 18, Con 16, Int 14, Wis 18, Cha 8; MR 78%; SZ M; ML Fanatic.

((Black Pudding))

Magic Items: *drowkind cloak*, *drow chain* +3, *spiked buckler* +3, *short sword* +3, scroll of *amorphous form*, House Insignia, brown mold jars (*footman's mace* +1 which provides a +1 AC bonus when wielded in combat).

House Insignia Powers (14th level): Minor Powers (at will) Protection from Acid, Rope Trick, Stinking Cloud, Unseen Servant; **Intermediate Powers (all at 2/turn)** Conjure Pudding, Jellys, Molds, and Slimes, Control Pudding, Jellys, Molds, and Slimes, Speak with Monsters, Spectral Force

Spells: 1st – *bless*, *call upon faith*, *command*, *cure light wounds* (5x), ~~*protection from good*~~; 2nd – *withdraw*, *augury*, *find traps*, *heat metal*, *hold person*, ~~*produce flame*~~, ~~*resist cold*~~, *silence* 15' radius (2x); 3rd – *dispel magic* (2x), *meld into stone*, *mist of ghaunadaur* (2x), *prayer*, ~~*protection from fire*~~; 4th – *hold plant* (2x), *cure serious wounds* (2x), *produce fire*, ~~*repel insects*~~; 5th – *amorphous form*, *slay living*, ~~*true seeing*~~; 6th – *blade barrier*, *harm*; 7th – *wall of tentacles*

Innate Specialty Priest Abilities:

- Immune to all diseases
- 3rd immune to all poisons
- 3rd resist the effects of acids, corrosives and caustic substances 1/day for 1round /level. If attack requires a saving throw, gain a +3 bonus, sustaining half damage with a failed save, one-quarter with a successful saving throw
- 5th immune to all acids and corrosive fluids and substances
- 5th cast *mists of Ghaunadaur* or *Evard's black tentacles* 1/day
- 7th protect selves from attacks by of the various amorphous monsters, including slimes, jellies, oozes, puddings, cubes, and slithering trackers 1/day
- 10th immune to breath weapons
- 13th can cast *amorphous form* or *elder eye* 1/day
- 13th immune to all spells from the school or sphere of elemental magic, as well as related magical affects

Innate Drow Abilities: *dancing lights*, *darkness*, *detect magic*, *dispel magic*, *ESP*, *faerie fire*, *infravision* (120'), *know alignment*, *levitate*

Brown Mold (6): Int Non (0); AL N; AC 9; MV 0; HD N/A; hp N/A; THAC0 N/A; #AT 0; Dmg N/A; SA Freezing; SD Absorb heat; MR nil; SZ L; ML N/A.

Specials:

If a warm-blooded creature comes within 5 feet of a brown mold, the mold drains heat equal to 4d8 points of damage, each round. A ring of warmth provides complete protection from this affect.

Grows instantly from heat. If a torch is used in its vicinity, it doubles in size; if flaming oil is used, it quadruples, and fireball-type spells cause it to grow eight-fold

The only magic that affects it is *disintegrate* (which destroys it), plant-affecting magic, and cold spells. *Ice storm* will cause it to go dormant for 5d6turns; a *wand of frost*, white dragon breath, or a *cone of cold* kills it.

Immune to damage from weapons

Female Drow, 11th level Fighter: Int (12); AL CE; AC -6; MV 12"; Level 11; hp 90, THAC0 3; #AT 3 or 1; Dmg 1d6+10 or d3 + poison (hand bolt, or die); SA Spells; SD Spells and other; MR 72%; SZ M; S: 18/00, I: 12, W: 9, D: 18, C: 17, Ch: 11

Innate Drow Abilities (once per day): *dancing lights, faerie fire, darkness 15' radius, levitate, detect magic*

Equipment: *drow chain +2, drow short swords +2, drow cloak, drow boots, hand cross bow, poisoned bolts (5x), oil of improved invulnerability, potion of cloud giant strength, ring of warmth, brown mold jars (2)*

Precast: *dust of disappearance, potion of improved invulnerability, enlarge, haste, stonesskin (7) OOOOO OO*

Male Drow, 14th Level Mage: Int (18); AL CE; AC 0; MV 12"; Level 12; hp 52, THAC0 17; #AT 1; Dmg 1d4; SA Spells; SD Spells and other, stonesskins (8) OOOOO OOO; MR 76%; 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*

Precast: *avoidance, contingency (teleport when snap fingers), detect invisibility, ironguard, haste, protection from good, vocalise, stonesskin (10) OOOOO OOOOO*

Equipment: *drow cloak, drow boots, drow bracers of defense AC 5, necklace of missiles (3d6, 3d6, 6d6, 10d6, 20d6), wizard scroll, ring of warmth*

Spells: **1st** - *burning hands, enlarge, magic missiles x2, ~~protection from good~~*; **2nd** - *continual darkness, ~~detect invisibility~~, mirror image, ~~vocalise~~-x2*; **3rd** - *fireball, ~~haste~~, hand of darkness x3*; **4th** - *fumble, ice storm x2, thunderlance*; **5th** - *cone of cold, ~~ironguard~~ x2, ~~teleport~~*; **6th** - *Bigby's forceful hand, repulsion*; **7th** - *limited wish*

Group Two:

(all with dust of disappearance so ACs are 2 or 4 points better than in stats below, based on opponents having *blind-fighting* or not).

Male Drow Assault Fighter/Mages (Ft10/Mu10): (2) Int (17); AL CE; AC -4/0; MV 12"; Level 10/10; hp 85, THAC0 11 (adjusted 6); #AT 5/2; Dmg 1d6+5/1d4+5; SA Spells; SD Spells and other, stonesskins (8) OOOOO OOO; MR 70%; SZ M; S: 17(18/51), I: 17, W: 10, D: 18, C: 17, Ch: 14

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

Precast: *detect invisibility, enlarge, fly, haste, strength, vocalise, stonesskin (8) OOOOO OOO*

Innate Abilities (once per day): *dancing lights, faerie fire, darkness 15' radius, levitate, detect magic*

Spells (mage #1): **1st** - *~~enlarge~~-x2, magic missiles x2*; **2nd** - *Snilloc's snowball swarm, ~~detect invisibility~~, ~~strength~~, ~~vocalise~~*; **3rd** - *hand of darkness, fly, haste*; **4th** - *fumble, ice storm*; **5th** - *cone of cold, wall of force*

Spells (mage #2): **1st** - *~~enlarge~~, magic missiles x3*; **2nd** - *Snilloc's snowball swarm, ~~detect invisibility~~, ~~strength~~, ~~vocalise~~*; **3rd** - *~~haste~~, fly, lightning bolt*; **4th** - *fumble, ice storm*; **5th** - *cone of cold, ~~teleport~~*

Female Drow, 9th Fighter /10th Thief: Int (12); AL CE; AC -2/-5 (Leather +5, Dex/Buckler +2); MV 12"; Level 9; hp 85, THAC0 6; #AT 5/2 or 1; Dmg 1d6+8 or d3 + poison (hand bolt, or die); SA Backstab, Spells; SD Spells and other; MR 70%; SZ M; S: 18/51, I: 12, W: 9, D: 18, C: 17, Ch: 11

Innate Drow Abilities (once per day): *dancing lights, faerie fire, darkness 15' radius, levitate, detect magic*

Equipment: *Studded leather +5, drow chain +2, drow short swords +2 (2), drow cloak, drow boots, hand cross bow, poisoned bolts (5x)*

Precast: *enlarge, haste, stonesskin (7) OOOOO OO*

Group Three:

This group enters **tunnel #3** under the affects of *dust of disappearance*, so will NOT be able to be seen in any way. Once here, when a good time presents itself, the mage will cast his *anti-magic shell* dispelling the *dust*, and the ropers will begin attacking any close PCs.

Ropers (3): Int Very; AL CE; AC 0; MV 3; HD 12; hp 72; THAC0 9; #AT 1; Dmg 5d4; SA strands, strength drain; SD see below; MR 80%; SZ L (9' long); ML Champion (15).

Specials:

- Unaffected by lightning, half damage from cold, but -4 penalty to saves vs. fire
- Each tentacle that hits requires a save vs. poison or victim suffers loss of half strength (round down) in d3 rounds for 2d4 turns
- Can shoot a total of 6 strands, one per round, as far as 50 feet; each strand can extend (d4+1) x 10 feet and pull up to 750 lbs. Each time a strand hits its target (successful to hit roll) a save vs. poison to avoid Str loss must be made.
- If victim cannot break free of the strand, it is pulled 10 feet closer per round; when it reaches the roper the creature is bites for 5d4 damage (automatic hit for held victim).
- A strand can be broken or pulled off with a successful open doors roll, or by inflicting 6

points of damage with one single hit from an edged weapon (must hit AC0).

Male Drow, 12th Level Mage: Int (18); AL CE; AC 0; MV 12"; Level 12; hp 43, THAC0 17; #AT 1; Dmg 1d4; SA Spells; SD Spells and other, stonelines (9) OOOOO OOOO); 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*

Precast: *avoidance, dust of disappearance, stoneline* (9) OOOOO OOOO

Equipment: drow cloak, drow boots

Spells: 1st - *magic missiles x3, snilloc's snowball swarm*; 2nd - *detect invisibility, mirror image, vocalise, web*; 3rd - *dispel magic, fly, haste, lightning bolt*; 4th - *fumble, ice storm x2, thunderlance*; 5th - *cone of cold, teleport x2, wall of force*; 6th - *anti-magic shell*

Group Four:

Ghaunadan (6): Int Very; AL CE; AC 1; MV 12; HD 5; hp 35; THAC0 15; #AT 2; Dmg 3d4; SA paralysis, friends gaze; SD half damage from blunt weapons, disarming; MR nil; SZ M; ML Fanatic (17).

Specials:

- Here for very specific reasons, the Ghaunadans will try to use the disarming power of their ooze form. Each will allow a PC to hit them (a roll of "1" will miss). The weapon will sink into its mass, and the ghaunadan firms itself around the weapon trapping it. PCs making a bend bars/lift gates roll can free their weapons, or they can abandon them inside the creature.
- The Ghaunadans intention is to encase PC weapons, then run away, into the waiting trap laid by the mage.
- If killed while encasing a weapon, they will remain in the solid form and the weapon must be freed'd as above.

Dense Puddings (3): Int Ave (8-10); AL NE; AC 6; MV 6; HD 10; hp 80; THAC0 11; #AT 1; Dmg 2d10; SA surprise, disease; SD nil; MR 20%; SZ L-H (8' diameter); ML Champion (15).

All those damaged by a dense pudding must make a successful saving throw vs. poison or succumb to a debilitating disease. Cure Disease will cure this if cast within 48 hours.

