

# **The Killing Grounds**

**A one round High Level  
LIVING CITY tournament (HUD3)**

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The settlement in the Underdark has been established. Now it is time to explore in search of the Orb of Protection.

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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. The Network requires four but that would be akin to suicide in the Underdark.

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

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

#### **Precast Spells Allowed in the High Level Campaign:**

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

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

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

4<sup>th</sup>: *stoneskin*

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

## **DM Information**

This module is the third in the High Level Campaign. During the first module at the GEN CON Game Fair 1998, the High Level characters were sent from Ravens Bluff to the Underdark to help in a number of tasks:

- ⇒ The reestablishment of the dwarven realm of Clan Brightsword.
- ⇒ The discovery of the ancient dwarven artifact, *The Orb of Protection*.
- ⇒ The protection and leadership of the troops and convicts that are doing the digging and exploration of the Underdark.

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

1. It is dark. The PCs can partially use infravision to get around, but it does not provide complete

information. Torches, lanterns, and *continual light* devices must be employed.

2. *Teleport* and other dimensional travel is impossible in the Underdark. PCs travelling to the Underdark can teleport to the mine entrance outside of the mountain, which is otherwise a four-day ride. But then it is an eight-day journey, on average, to the primary settlement. These eight days can not be reduced through magic as the magical radiations of the Underdark hinder teleportation and similar magics.
3. PC Wizards begin the game with fewer spells than their normal allotment. Immediately before this adventure, the PCs have been assumed to have cast certain spells during a rescue operation. Thus, they are missing the following spells:
  - ⇒ Two fewer 1<sup>st</sup> level.
  - ⇒ One fewer 2<sup>nd</sup> level.
  - ⇒ One fewer 4<sup>th</sup> level.
4. There is no shopping in the Underdark. PCs only have what they brought with them. Food, water, and healing are in limited supply and the PCs must participate in providing for the settlement. To this extent, all PC priests begin the tournament with: (this can only be altered if a priest cannot receive the spells in question)
  - ⇒ Three fewer 1<sup>st</sup> level spells (having used one *create water* spell and two *cure light wounds*).
  - ⇒ Two fewer 3<sup>rd</sup> level spell (used as a *create food and water* spell, and a *plant growth*).
  - ⇒ One fewer 4<sup>th</sup> level spell utilized as a *cure serious wounds* spell.

5. The Underdark campaign uses the rule of averages. If you take a 200-foot fall the damage is 20d6 which will be 70 points of damage. The players may ask you as a DM to roll, but if they will accept the average, then speed up play and use it. The same goes for lightning bolts and other spells; 10d6 becomes 35 points. If you have 20 attacks and need a 20 to hit you will hit once, etc.

In this tournament, the PCs are asked by the settlement commander, Field Marshall Blacktree, to explore various areas of the Underdark near the settlement. These areas are soon to be excavated by the many felons that were released from the Ravens Bluff prisons on work parole in the Underdark. The tournament is broken out into the following encounters:

#### **Introduction: Blacktree Briefing**

In what will become the standard for the High Level Underdark Campaign, the event will begin with a briefing from Lord Blacktree explaining everything that has occurred recently and what the settlement is currently doing. In this event, he also shows the PCs the current map of the Underdark (as the settlement understands it) and where he wants the PCs to secure. NOTE: Duplicate the map so that each player has his or her own copy for record-keeping. The area that Lord Blacktree wishes the PCs to explore lies about 550 ft. uphill and 4 miles from the settlement. They are very close to a huge cavern that the convicts named “The Passages of Man”, and where an outpost of Sarbreen was discovered.

#### **Encounter One: The Journey**

Nowhere is safe in the Underdark and the PCs must travel the four miles to the throat of the passages. Granted, the last mile will be in the Passages of Man but they must travel a good ways of unguarded passageways.

#### **Encounter Two: The Throat of Man**

Here the PCs have a choice of where to go. There are two arms and two legs. Each has its own encounter area. Encounter Two details the small guard post stationed here.

#### **Encounter Three: Right Arm**

The Right Arm of the Passages of Man travels upward, which should be surprising since most of the passages lead further into the ground. After about a mile of passage they find a small chamber, which appears to have been once part of some complex. A puzzling piece of wreckage might lead them further into the cavern.

#### **Encounter Four: Left Arm**

There is a good reason that the dwarves of Sarbreen had an outpost nearby. The passage of the left arm is usually patrolled by long-range drow patrols.

#### **Encounter Five: Right Leg**

The right leg of the passages is well protected by traps. The only issue with the traps will be the magic carried by the PCs. The traps are designed to kill anything evil that walks down it. These traps are actually a couple of miles down the passage, which has its own natural inhabitants. The end of the passage holds a surprise for most PCs since there is an establishment of a sort.

#### **Encounter Six: Left Leg**

The final passage opens after a mile into a series of caverns. These caverns hold many signs that they were

once part of Sarbreen. Unfortunately, they have been “mined” almost clean and the miners are still nearby.