Male Drow, 12th Level Mage: Int (18); AL CE; AC 0; MV 12"; Level 12; hp 43, THAC0 17; #AT 1; Dmg 1d4; SA Spells; SD Spells and other, *stoneline*; 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*

Precast: *avoidance, contingency, detect invisibility, vocalise, haste, invisibility, stoneline* (8) OOOOO OOO

Equipment: drow cloak, drow boots, *drow bracers of defense AC 4, bag of holding* (1000lbs.), House Insignia

Minor House Insignia Powers (14th level): **Minor Powers (at will)** Rope Trick, Stinking Cloud, Unseen Servant; **Intermediate Powers (all at 1/turn)** Conjure Pudding, Jellys, Molds, and Slimes, Control Pudding, Jellys, Molds, and Slimes, Speak with Monsters

Spells: 1st - *magic missiles x3, Snilloc's snowball swarm*; 2nd - *detect invisibility, vocalise-x2, web*; 3rd - *dispel magic, haste, invisibility 10' radius, lightning bolt*; 4th - *fumble, ice storm, improved invisibility, thunderlance*; 5th - *teleport, transmute rock to mud, transmute mud to rock, wall of force*; 6th - *contingency (teleport when snaps fingers)*

Encounter #12

I've Got Something to Say

At this point, the PCs could very well be having a rough time. It is possible they can get some much-needed help, based on their previous actions. Scallazon has been carefully and discreetly watching them using his obscene powers and skills to remain unnoticed. Now, if the party treated the Underdark races properly and did not hinder them or hurt them and such, Scallazon may act to help the group. He sees the drow as one of the more malevolent groups in the area and wants to make sure they do not gain too much power (he has noticed their increased actions in the past year or so).

If he does take action to aid the PCs, describe something similar to this:

- A large set of dimly glowing lavender eyes will appear in the middle of the chamber (or anywhere relevant)
- Now it's the drow's turn to be afraid. At the appearance of the eyes the attacking drow will get really nervous, much like the derro did when they arrived.
- If the battle looks bleak the drow will run or flee by any means possible. They have all heard of this creature's presence and even some of their most powerful respect it.

The key is to make it dramatic, scaring both the PCs and their attackers. The party should really have no idea

what is happening but if it is making the drow nervous and scared the PCs had best also be wary.

However, if the party was mean to or actually hurt the various Underdark races Scall will not help them at all, in fact he may act to hinder them, based on how they are doing against the drow. He will do relatively minor things to help the drow win the battle but will not take an active role himself, preferring to remain hidden. The important part is, he will let the battle play itself out, but in this instance Ravens Deep will have made a powerful and deadly enemy they have no real information about.

Now, assuming the party is wholly or partially still alive and in Scallazon's good graces, he will speak with them. His voice will quietly but forcefully fill the chamber.

“The drow can be very troublesome. You have proven yourselves to have some understanding of how this part of the world works. For that I congratulate you. I wish to grant each of you a blessing of the Skulking God.”

At this point the PCs will feel magic wash over them. Any PC with a scarab of protection or magic resistance can choose to resist the affects. Otherwise it automatically affects them. Scallazon uses a *wish* to grant them this boon.

“Some surface dwellers are not so insightful and at times I am forced to remove them from existence. But you are so far different. Tell your leaders back in your new settlement that if they continue this action I will allow them to remain down here, unhindered. If this changes, I will restore balance.”

And with that the voice fades, as do the lavender eyes still floating in the room.

Scallazon WILL NOT answer any questions, nor will he take any other action.

Now, if the PCs acted very poorly to the other races and has angered Scall, they will get a much different speech. This is assuming there are some still members of the party conscious or alive after the fight with the drow, with which he will not interfere if the PCs acted poorly, in his view.

“Fools of the surface. Why do most of you think you can enter the Underdark and do as you choose? This is your one and only warning. Respect the Balance of this place or I will crush you and yours. Heed me in this. Carry this mark with you, as a reminder of your

foolishness and the lesson you had better learn. The Lord of the Dry Depths teachings will be followed here.”

The PCs will feel magic wash over them, but it cannot be resisted for he will use a full wish to invoke this curse.

The vital information of this major NPC is listed at the end of the module, in an appendix. He has been watching and judging the PCs actions from the point of the waterfall and plant-filled room, a day away from the Watch Post Cavern.

Finale

How Was Your Stay?

Almost a full half-day later a squad of soldiers from Ravens Deep will arrive, to relieve the PCs of their duty. The reserve troops are commanded by Sir Kallon Axefell, Knight of the Griffon. He is an experienced professional soldier that has lived through many battles. The troops he leads are all also quite capable looking and well armed. There are 50 men and women, all told. Most are in heavy armor but there are also archers and spell casters (mages & priests), as well as scouts for quick returns to Ravens Deep.

At this point the PCs can return to Ravens Deep unhindered, and report to Lord Blacktree. He will be most surprised about the offer of that certain drow house Selagon represented. If any PC brought the gem back to him, he will take it but say nothing more. If the PCs failed horribly or could not protect the guards he sent with them he will not be pleased, use your judgement here, he will understand the Underdark is a dangerous place, but he will want an explanation.

Note any other things of interest on the Event Summary, as needed or you think relevant.

This Ends On Guard

Experience Point Summary:

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-2,000 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.

Watering Tunnel

For exploring and noting any uses for Ravens
Deep 500 xp

Watch Post Cavern

Setting up some workable plan for defense,
etc. 200 xp

Get Along Little Rotheres

Dealing with the mongrelmen peacefully 200 xp

Just Passing Through

Defeating the skeleton warriors 3000 xp
Defeating Angor 2000 xp
Destroying the Dwarven Vampires 3000 xp
(each worth 1000 xp)
Destroying Filas 2000 xp

Would You Be Interested?

Questioning Selagon for info on the Orb or the
politics, etc of Nycanthandar 500 xp
Defeating the drow in battle 1000 xp

We Know Nothing!

Letting the goblins go peacefully 200 xp

Lunch!

Killing the dracolisks 1000 xp
Capturing the subterranean lizards 1000 xp
(250 xp each)

I'm Just A Plant

Allowing the mycanoids to move into the plant
cavern 200 xp

We're Lookin 'Fer Something

Talking with and questioning the derro 200 xp
Defeating the derro in combat 500 xp

You Didn't Really Think...

Defeating the drow in combat 14,000 xp
(subtract 1000 xp per drow or minion that
escapes)

Finale

Reporting vital info to Sir Axefell 100 xp
Reporting to Lord Blacktree 100 xp
Reporting non-aggression pact of the 4th House
of Nycanthandar 100 xp
Reporting offer for dwarf slaves 100 xp

Optional Role-playing Experience 0-1,000 xp

Maximun Experience Possible: 31,200 xp

Treasure Summary:

If it's not on this list, the PCs cannot keep it. This is a house rule which overrides what they may actually acquire in the scenario.

ALL items below are restricted to use in the High Level events, ONLY! And certs should be marked appropriately.

From Filas, lich and priest/mage of Malphagor:

- **Ring of extension:** This item functions as an *amulet of extension*. This item is restricted to use in the High Level Campaign events only.

From Angor the dwarven death knight:

- **Battle axe +3**

From the guards of the 4th House of Nycanthandar:

- **Subterranean Riding lizard (4):** Trained by the drow of Nycanthandar and marked with the brand of the 4th House, this reptilian mount is completely "domesticated" for use in the Underdark. A non-weapon proficiency slot (riding land-based) is required to control the lizard in combat, but it can function fine as a normal mount in non-combat situations.

Able to walk on walls and ceilings normally, this creature is a valued mount for many Underdark races. A special saddle (5000gp if made on surface) is required for absolute vertical and horizontal use of the creature's skills, it assures the rider does not fall out.

Int Very; AL LN; AC 7; MV 15, Sw 20; HD 5; hp 30; THAC0 15; #AT 3; Dmg 2-8/2-12/2-12; SA nil; SD see appendix; MR nil; SZ H (stand 12' high, tail 8-10'); ML elite (13-14).

See description in the Forgotten Realms boxed set *Menzoberranzan*, Book One: The City (p.92) for detailed description of the creature's full abilities.

These creatures are restricted to use in the High Level Campaign events only.

From Mongrlemen

- **Wand of viscus globs (15 charges):** as per description on page 1496 of the *Encyclopedia Magica*, Vol. 4. The wand cannot be recharged. This item is restricted to use in the High Level Campaign events only.

From the derro:

- **Secari of poison +4:** This rather plain-looking derro crafted dagger is made of a cold, black metal. Slightly curved, the weapon cannot be thrown with any accuracy, but is a vicious-looking weapon. The

hilt is made of an odd bone substance, and when the pommel is removed, a hollow interior is revealed. Up to 3 doses of poison can be stored in this dagger, and will drip down the blade upon the next 3 successful hits. This item is restricted to use in the High Level Campaign events only.

From the Priest of Ghaunadar:

- **Footman's Mace +1:** This mace also provides +1 protection (AC bonus) when being used in combat. The protection can be combined with any other type of protection item.

From the drow

- **Oil of improved invulnerability:** This magical oil will protect the user from all magical weapons. When applied, it lasts for one turn (10 combat rounds) and confers complete immunity to the physical damage affects of any enchanted weapon. Magic weapons pass through recipient of this oil as if he/she were non-corporeal, similar in appearance to the *ironguard* spell. Non-magical weapons can still harm the user of this powder, if they are susceptible to them. This item is restricted to use in the High Level Campaign events only.
- **Ring of warmth (2):** This item is restricted to use in the High Level Campaign events only.
- **Bag of holding (1,000 lbs.):** This item is restricted to use in the High Level Campaign events only.
- **Drow bracers of defense AC 4:** This item is restricted to use in the High Level Underdark Campaign events only.
- **Drow bracers of defense AC 5:** This item is restricted to use in the High Level Underdark Campaign events only.
- **Scroll of amorphous form:** This scroll functions exactly as the Ghaunadar spell described in the *Demihuman Dieties* book, but with 10% chance of permanently becoming a Ghaunadan. Written at 14th level. This item is restricted to use in the High Level Campaign events only.
- **Potion of cloud giant strength:** This item is restricted to use in the High Level Campaign events only.
- **Wizard's Scroll:** This scroll is written with the spells *Snilloc's major missile* (5th level FR), *repulsion* (6th PHB), *reverse gravity* (7th level PHB). Written at 14th level. The spells may not be copied into a spellbook; they must be used from the scroll.
- **Necklace of missiles:** Missiles remaining: 3d6, 3d6, 6d6, 10d6, 20d6. This item is restricted to use in the High Level Campaign events only.
- **Studded leather armor +5:** This gorgeous-looking dull black leather armor is covered with dark metal

studs for improved defense. The armor will magically alter to fit any S or M sized creature and is enchanted so as to be completely silent at all times and remove any penalties applied to any thieving skills (when worn by rogues). This armor is not tied to the magic emanations of the Underdark and functions fine on the surface. The enchantment on this item cannot be transferred to any other item. This item is restricted to use in the High Level Campaign events only.

From Scallazon, guardian of the Underdark:

- **Blessing of Ilbrandul:** For gaining the approval of an agent of the Skulking God Ilbrandul, the character named above is granted with a special boon, the ability to see better in dark conditions. Any character with natural infravision has this ability extended by 20 feet. Any character without infravision is granted it, with a 10' range, maximum. This is a permanent power.

Additionally, any character with this boon is granted the ability to see up to 100 feet, in any sort of darkness (magical, natural, etc), as if they were standing in complete and normal light conditions. This power can be used once ONLY for up to 24 hours. This boon is restricted to use in the High Level Underdark Campaign events, only (as in, the PC does not have the infravision bonus in regular events).

OR

- **Curse of Ilbrandul:** For earning the scorn of a powerful agent of the Lord of the Dry Depths the character is inflicted with the following curse. Anytime said character is forced to fight in any darkness they suffer a 2 point penalty to all saving throws, attack rolls and damage rolls.

Additionally, the cursed character also constantly sees shadows darting back and forth at the edges of peripheral vision, constantly distracting them. All surprise rolls are made with a 2-point penalty and any spellcaster's initiative action goes one segment slower, regardless if individual modifiers are used or not. This accounts for the slight increase in concentration to ignore the shadows and successfully cast spells.

This curse can **ONLY** be removed during tournament play or at an interactive, and only through the use of a *wish* spell.

Various derro and drow equipment of +1 and +2 enchantments, all dependant on the radiation magic of the Underdark. None of it is certed, and none of it can be removed from the Underdark.

Fame Award

All PCs that introduced themselves, spoke with, or were in the general area of Selagon of the 4th House of Nycanthandar gain **One Infamy Point in Drow** (he has mind skills).

All PCs gain a **Fame Point in City Government** if they report Selagon's offer of a "truce" to Lord Blacktree.

Knights

All PC knights and squires that aided in returning all the guards back to Ravens Deep safely gain one **Chivalry Point** (providing they acted appropriately).

Major NPC – Scallazon

Scallazon is a very odd creature, in that he is mildly insane, yet very powerful. Born well over 300 years ago his entire background is uncertain, but he came to know the teachings of the Skulking God, Ilbrandul. He excelled at all his skills and rose in the ranks of this secretive god. Viewing himself as a sort of “druid” of the Underdark he quietly observed and watched the happenings, only acting when things got out of hand for his tastes. The natives of this region know of his presence only, and are not sure what his real origins are at all. But they know him to be a powerful force they do not wish to provoke needlessly. Even the illithids and drow had come to respect his powers and desires to maintain some semblance of balance.

Then the gods were cast from their positions and Scallazon knew true torment. Without the real touch of his god, he went insane for a time, stumbling around in the tunnels and caverns slaying creatures for no real reasons. Yet he remained vigilant and still prayed to Ilbrandul. Then his spells and powers returned. Most of his mind was restored. Unknown to him and most all the world is the fact that Shar had slain Ilbrandul, and took his portfolio and was secretly feeding its followers spells and powers. Suddenly alone, Scallazon continues to watch the Underdark and maintain balance, awaiting the return of other followers of the Skulking God.

Scallazon, male half-drow, R18/W18/P(Sp)20 of Ilbrandul: AL CN; AC -10 (armor); MV 12; hp 129; THAC0 3 (adjusted THAC0 -4); #AT 7/2; Dmg range (d8+9 scimitar/d6+8 short sword); SA many; SD many; Str 18/76, Dex 20, Con 18, Int 19, Wis 19, Cha 5; MR 90%; SZ M; ML irrelevant.

Magic Items: *drow scimitar of speed +5, drow short sword +5, amulet of proof vs. detection and location, drow cloak of protection +3, drow ring of protection +3*

Half-drow abilities: Infravision 190', 90% Magic Resistance, Innate spell powers: *dancing lights, faerie fire, darkness, know alignment, detect magic*

Ranger Skills: +6 to tracking rolls, Hide in Shadows – 129%, Move Silently – 129%, Species enemy – illithids (+4 “to hit” –4 to reactions), Fight with 2 weapons with no penalty if unencumbered

Priest Spells (plant or animal spheres only):

1st level (3) –

2nd level (3) –

3rd level (3) –

Wizard spells: 1st level (5) – *enlarge, reduce, magic missile x3*; 2nd level (5) – *darkness 15' radius, detect invisibility, Melf's acid arrow, vocalize x2*; 3rd level (5) – *fireball, fly lightning bolt, blacklight, hand of*

darkness; 4th level (5) – *acid bolt, Evard's black tentacles, fumble, fire shield, thunderlance*; 5th level (5) – *chaos, cone of cold, rock to mud, lower resistance, ironguard*; 6th level (3) – *chain lightning, deathspell, disintegrate*; 7th level (3) – *limited wish, prismatic spray, delayed blast fireball*; 8th level (2) – *Abi-dalzim's horrid wilting, prismatic wall*; 9th level (1) – *time stop*

Priest Spells: 1st level (12) – *cure light wounds x5, endure heat, endure cold, protection from evil, detect magic x2, dark path x2*; 2nd level (11) – *augury, find traps, heat metal, speak with animals, silence 15' radius, slow poison, know alignment*; 3rd level (10) – *miscast magic, random causality, dispel magic x3, speak with dead, stone shape, water breathing, blacklight x2*; 4th level (10) – *lower water, protection from evil 10' radius, protection from good 10' radius, protection from lightning, reflecting pool, repel insects, tongues x2, focus*; 5th level (9) – *cloud of purification, air walk, anti-plant shell, commune, commune with nature, dispel evil, dispel good, true seeing x2*; 6th level (5) – *anti-animal shell, blade barrier, find the path, speak with monsters, heroes' feast*; 7th level (2) – *earthquake, wind walk*

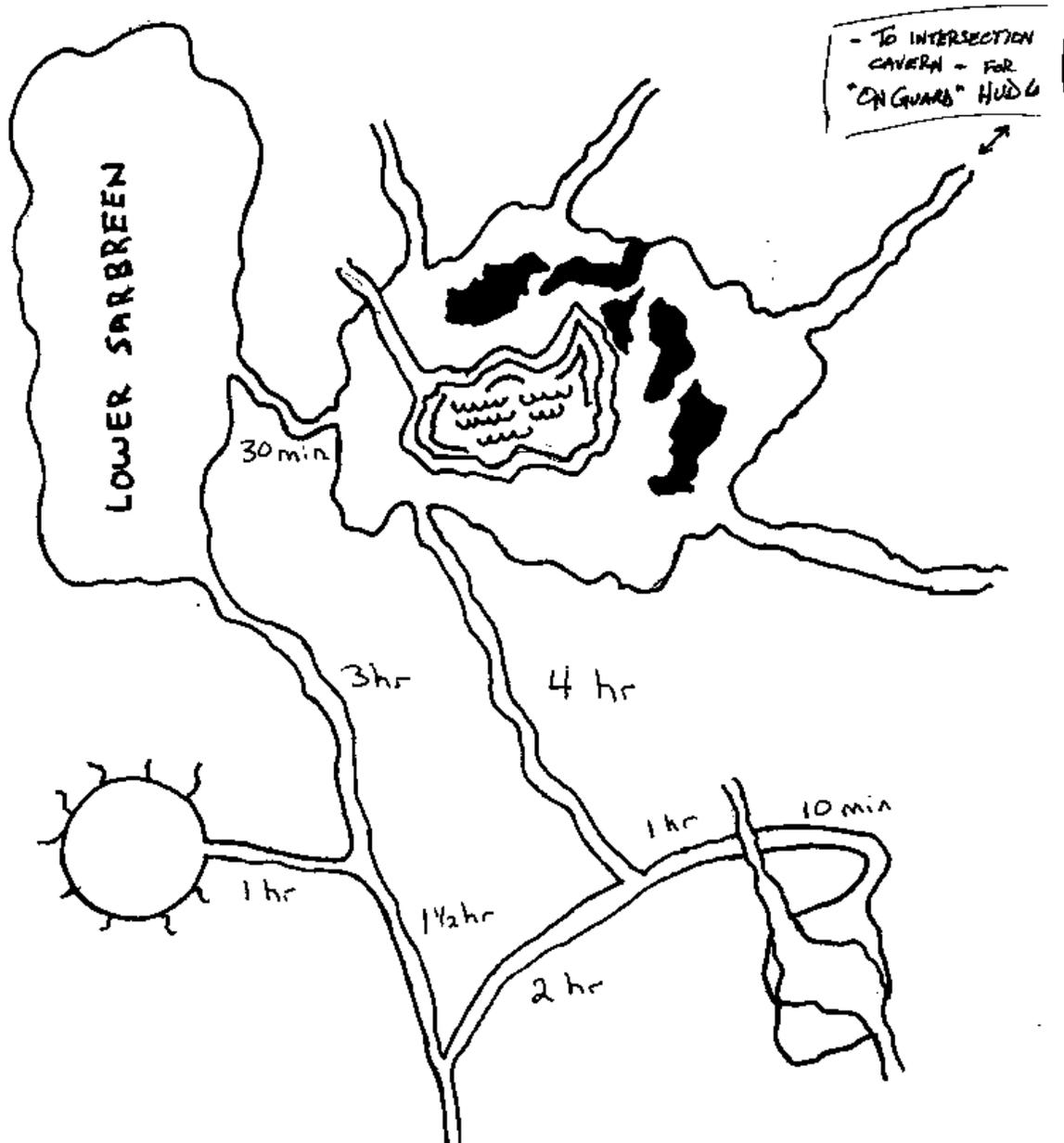
Specialty Priest Skills:

- Cast all darkness related spells with twice the normal area of affect & duration: this doubling also affects their darkness related spell-like abilities
- 10 foot extension in infravision
- cast darkness (reverse of light) 1/day
- 3rd level cast continual darkness 1/day
- 5th level base AC of 5
- 5th level cast blacklight or meld into stone 1/day
- 7th level cast stoneshape or skulk 1/day
- 10th level can see in darkness like it were daylight; -1 to hit and to saving throws in twilight conditions; blind in daylight, -4 to saves and attack rolls

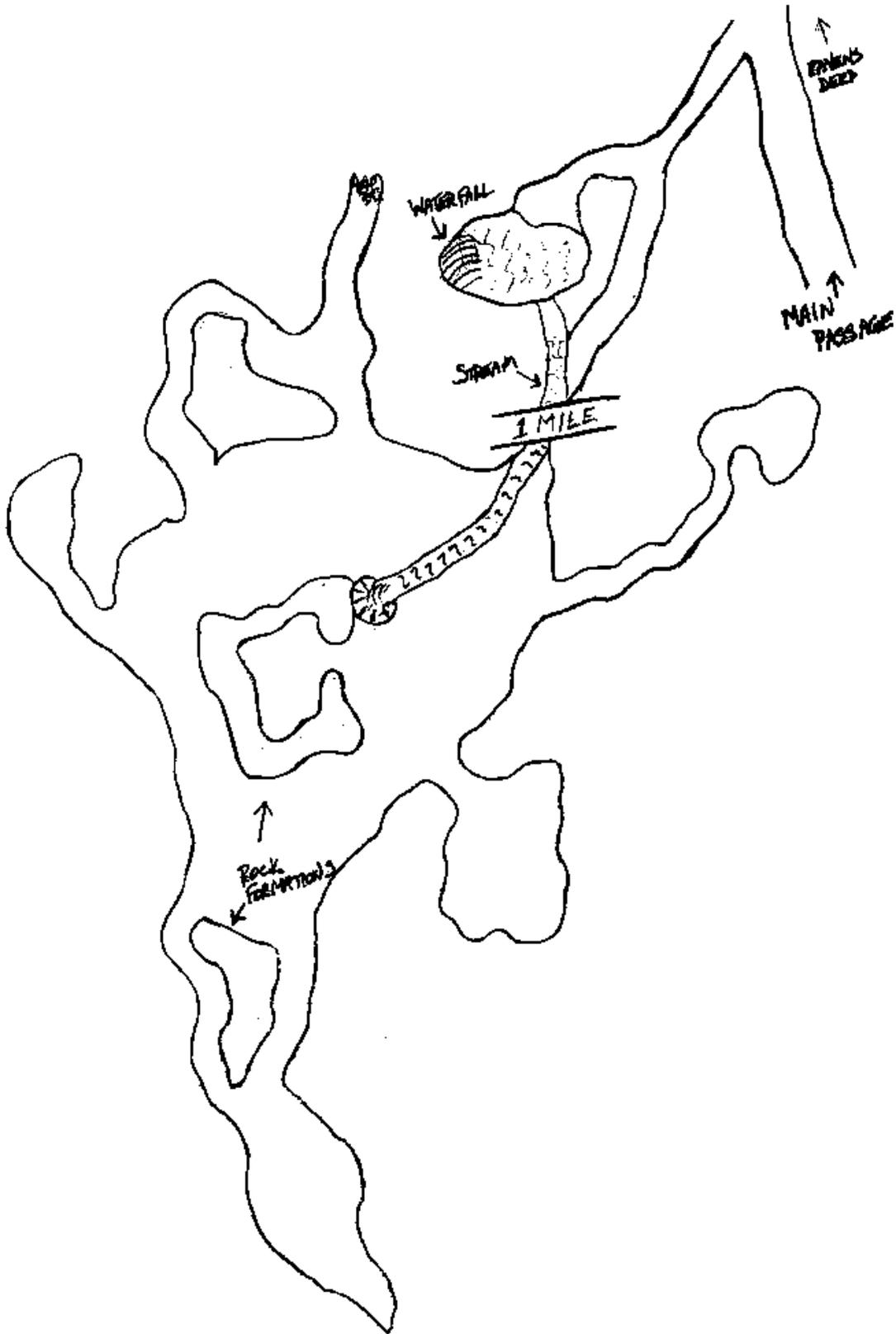
Scallazon is not meant to nor will he fight the PCs in any circumstances. Assume he has most any spell cast as needed. He is a terribly powerful figure of the Underdark and he has his own agendas.

DM MAP

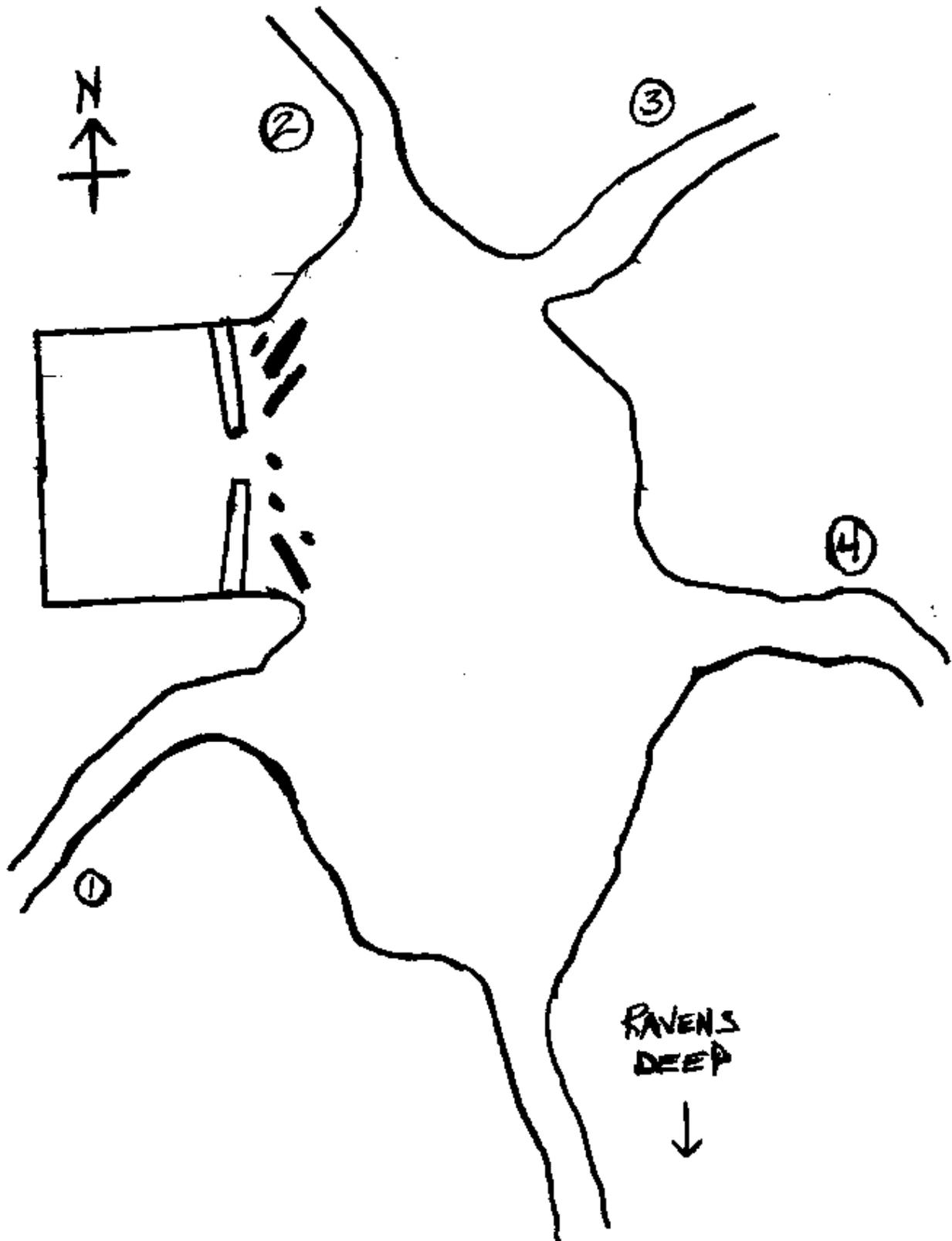
All distances are based upon a ground base movement rate of 12".
The distance is measured in the time it takes to travel.
Caverns are not drawn to scale.



Players Map One



Players Map Two



A gateway can be dispelled by the caster at will, a successful *dispel magic*, or by the spell duration elapsing. Any living thing caught in the portal as it collapses must make a Dexterity check or be sliced between two different locations, presumably killed instantly.

The material component of this spell is a handful of earth from the caster's location.

Great Shout

(Evocation)

Range: 0

Components: V,M

Duration: Instantaneous

Casting Time: 1

Area of Effect: 90-foot-long by 20-foot-wide cone

Saving Throw: Special

Upon uttering the great shout, the caster releases a stunning force akin to a *horn of blasting* from his mouth in the area indicated, with additional damage inflicted along a narrow path in the center of the cone, 1 foot wide by 8 feet long.

The great shout is extremely taxing and dangerous to the user. The shout drains 2-8 hit points from the caster, and in addition the caster must make a system shock roll or die from the exertion.

All creatures within the general area of effect must save vs. spells. Those which do not save are stunned for two rounds, deafened for four rounds, and suffer 1-10 points of damage. Those which do save are stunned for only a single round and deafened for two rounds.

Damage is much greater in the heart of the cone, along the narrow path at the heart of the great shout. Boulders can be split, cottages leveled, and powerful gates breached by this part of the shout. It inflicts structural damage as if the shout were a missile flung by a large catapult (see *Siege Damage* on page 76 of the *Dungeon Master's Guide*) with a -2 modifier to the saving throw. All items, magical and nonmagical, within the narrow path of the shout must make a saving throw vs. crushing blow or be destroyed. Creatures within the narrow path take 2-20 points of damage if they fail their saving throw and 1-10 points of damage if they make their saving throw. Deafness and stunning effects apply as described above.

The material component of this spell is any item which radiates a magical aura, including those temporarily invested with

Nystul's magic aura as well as magical items. Powerful items such as artifacts and unique weapons cannot be used to power the great shout. The item is destroyed in the process.

Spell Engine

(Abjuration/Alteration)

Range: 0

Components: V,S,M

Duration: Permanent until dispelled or destroyed

Casting Time: 1 turn

Area of Effect: 10-foot-radius/level

Saving Throw: None

In casting this spell, the wizard calls into being the spell engine, a great wheel that absorbs magical energy, in particular cast spells. When initially cast, the engine is unactivated and remains invisible in the location where the wizard cast it. Once a spell is cast in the area of effect around the engine, the spell engine activates. A great intangible wheel 12 feet in diameter and 2 feet thick shimmers into existence. Magical energies used in the area will cause the great wheel to turn, shining with a glowing white light from the energy present. Once activated, the spell engine will not deactivate; rather, it will eventually slow down from lack of spell energy and become ghostly and translucent.

When activated, the spell engine *absorbs all spell energy cast in the area of effect*, reaching through solid objects to do so. Wizard and priest spells, spell-like abilities of monsters and individuals, and magical items with castable charges will not function in this area. Their energy is sucked into the wheel, which glows brighter and spins faster with every addition. Unlike the spelltrap, the spell engine cannot be overloaded.

A spell engine can be destroyed by direct contact with a magical item (excluding potions and scrolls but including artifacts and unique magical items). The engine will explode on contact with such an item, inflicting 1-20 points of damage to everyone within 10 feet and 1-8 to everyone between 10 and 20 feet away from the wheel itself. The magical item is destroyed as well in the explosion. Artifacts and unique items (such as special purpose swords) are not destroyed, but they (and their wielder) are bodily moved to another plane or dimension. Getting home from there is the character's problem.

A *dispel magic* spell will not destroy the spell engine, as its energy will be sucked

up in the process. Symbols, glyphs, and abjuration magics already in place at the time the spell engine is activated are not absorbed, though new spells of that variety cast in the area are. A *disintegrate* spell will cause the engine to explode the same as if it contacted a magical item.

A *detect magic* spell will reveal the presence of an unactivated spell engine, as will the ability to detect invisibility, though neither will activate the engine if cast before entering the area of effect or if they are natural abilities.

An operating spell engine has one beneficial sidelight—if a spellcaster studies or prays in its light, the amount of time required to learn or receive spells is halved. This does not reduce the time required for rest, only to memorize spells.

Other than the powers listed above, the spell engine does not affect living beings. Individuals with magical items will not affect an unactivated spell engine. Only the casting of a spell in the area of effect will call the spell engine into being.

The material components of this spell are a disc of polished marble, shell, or bone, a tear from the caster, and a gem worth at least 1,000 gp.

Sunburst

(Evocation)

Range: 0

Components: V,S,M

Duration: Instantaneous

Casting Time: 4

Area of Effect: 10-foot-radius/level

Saving Throw: Special

The sunburst spell causes a globe of radiance to explode silently from the caster's form, reaching its limit of 10 feet per level of the caster instantaneously. The sunburst has the following effects:

- All creatures looking at the caster and within this area of effect must save vs. spells or be blinded for 1-3 rounds.
- All creatures looking at the caster and within the area of effect and who use infravision are blinded for 2-8 rounds if they fail to save vs. spells.
- All creatures within the area of effect to whom sunlight is harmful must make a saving throw vs. spells. If they make their saving throw, they are blinded for 2-12 rounds—otherwise they are blinded for 1-100 days.
- All undead within the radius, including vampires, suffer 8d6 points of damage. They take half that damage if they make a saving throw vs. spells.

Hand of Darkness (Alteration)

Range:	10 yards/level
Components:	V,S,M
Duration:	1 turn + 1 round/ level
Casting Time:	3
Area of Effect:	Light sources within a 30' radius sphere
Saving Throw:	None

This spell cloaks the light sources that the drow hate so much, quickly and with great precision. On the round after casting, the radiances caused by glowing magical items, *light* and *continual light* spells, torches, fires, and other light sources within the 30'-radius area of effect "go out." The sources themselves are not extinguished (an unseen fire still burns fuel, and beings coming into contact with it), but simply give off no light.

The spell area of effect is aimed as if the caster were launching a direct attack (a "missed" attack roll causes the spell focus to be other than where it was intended; refer to the Scatter Diagram in the "Grenade-Like Missiles" section of the "Combat" chapter of the *Dungeon Master's Guide*). A *dispel magic* spell ends the effects of a *hand of darkness*, but will also destroy any magical *light* that it was masking. *Continual light* or "at will" radiances such as glowing magical swords are negated for 1 round/level of the caster of the *dispel*.

Creatures requiring light for vision (a *hand of darkness* spell has no effect on infravision) suffer "Total darkness" penalties while this spell is in effect (see "Vision and Light" in the DMG).

Hand of darkness cannot be dispelled by subsequent casting of *light* or *continual light* spells. The effect continues until

the *hand* spell expires or is specifically dispelled. Beings in the area cannot see light from outside, and light sources brought into the area have their lights "extinguished." The material components of this spell are a piece of coal or handful of ash, a small sphere of black glass or stone, and a scrap of black cloth, fur, or hide.

Clothing And Weaponry

Drow weapons and armor are usually crafted from a dark, flexible metal known as adamantine, an alloy of adamantite. Most drow garb does not radiate a magical dwomer, but has magical effects.

Drow craftsmen, armorers, and wizards have developed careful processes to expose the materials from which these items are made to a specific combination of radiations and enchanted materials, and to handle the raw materials in exacting, largely secret ways.

This process takes a long time, and hence is ongoing: the adamantite ore that will be used in the adamantine alloy of a drow buckler may spend a year or more "baking" in the cold, hard radiations of a guarded, highly-prized natural cyst-cavern, in the heart of what was once a lava flow.

The result of such processes, in many drow communities throughout the Underdark, have produced a large body of quasi-magical items. Even the lowliest drow fighter (i.e. a warrior on patrol or defending a drow community) wears the equivalent of *chain mail +1*.

This does not mean that drow children, servants, slaves, and common laborers go around in such garb: although all drow items are affected to some extent by the radiations of the Underdark, only specially-crafted clothing (that most often seen by adventurers) has the quasi-magical properties spoken of in tavern-talk throughout the Realms.

Direct sunlight destroys most drow cloth, footwear, armor and weapons. It should be noted that drow do not hesitate to use captured weapons, especially finely-made elven work, which is ideal in size, weight, and balance for drow use.

When most (90%) of the items listed above are exposed to the light of the sun for more than 2 rounds at a time (and any exposure totalling 5 rounds in a 5-day period, even if composed of brief instants), irreversible decay begins.

Within 2d6 days, the items lose their magical properties, and crumble to worthless powder. Drow items away from the Underdark's radiations that are carefully protected from full sunlight lose their quasi-magical properties in 1d20+30 days. They retain their shape and usefulness as normal items indefinitely, so long as exposure (the limits given above) does not occur.

Any drow item that is protected from direct sunlight and exposed to the radiations of the Underdark for one continuous week out of every four will retain its properties indefinitely. It is important to remember that just getting such items underground will not do: an area of radiation (easily found by drow and other creatures with infravision) must be found, and the items left there. As most such areas are inhabited or at least visited by drow (raiding bands favor such areas near the surface for temporary bases), the safety of such items—and of anyone left to guard them—is suspect, to say the least.

It is important to note that the locations of high-radiation areas in the Underdark force most drow communities to be stationary. Thus, they are relatively easy prey for rival drow, monsters and other subterranean races. This has forced the drow to develop strong fighting magic, good training and tactics, to survive. Magic occupies such a large part of this book because of its paramount importance to the drow.

The "Drow Magical Items" chapter de-

- At 7th level, amorphites can protect themselves from the attacks of any of the various amorphous monsters, including slimes, jellies, oozes, puddings, cubes, and slithering trackers, once per day. An amorphous creature is any monster that has an amorphous or fluid body, attacks through acids or secretions of some kind, and is a native of the Prime Material Plane. The priest is guarded by a protective barrier that amorphous creatures will not touch, and the natural attacks (including ranged attacks) of such monsters automatically fail. If the priest makes an attack against an amorphous creature or if he forces the barrier surrounding him against the monster, the protection immediately ceases.
- At 10th level, amorphites are immune to breath weapons.
- At 13th level, amorphites can cast *amorphous form* or *elder eye* (as the 5th-level priest spells) once per day.
- At 13th level, amorphites are immune to all spells from the school or sphere of elemental magic, as well as all related magical effects.
- At 15th level, amorphites can cast *wall of tentacles* (as the 7th-level priest spell) or *acid storm* (as the 7th-level wizard spell) once per day.

Ghaunadauran Spells

3rd Level

Mists of Ghaunadaur (Pr 3; Conjunction/Summoning)

Sphere: Elemental Air
 Range: 0
 Components: V, S
 Duration: 1 round/level to a 1 turn maximum
 Casting Time: 5
 Area of Effect: The spellcaster
 Saving Throw: None

By means of this spell, the caster can cloak himself or herself in mauve or violet mists that eddy and flow giving him or her effective invisibility, foiling attacks for which one must see the target (including spells such as *magic missile*), and thwarting infravision and heat-related detecting abilities. The spellcaster also receives a +2 Armor Class bonus. The mists can be pierced by *true seeing*. The caster's vision is unhindered by the enveloping mists of *Ghaunadaur*.

5th Level

Amorphous Form (Pr 5; Alteration)

Sphere: Animal
 Range: 0
 Components: V, S, M
 Duration: 1 turn/level
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: None

By means of this spell, the spellcaster can assume the form of a deadly pudding, ooze, slime, jelly, or roper. Like a *polymorph self* (the 4th-level wizard spell), this spell grants the spellcaster the form, physical mode of locomotion, and mode of breathing of the selected creature. No system shock roll is required. Unlike a *polymorph self* spell, this spell also gives the new form's other abilities (attack, magic, special movement, etc.), with the exception of the ability of those creatures who can split into multiple forms (voluntarily or involuntarily) and attack. Situations that would normally cause the caster to split up do so, but the multiple shapes only rejoin the next round into one form. Also, the caster cannot assume a different form than the form selected when the spell is cast at any time except to resume his original form, which immediately ends the spell.

The type of form that can be assumed depends on the level of the caster; of course a caster can choose a lesser form if desired. Available forms include:

Caster Level	Form
9-10	gray ooze, crystal ooze, gelatinous cube
11-12	mustard jelly, ochre jelly, slithering tracker
13-14	deadly pudding (black, white, dun, or brown)
15+	roper

When *amorphous form* is cast, the caster's equipment, if any, melds into the new form. (In particularly challenging campaigns, the DM may allow protective devices, such as *rings of protection*, to continue operating effectively.) The caster retains all mental abilities, but she or he cannot cast spells or use psionic abilities derived from the psionicist class. A caster not used to a new form might be penalized at the DM's option (for example, a -2 penalty to attack rolls) until she or he practices sufficiently to master it.

Employing this spell does not run the risk of the priest changing personality and/or mentality. However, there is a 1% noncumulative chance per use of this spell that the spellcaster is permanently transformed into a ghaunadan (with attendant loss of priest abilities) when this spell expires.

The material component of this spell is a vial of ichor/fluid from the kind of amorph into which the priest wishes to transform.

Elder Eye (Pr 5; Abjuration)

Sphere: Necromantic
 Range: 0
 Components: V, S
 Duration: 7 rounds
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: Neg.

When this spell is cast, one of the caster's eyes is transformed into a glowing golden orb of evil for 7 rounds. Each round, the caster may balefully glare at a single living creature within 20 feet with the *elder eye*. If the creature fails its saving throw vs. spell with a -3 penalty, a magical blindness results that persists until a *remove curse* or *cure blindness* or *deafness* spell cast by a 9th-level caster is applied. The caster can cast spells or engage in combat in addition to the effect. The caster's gaze can be reflected back on himself or herself by spells or magical effects that do so.

There is a 1% noncumulative chance per use of this spell that the caster's eyeball is permanently blinded when the *elder eye of Ghaunadaur* expires. In such circumstances, nothing short of a *heal* or *regenerate* restores the caster's sight in the affected eye.

7th Level

Wall of Tentacles (Pr 7; Conjunction/Summoning)

Sphere: Elemental Earth
 Range: 0
 Components: V, S, M
 Duration: 1 day/level
 Casting Time: 1 round
 Area of Effect: Wall-shaped area (freestanding, if desired), 6 inches thick, and with a surface area on one side of up to 10 square feet/level
 Saving Throw: Special

This spell enables the caster to create a special sort of quasilingual elemental barrier. On the safe side (the inner side), it appears as a shadowed section of wall. On the outside, it initially appears as rough, purple-brown stone. The caster and priests of the same faith can move freely through the wall as though it does not exist. If any other creature (except when in physical contact with a living, mobile priest of Ghaunadaur) touches this plain wall, four tentacles emerge to grasp the being and begin a loud hissing and champing noise to alert the clergy to the presence of an intruder.

The wall can extrude 20 16-foot-long tentacles and two beaks. These shift about its surface but can make only four attacks per round on any single opponent. Only the tentacles attack initially; the beaks are saved for a second stage of continued attack or resistance (see below). Each tentacle strike inflicts physical damage and forces the victim to succeed at a saving throw vs. spell or be magically held (similar to a *hold person* spell). Affected beings get a saving throw to break free of the *hold* effect (only one saving throw, regardless of how many tentacle strikes are suffered). While held, victims are attacked by other tentacles at a +2 attack bonus and dragged 4 feet closer to the wall per round. Severing a tentacle automatically breaks its *hold*. A tentacle can be severed by causing it more than 12 points of damage in a single round, which causes it to vanish.

The *wall of tentacles* has the following statistics:

pudding, Subterranean

	Stone	Gray	Dense
CLIMATE/TERRAIN:	Subterranean	Subterranean	Subterranean
FREQUENCY:	Rare	Uncommon	Rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Any	Any	Any
INTELLIGENCE:	Low (5)	Low (5)	Average (8-10)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral evil	Neutral evil	Neutral evil
NO. APPEARING:	1 (1-3)	1	1 (1-4)
ARMOR CLASS:	4	9	6
MOVEMENT:	3	9	6
HIT DICE:	5	10	10
THACO:	15	11	11
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	3d6	4d8	2d10
SPECIAL ATTACKS:	Moves on ceilings	Surprise, acid	Surprise, disease
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	30%	20%	20%
SIZE:	L-H (8(FM) diam.)	L-H (8(FM) diam.)	L-H (8(FM) diam)
MORALE:	Steady (11)	Steady (11)	Champion (15)
XP VALUE:	1,400	3,000	4,000

Subterranean puddings are viscous, slimy creatures that resemble massive lumps more than living things. A subterranean pudding is, in fact, a colony of hundreds of living organisms in a single pudding. They have no visible eyes, ears, or mouths; the colony creature's sensory organs are located on its underside. Subterranean puddings range from gray to deep blue in color and are usually 8 feet in diameter; larger masses indicate multiple puddings, though no more than four puddings are found in any one mass. They always search for food, moving along floors, ceilings, and walls to find prey.

Sages believe all subterranean puddings are magically altered black puddings. Indeed, the two monsters share some standard characteristics. Subterranean puddings take no damage from edged weapons; blunt weapons cause one-quarter normal damage, regardless of any magical bonuses. Such puddings are immune to acid, cold, and poison attacks. Unlike other puddings, they do not divide when attacked. Rather, they divide into two half-sized sections, each with full hit points, when any of the following spells are cast at them: *fireball*, *lightning bolt*, *flamestrike*, *flaming sphere*, *wall of fire*, *chain lightning*, and *incendiary cloud*.

Stone Pudding

Though malleable, this pudding appears rather solid and very sluggish. It is a thick lump that oozes slowly along any surface, preferring to hide on ceilings (from whence it can drop onto its food). It ranges in color from light gray to dark gray—the darker the color, the more recently it has fed. A stone pudding's secretions are poisonous, and each attack causes 3d6 points of damage. When a pudding kills a victim, it rests upon the dead creature until its body absorbs the flesh. This takes 1-10 rounds. Stone puddings cannot eat metal, wood, leather, and other such objects, which are left behind after they consume their victims.

These puddings, their remains, and their surface secretions can be prepared as poisons and used as ingredients in *oil of acid resistance*.

Gray Pudding

Often mistaken for a stone pudding at a distance, this is perhaps the deadliest of the subterranean puddings. Gray pudding uses its deep gray coloration to blend in with shadows and the natural gray hue of stone. This gives its opponents a -4 surprise roll penalty. More corrosive than black pudding, the gray variety emits a powerful acid, delivering 4d8 points of damage. This acid eats through wood, leather, and chain mail in 1 round, and plate mail in 2. Each magical plus of an enchanted item adds 1 round to its survival time. In addition, the creature automatically delivers 4d8 points of damage each round it is encasing a victim. A creature reaching -10 hit points is dissolved, with not even a scrap of bone left behind.

Gray puddings are unusually susceptible to certain spells, provided those enchantments get past its magic resistance. These spells include *flesh to stone*, which acts as a *slow* spell on the pudding, and *airy water*, which alters the pudding's form enough to drown it in its own fluid mass in 2d4 rounds.

Dense Pudding

This variety of subterranean pudding has 10 Hit Dice and is always found at its maximum hit point total (80 hp). Slower than gray pudding, the dense variety has learned from its "relatives" to cling to the shadows and use surprise to its advantage by dropping on potential meals. Targets suffer a -2 to their surprise rolls. Dense pudding is easy to spot in the open because of its dark blue coloration and large size.

The secretions of a dense pudding are corrosive only to living flesh and cause 2d10 hit points of damage. In addition, the secretions are tainted. All those who are damaged by a dense pudding must make a successful saving throw vs. poison or succumb to a debilitating disease. *Cure disease* will negate these effects if cast within 48 hours of the infection.

Ooze, Slime, Jelly—Ghaunadan

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Very to High (12-14)
TREASURE TYPE:	J (B)
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1-4
ARMOR CLASS:	1
MOVEMENT:	12
HIT DICE:	5
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	3d4
SPECIAL ATTACKS:	Paralysis, <i>friends gaze</i>
SPECIAL DEFENSES:	Half damage from blunt weapons, disarming
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6')
MORALE:	Fanatic (17)
XP VALUE:	4,000

These vile, intelligent beasts are the loyal servants of Ghaunadaur, the god of oozes, slimes, and jellies. Ghaunadan are intelligent oozes that have full control of their semiliquid bodies. Ghaunadan can move, at half their normal movement rate, through small cracks, gratings, or even under doors. These creatures move at that same rate on walls and ceilings.

Further, a ghaunadan can control its body and change forms (for up to 15 hours at a time) to that of a humanoid creature; most appear as human males, but there are one or two rumored to have female drow forms. A ghaunadan requires one full round to assume or drop its humanoid shape, and, when in humanoid shape, it favors the colors and styles also worn by Ghaunadaur's priests: copper, amber, flame-orange, russet, plum, purple, lilac, and lavender.

Combat: In ooze form, a ghaunadan lashes out with two pseudopods, each successful attack inflicting 3d4 points of damage. Victims of this attack are struck with the ghaunadan's paralytic slime; each must save vs. paralysis at a +2 bonus or be paralyzed for 2d6 turns. Also, a ghaunadan's semiliquid body is resistant to bludgeoning blows (half damage from such attacks). In its ooze form, a ghaunadan can forego all physical attacks in a round and choose to mold itself around an opponent's weapon; when a successful attack hits the ghaunadan, the weapon sinks into its mass, but the ghaunadan firms its skin around the weapon, trapping it like a fly in amber. Characters need to make a bend bars/lift gates roll to free their weapons, or abandon them inside the ghaunadan.

The ghaunadan's humanoid form is a unique individual that is always pleasant to those beholding it (Charisma 15 or greater). If a humanoid ghaunadan looks into someone's eyes, its gaze has an effect identical to a *friends* spell that lasts as long



as the ghaunadan remains visible to its targets. If the ghaunadan leaves the area, or assumes its true form, the *friends* effect ends immediately. Note that a ghaunadan cannot form clothing, armor, or weapons from itself. Such items must be obtained from other sources. Victims of the ghaunadan are common targets for a creature seeking such items. A ghaunadan in humanoid form can attack with its pseudopods (stretching its arms and hands into blobs), but may choose not to reveal its true nature by doing so. In this case, a ghaunadan will make use of any available and appropriate weapons.

Habitat/Society: Ghaunadan live in any subterranean area where prey is accessible. They tend to live alone, though they often reside near (and lead) other slime- or ooze-based creatures.

Ghaunadan also actively serve their god. Groups of ghaunadan can be found in areas where foes of Ghaunadaur are active.

Ecology: Ghaunadan hunt by roaming the area where they live, be it cave, city, tunnel, or dungeon, until they spy prey or intruders. Ghaunadan then take humanoid form (to draw intended victims closer) or hide in ooze form until prey are within range of its melee attack. Ghaunadan cannot consume inorganic items such as armor, rings, or metallic weapons. Unless the ghaunadan makes use of these items in its humanoid form, these things are generally left where they were dropped by the ghaunadan's victim.

Myconid (Fungus Man)

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Communal
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Average (8-10)
TREASURE:	S (x2)
ALIGNMENT:	Lawful neutral

NO. APPEARING:	1-12; 20-200 in lair
ARMOR CLASS:	10
MOVEMENT:	9
HIT DICE:	1-6
THAC0:	1-2 HD: 19 3-4 HD: 17 5-6 HD: 15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 x HD
SPECIAL ATTACKS:	Spore Clouds
SPECIAL DEFENSES:	Poisonous Skin
MAGIC RESISTANCE:	Nil
SIZE:	T-L (2' per HD)
MORALE:	Steady (12) to Elite (13)
XP VALUE:	1 HD: 65 2 HD: 120 3 HD: 175 4 HD: 270 5 HD: 420 6 HD: 650



Myconids, or fungus men, are a race of intelligent fungi that live in the remote reaches of the Underdark. They are cautious creatures that deplore violence; myconids have no desire to conquer anybody and would prefer to be left alone.

Myconids resemble walking toadstools in human form. Their flesh is bloated and spongy and varies in color from purple to gray. Their wide feet have vestigial toes and their pudgy hands have two stubby fingers and a thumb on either side. Myconids' Hit Dice determine their social status and abilities. They have no spoken language.

Combat: Fungus men fight by clubbing with their clasped hands, causing 1d4 points of damage per Hit Die. Thus a 1-Hit Die myconid inflicts 1d4 points of damage, a 2-Hit Die myconid causes 2d4 points of damage, etc., up to the 6-Hit Dice king that inflicts 6d4 points of damage on a hit.

Myconids also have the ability to spew forth clouds of special spores. The number and kind of spores increase as they grow. As each myconid advances to another size level, it gains the ability to spray another type of spores, and the number of times per day that each spore type can be emitted also increases. A myconid can emit each of its spore types a number of times per day equal to its Hit Dice. For example, a 3-HD myconid (6 feet tall) can spray three types of spores, and it may use each type three times per day. These spore types include the following:

Distress: This spore type is used to alert other myconids to danger or a need for aid. The cloud expands at a rate of 40 feet per round, expanding to its maximum of 120 feet in three rounds. This ability is gained at the 1-Hit Die level.

Reproducer: These spores are only emitted at the proper time for growing new myconids so the population can be rigidly controlled. They are also automatically ejected by a dying myconid. This ability is gained at the 2-Hit Die level.

Rapport: These spores are primarily used in the melding process. However, they can be used by the myconids to communicate with other species, since the fungus men do not talk. A small

cloud of spores is aimed at one person; if the person fails a saving throw vs. poison (it can choose to fail), it can go into telepathic rapport, speaking mind-to-mind with the myconid as if it were normal speech. The range of this effect is 40 feet. The duration is a number of turns equal to the Hit Dice of the myconid. This ability is gained at the 3-Hit Dice level.

Pacifier: This type of spore cloud may be spewed at a single creature. If the creature fails its saving throw vs. poison, it becomes totally passive, unable to do anything. The affected creature only observes; it is unable to perform any action even if attacked. The range of this effect is 40 feet. The duration of this effect is a number of rounds equal to the Hit Dice of the myconid. This ability is gained at the 4-Hit Dice level.

Hallucinator: This type of spore is usually used in the melding ritual, but a myconid can project them at an attacker. The spore cloud may be shot at one creature, and if that creature fails its saving throw vs. poison, it suffers violent hallucinations for a number of turns equal to the Hit Dice of the myconid. Hallucinating creatures react as follows (roll 1d20):

D20 Roll	Reaction
1-10	Cower and whimper
11-15	Stare into nothingness
16-18	Flee shrieking in a random direction
19-20	Try to kill the closest creature

The range of this effect is 40 feet. This ability is gained at the 5-Hit Dice level.

Animator: This ability is gained at the 6-Hit Dice level, the level only the king may achieve. The king uses these spores to infect a dead animal or creature. A purple fungus quickly covers the corpse, taking over the dead body systems and putting it to work, animating the corpse to resemble a zombie (AC 10, Move 9, HD 1, hp 4, #AT 2, Dmg bony claws for 1-3/1-3). It is not undead and cannot be turned by priests. It always strikes last in a round. The body continues to rot and the fungus gradually replaces the missing parts, becoming specialized to take over their

Myconid (Fungus Man)

functions. Eventually, however, the decay proceeds too far, and the body stops functioning, able to rest at last. Animation takes place 1d4 days after infection, and the corpse is animated for 1d4 + 1 weeks before it decays. Animated creatures will follow simple orders given by the animator (with rapport spores) to the best of their ability. Orders take priority over self-preservation.

A myconid has a deathly fear of sunlight and will not willingly travel to the surface world. The exact effects of sunlight on a myconid are unknown, but they must be highly detrimental for the fungus men to fear sunlight as they do.

Habitat/Society: Myconid society is based on "circles," extremely tight social groups that are linked by group work and melding sessions. Myconid circles usually consist of 20 members: four of each size from 1-5 Hit Dice (i.e., four 1-HD, four 2-HD, etc.). Each community consists of 1d10 circles.

Each circle's day is rigidly structured: eight hours of rest, followed by eight hours of farming the fungus crops, followed by eight hours of melding. For the myconids, melding is entertainment, worship, and social interaction combined. The fungus men gather in a tight circle and the elder myconid release rapport and hallucinatory spores. The entire group then merges into a collective telepathic hallucination for eight hours. Myconids consider this melding to be the reason for their existence. Only distress spores will bring a circle out of its meld before the eight hours have elapsed.

The myconid king is always the largest member of the colony and is the only member at the 6-Hit Dice level. It is also the only myconid that is not the member of a circle. The other myconids regard separation from the circles with horror and pity the lonely king. The leadership role is thought of as an unpleasant duty, almost a condemnation. However, when the old king dies, the strongest 5-Hit Dice myconid always assumes the role of the new king. The king must remain outside of circles to retain objectivity and to pay close attention to the duties of leadership. The king animates guardians for the colony so the myconids need not commit violence. It coordinates the work schedule and pays attention to affairs outside the colony that could affect the fungus men. The king also practices fungal alchemy, brewing special potions that may be useful in times of trouble.

In general, myconids are a peaceful race, desiring only to work and meld in peace. There are no recorded instances of disharmony, or any sort of violence or disagreement between myconids. If forced into combat, they avoid killing if at all possible; violence adversely affects their melding.

Accord has never been reached between fungoid and humanoid. Each views the other as a disgusting threat; humanoids see myconids as ugly monsters. Myconids view humanoids as a violent, insane species out to conquer anything in their path, destroy anything they can't conquer, then go back down the path to make sure there isn't anything they forgot to destroy or conquer. Myconids find it difficult to believe that humanoids are not going to immediately use violence against them, and so they are very reluctant to deal with them. Given population pressures in the underworld in which the myconids live, further conflicts seem inevitable. If the myconids are approached in peace, it is possible that they will communicate, though they will be suspicious.

Myconids live in Underdark regions, which are large cavernous underground areas that range in size form a large cavern complex to an entire secret continent beneath the ground. Myconids try to find isolated spots away from civilized areas. These communities will usually be near water, for they like dampness. Work details sometimes patrol the Underdark, looking for signs of battles and unburied dead, which they bring to the king to animate; these are the only myconids that will be found outside

of their lair. A myconid community is arranged around mounds of moss-covered stones, on which the circle members sit when they meld, and on which they sleep. There will also be a large garden area; the myconids feed on water and small fungi, and the king uses the garden ingredients to make his potions. Dead myconid kings are buried with honor beneath the mounds, while dead myconids are buried near the gardens.

Ecology: Myconids are an unusual species of fungi. They grow fungi, which later decay, and the myconids feed from these soil nutrients.

A myconid has a life span of 24 years. It requires four years to grow to each Hit Die, thus a 1-Hit Die myconid is four years old, a 2-Hit Die myconid is eight years old, etc., to a maximum of 5 Hit Dice at 20 years of age. It requires a special regimen for a myconid to reach 6 Hit Dice (king).

A myconid king has the ability to brew magical potions from fungi. In addition to standard magical potions, a myconid king can brew the following:

Potion of Fungus Growth: This is used in times of population shortage, when myconid circles need their young members to grow quickly. This potion increases a myconid's Hit Dice by 1. It can only be used on a myconid once in its lifetime; repeated doses have no effect.

Potion of Fungus Healing: This potion only works on fungi. It heals 1d6 + 1 lost hit points.

Potion of Decay: This poison affects a humanoid creature as if it were a dead creature infected with purple fungi spores. The victim must roll a successful saving throw vs. poison or die, replaced within 1d4 + 1 days by a fungal intelligence friendly to the myconids, which lasts for 1d4 + 1 weeks before permanently decaying. A *cure disease* spell will prevent the victim's death if cast within three minutes of the infection. The combination of a *cure disease* spell and a *raise dead* spell will bring back victims of the fungus disease after 48 hours. This potion is rarely used by the fungus men.

Powders of Hallucination: This is used when hallucinatory spores are in short supply due to the death of 4- and 5-Hit Die members of the circles. It is also used as a defensive measure when myconids are certain they are going to be attacked; a powder is bundled and placed on a spider-silk film inside the entrance to their circle. Creatures of size M will break the powder free, affecting all creatures in a 20-foot radius as hallucinatory spores.

Potion of Anointment: This is the special regimen that enables a 5-Hit Die fungus to grow to 6 Hit Dice and become king. Growth is immediate and painful. It affects a myconid only once. It is poisonous to humans (successful saving throw vs. poison or die).

There is always one *potion of anointment* in the community. If other potions are indicated, consult the following table:

01-10	Another <i>potion of anointment</i>
11-20	<i>Potion of fungi growth</i>
21-30	<i>Potion of fungus healing</i>
31-40	<i>Powder of hallucination</i>
41-45	<i>Potion of decay</i>
46-00	Roll on standard potion table

Alchemists have found a number of uses for myconid spores, typically in poisons and potions of delusion. Other than their potions, myconids produce little of value to humanoid creatures.

Skeleton, Warrior

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	A
ALIGNMENT:	Neutral evil

NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	6
HIT DICE:	9+2 to 9+12
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon (+3 to attack roll)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	90%
SIZE:	M (6'-7' tall)
MORALE:	Champion (15)
XP VALUE:	4,000

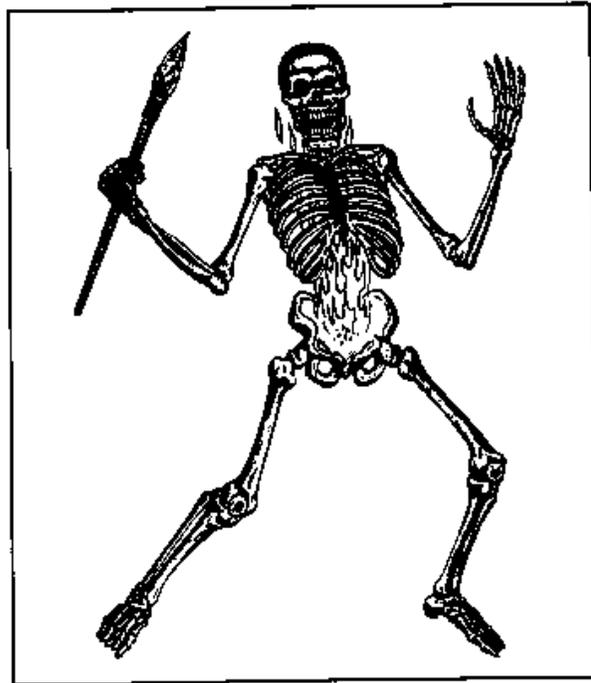
Formerly powerful fighters, skeleton warriors are undead lords forced into their nightmarish states by powerful wizards or evil demigods who trapped their souls in golden circlets. The sole reason that skeleton warriors remain on the Prime Material plane is to search for and recover the circlets that contain their souls.

A skeletal warrior appears as a cracked and yellowing skeleton covered with shards of decaying flesh. Its eyes are black holes containing pinpoints of reddish light. It is clad in the blackened armor and rotted trappings it wore in its former life.

Combat: Anyone possessing a skeleton warrior's circlet can control its actions, so long as the controller remains within 240 feet of the warrior. The controller is either in active control of the warrior or in a passive mode. When in active control, the controller can see whatever the skeleton sees, and he can mentally command it to fight, search for treasure, or take any other actions; however, the controller himself is unable to cast spells, move, or take any other actions while in active control. When in the passive mode, the controller can take any normal actions, but he is unable to see through the warrior's eyes: the skeleton warrior remains inert while the controller is in passive mode. The controller can change between the passive mode and active control at will.

The controller must have the warrior's circlet on his head in order to control the warrior. If the circlet is removed from the controller's head, he can no longer control the warrior; likewise, if the controller and the warrior are separated by more than 240 feet, the controller can no longer control the warrior. If the circlet remains in the controller's possession, he can resume control at a later time. But if the controller loses the circlet, either by accident or by a deliberate act, the warrior immediately proceeds toward the controller at twice its normal movement rate (12) to attack and destroy him. The warrior does not rest until it destroys its former controller or until control is re-established. If the warrior holds the circlet to its head, both the warrior and the circlet turn to dust, never to reappear.

When a character first comes into possession of a circlet, he is unlikely to be aware that the skeleton warrior is tracking him, unless he recognizes the circlet's significance. To establish control for the first time, the character not only must hold the circlet to his head, he must be able to see the warrior and concentrate on



the establishment of control for one round and then roll a successful Wisdom check; if he fails the Wisdom check, he can try again in subsequent rounds. Meanwhile, the skeleton warrior continues to approach, attempting to destroy the character and gain possession of the circlet. If his concentration is broken before control is established—for instance, if he has to defend himself against an attack—he must concentrate again for three rounds. Once control has been established for the first time, it can only be broken as indicated above. To be effective, the circlet cannot be worn with any other headgear; placing it in a helm, for instance, nullifies its powers, though the skeleton warrior is still aware of the circlet's presence.

Skeleton warriors usually fight with two-handed swords, but they can use other weapons as well. Skeleton warriors make all weapon attacks with a +3 bonus to their attack roll; this is an innate ability, the weapon itself is not magical.

Only magical weapons affect skeleton warriors. They have a 90% magical resistance. The mere sight of a skeleton warrior causes any creature with fewer than 5 Hit Dice to flee in panic. Skeleton warriors cannot be turned by priests.

Habitat/Society: Skeleton warriors are usually found near the areas where they died in their former lives, or where they were buried. A skeleton warrior usually has a sizeable collection of treasure, the remnants of a lifetime of adventure. Since a skeleton warrior is preoccupied with recovering its circlet, protecting its treasure is not a priority.

Ecology: Skeleton warriors are used by their controllers as bodyguards, servants, or workers. Since skeleton warriors are obsessed with their circlets and are therefore undependable, evil creatures and other undead seldom associate with them. Skeleton warriors do not eat, sleep, or perform any other physiological functions.

Vampire, Dwarf



Dwarves are a long lived race with an intense cultural hatred of the undead and their evil work. They regard death as the just rewards of a warrior and undeath as cheating a hero of his glorious end. For this reason, a dwarf vampire is perhaps the most awful of things. For its natural hatred of what it has become leads it to do great acts of evil.

Dwarf vampires, like all vampires, look much as they did in life. They are short and stocky, with long, white or silver beards, and heavy, rounded features. In most cases, they retain the trappings of the profession they held in life; a dwarf vampire who was a warrior is often found in full armor with a heavy battle axe or war hammer close at hand.

Dwarf vampires retain the knowledge of languages that they had in life. There is no language specific to these creatures save the dwarven tongue that served them before their deaths.

Combat: Dwarf vampires retain the courage and vigor that marked them in life. As such, they are deadly warriors who will often battle opponents for the sheer love of combat. Often, they will wield the weapons they loved in life, doing damage based on the type of weapon employed. Further, their status as undead has greatly magnified their physical power in most cases, so that all dwarf vampires are assumed to have a Strength score of 18/76. This gives them a natural bonus of +2 on all melee attack rolls and -4 on all melee damage rolls. Vampire dwarves retain their natural combat advantage (+1 bonus on all attack rolls) when battling orcs, goblins, hobgoblins, and so forth. Similarly, large creatures (like ogres and trolls) suffer a -4 penalty on their attack rolls against these smaller creatures. This ability exactly matches that presented in the *Player's Handbook*.

The most feared attack mode of these dark creatures, however, is their vitality drain. Each successful unarmed melee attack allows the vampire to drain 2 points of Constitution from its victim. This loss is permanent and will instantly modify the character's hit points and other related scores. Any character reduced to a Constitution score of 0 is instantly slain and rises again as a vampire of the appropriate

CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Very (11-12)
TREASURE:	F
ALIGNMENT:	Neutral evil

NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	9
HIT DICE:	9+3
THAC0:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4 or by weapon (+ STR bonus)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	S (4' tall)
MORALE:	Elite (13-14)
XP VALUE:	3,000 (+1,000 per 100 years of age)

ate type after three days (see Ecology).

Dwarf vampires have the natural racial abilities of dwarves: detecting grades, slopes, or newly constructed stonework 5 times in 6, detecting sliding or shifting walls or rooms 4 times in 6, and detecting stonework traps (including pits and deadfalls) or determining their approximate depth underground 3 times in 6.

Like their strength, the natural Constitution and inherent magic resistance of these creatures have also been increased by their contact with the Negative Material Plane. While this gives dwarf vampires a +5 bonus on all saving throws vs. wands, rods, staves, and spells, it also makes it impossible for them to employ magical items. Being undead, of course, they cannot be poisoned.

Dwarf vampires do not have the natural charm ability of human vampires, but are able to strike fear into the hearts of their enemies with but a gaze. In any combat round, the creature may employ this attack on any single foe, requiring them to make a fear check. Failure indicates that they have met the monster's gaze and been filled with supernatural fear and revulsion. Due to the power of this enchantment, the victim suffers a -2 penalty on this check.

While the vampire dwarf had a natural infravision in life, death has rewarded him with a far greater sense of sight. In addition to his normal 60-foot infravision, the vampire dwarf can see in all but absolute darkness as if in full daylight.

Vampire dwarves are even more resistant to physical and magical attacks than normal vampires. They can be hit only by +2 or better magical weapons, with all others passing harmlessly through them as if they were no more than vapor. Even if struck and harmed by weapons or spells, a vampire dwarf regenerates 4 hit points per round when in any subterranean area. Above ground, they regenerate only 1 point per round. If reduced to 0 hit points, a vampire dwarf is not slain. Rather, it is forced to employ its stonewalking ability and flee the combat. If it is unable to reach its coffin within 12 turns, the vampire merges with the stone around it and is destroyed. If it does reach its coffin, the foul vampire enters it and, after resting for eight hours, is restored to full health and power.

Holy water has no effect on these creatures, but water of a natural spring burns them for 2d4 points of damage per round. Immersion in a pool of water fed wholly by natural springs utterly destroys the vampire when it reaches 0 hit points. Holy symbols keep the creature at bay, although they do no dam-

age to it (even if pressed against the vampire's flesh).

Like all other vampires, these creatures are immune to all manner of mind-affecting spells. These include, but are not limited to, *sleep*, *charm*, and *hold*. As undead things, they are immune to any type of poisons or toxins and cannot be suffocated or drowned. Spells that do damage with cold or electricity do only half damage to the monster, but those employing fire have their normal effect. Unlike most other vampires, dwarf vampires are not harmed by sunlight. They are unable to regenerate when in full sunlight, however, and will go to great lengths to avoid entering it, for they find it painfully bright.

Dwarf vampires cannot assume the forms of wolves or bats as some other vampires can, but are able to summon any form of burrowing or subterranean creature to their aid. When they opt to do this, 10d10 Hit Dice worth of such animals will arrive within 2d6 rounds. The exact type of animals called depends on the area in which the vampire is encountered, but each vampire has its favorite type of animal.

Vampire dwarves have the ability to stonewalk at will. With this power, they are able to enter and walk through any thickness of stone or earth as if it were nothing more than air. It is not unknown for a vampire dwarf to lurk just beneath the surface of the earth and then spring up to attack those walking above it. The vampire can extend the magical aura of this power to allow it to bring any object it can carry with it when it stonewalks. Thus, a dwarf vampire could grab a victim and then employ its stonewalking power to sink straight into the earth and escape anyone in pursuit. A dwarf vampire affected by a *dispel magic* spell is unable to stonewalk for 2d4 rounds or until reduced to 0 hit points and forced into a stonewalking state. If a character manages to attack the dwarf vampire while it is employing this power, there is no change to the creature's natural defenses or vulnerabilities.

Dwarf vampires cannot cross a line of powdered metal even if they are stonewalking. They can take action to indirectly break the line, summoning rats to scamper through it, for example, but the dwarf vampire may never directly affect it. If there is even the slightest break in the line, however, the vampire can move past it with ease.

Dwarf vampires are unable to enter a structure that is not made in some part of stone or earth. Thus, a yeoman's home in the woods built wholly of logs would offer complete protection from the intrusions of a dwarf vampire while a mighty stone castle could be entered with ease.

Dwarf vampires can be turned as if they were normal vampires. As the years pass, however, and their contact with the Negative Material Plane strengthens and, when combined with their own natural resistance to all manner of magics, they become harder and harder to turn away. The most powerful and ancient of these creatures are reported to be almost impossible to drive away, no matter how strong the will of the turning priest may be.

Killing a vampire dwarf is a difficult proposition at best. The most sure way of ending the creature's dark unlife is to impale it through the heart on a natural stalactite or stalagmite. The body of the vampire can either be forced onto the stone or the stone driven through the body of the creature. Once the vampire has been killed in this way, however, it can be revived simply by removing the impaling object. In order to assure that the creature remains dead, its heart must be cut out, soaked in oil for three days, and then set alight. When the last flames of the fire have faded away, so too has the essence of the vampire.

Habitat/Society: Dwarf vampires seek out the deepest and darkest of subterranean lairs. They shun all contact with their kind, perhaps out of disgust or embarrassment over what has become of them. The only time they will seek out

other dwarves is when they wish to create a vampire companion or are in need of slaves for some evil deed.

Dwarf vampires are the most introverted of all the racial vampire types. They tend to keep to themselves and do not seek to amass power as do human vampires. This does not mean that they will become utterly isolated, however, for they are drawn to feed on the essences of the living.

Age	HD	Save	Ench	Fear	Turn
0-99	10 + 3	+5	+2	-2	Vampire
100-199	11 + 3	+5	+2	-2	Vampire
200-299	12 + 3	+5	+3	-3	Ghost
300-399	13 + 2	+6	+3	-4	Ghost
400-499	14 + 1	+6	+3	-5	Lich
500+	15	+7	+4	-5	Special

HD indicates the number of Hit Dice that the vampire has at a given age.

Save shows the bonus to the vampires saving throws versus wands, rods, staves, and spell.

Ench(antment) indicates the magical plus that must be associated with a weapon before it can harm the vampire.

Fear indicates the penalty that is applied to the fear check of those targets being attacked by the vampire's gaze attack.

Turn indicates the row on the Turning (Undead) table that is consulted for attempts to drive away these monsters.

Ecology: The dwarf vampire is a thing of darkness and evil that has no place in the natural world. It moves about, spreading death and suffering in an attempt to ease the misery it feels over having been doomed to an eternal life that it detests.

Those dwarves that fall prey to the undead will often become themselves undead. Three days after any character dies from the vampire's vitality draining, they will rise again if certain conditions are met. First, and most importantly, the victim must have been a dwarf. Vampire dwarves who kill elves or humans will not create new vampires, for only their own kind can be brought back to unlife by them. Further, the body must be intact. Second, the body must be placed in a stone coffin or sarcophagus and then entombed in some subterranean place. A typical burial service will meet this requirement, while placement in a crypt on the surface will not. Finally, the dwarf vampire must visit the body of its victim on the third night after burial and sprinkle the body with powdered metals. As soon as this is done, the new vampire is born. As with all vampires, it is now a slave to its creator.

Because they realize the torment that transformation into a vampire causes to dwarves, the vampire dwarf is reluctant to create others of its kind. Thus, it does this only when it feels that it need minions to help it carry out its acts of evil.

In many cases, the vampire will kill its minions after they have served it for a few months, freeing them from the suffering that it must endure. Such kindness and compassion seems out of place for these creatures, but many scholars believe that they still retain the last vestiges of their love for other dwarves and cannot bear to spread their suffering to others of their proud race. In most cases, the free-willed dwarf vampires of Ravenloft were created by masters who were slain before they could destroy their minions, leaving their creations to suffer in their place.

Both the MONSTROUS MANUAL tome and the RAVENLOFT boxed set go into great detail about vampires. The information presented in this overview is intended to complement, clarify, and enhance the text presented elsewhere.