#### **Conclusion**

The information that the PCs bring back to Lord Blacktree will interest him greatly. He does however, have one additional problem. A group of felons have disappeared along with their handlers. He wants the PCs to immediately verify what has happened to the felons.

#### **Encounter Seven: The truth of the Underdark**

The PCs can determine what has happened. However, they may or may not be excited to find out the truth. It seems that the dragon slain in the HLC1 module left a number of caverns unexplored. The local goblin tribe has come in force to take away the vast hoard unfound by the previous explorers.

**Conclusion (Really this Time):** Lord Blacktree is satisfied with the growth of the stockade and the findings of the PCs. He thanks them and offers them permanent positions in his organization if they do not intend to return to the surface.

## **Players’ Introduction**

*The stories from the Summer Festival were amazing. The felons who were perssed into digging service discovered, with the assistance of many Clan Brightsword dwarves, that Sarbreen was only a trading city of the dwarves. The true home of Clan Brightsword lay further in the ground in an area called the Underdark.*

*So the exploration moved into the Underdark, further than a citizen of Ravens Bluff had ever been. Here the exploration team found what they named “The Great Passage”, a sloping half mile wide cavern that went on without exit for over 20 miles.*

*Another huge natural cavern was discovered at the end of the Great Passage and adventurers were sent to discover a good place to settle in a place with shelter, food, and fresh water supplies. The settlement cavern is about seven miles from the end of the Great Passage and has some natural supplies. The army units began building there and with the help of the felons and dwarves, a basic settlement was constructed. The accommodations were less than succulent, but if Lord Blacktree could take it, so could the army. Surprisingly, Lord Blacktree started to gain the army’s admiration which had been missing for quite a while.*

*A regular shipment of people, items, and stories made its way back to Ravens Bluff each week. And the stories were amazing. It seemed each day brought a new surprise and discovery. Still, the city needed more adventurers to guard and lead in the Underdark. The army could defend a settlement, but it had no tactics against the strange and new creatures they had found.*

If the PCs don't want to go to the Underdark then it is not too late. Allow them to leave the table. If this drops the table below the minimum of FIVE players and no other players are available, the table must be consolidated with other tables or it can not play.

*So you stand before Lord Blacktree in his office. Actually it is a fairly ragged tent, ripped repeatedly by some attacking creature. Lord Blacktree stands to meet you, unshaven but still with a look of command.*

*“Some of you are new to the area. I thank you for coming. The Lord Mayor told me that she had the utmost confidence that the adventurers of the city would come to her need. She is truly an amazing woman; we are indeed lucky to have her organization. Not that I didn't like Charles of course.... I am sorry, I sometimes go on like that.”*

*A dwarf knocks and enters, “Here's the map you asked for General, I've got a copy and another is in your saddlebag.” With a quick salute he departs.*

*“I don't think we could get this far without the help of Clan Brightsword. To the earth it has been hundreds of years since they walked these passages. To them, it has been mere months. Forgive me, again I go on, my wife tells me that I have that bad habit. I guess she is right again. Here then, is the situation.” Lord Blacktree unrolls the map on an empty shipping crate in his tent.*

Hand out copies of the Players Map at this point.

*“We are here at the settlement.” Lord Blacktree begins pointing at the settlement cavern. “We have been digging here and here. The Passages of Man is at the end of the Great Passage. It is usually a dangerous journey back and forth. I need you to scout the passages we are calling the ‘Passages of Man.’ These exit the south edge of the Passages of Man. We need to know what is about five miles down each passage.*

*“I have a guard post just inside the passages of man, but they have not reported anything. Five miles might seem like a short distance, but believe me it isn't! Depending on the slope and inhabitants, five miles could take you between 12 and 24 hours to*

*navigate. If you come to an obstruction or encounter drow, try to estimate how far down the passage you were and the strength of the patrol. If you find a culture, give it some berth until I can request a diplomat from the city. Of course, I realize that circumstances may require your immediate action so I leave details to your own judgment. It is not easy for a general to leave any order to chance, but I have quickly learned that the Underdark requires different procedures. So do you have any questions?”*

The PCs might have certain questions, Blacktree's answers are below:

⇒ **If we find magic or valuables do we keep them?**

All items found must be returned here. Lady Amber's policy is that items belong to the adventurer who finds them unless they are deemed critical or historical to the Dwarves of Clan Brightsword. We have found hundreds of items so far and the dwarves have only claimed one, a stein they say was used by an ancient clan hero who they refer to as the ULDWARF.

⇒ **What do we do if we find the artifact?** Bring it back immediately and disregard the other passages. The sages tell us it is dangerous so be very careful. We will march it out of the Underdark as a unit to make sure it is protected.

⇒ **Is there anything you need in the settlement?**

Of course. I have been looking to fill a couple of vacancies. The first is for a brewer; a tavern is just what the men require. We also neglected to bring someone who was better with a needle and thread than our surgeon; a tailor would be a hero to my men. These posts are needed immediately. I would be willing to take applications now. They entail a one-year term with the army after which you will have the option to retire with honors or stay with us. If the search ends before that time and the city decides to abandon the quest in the Underdark you will of course be released with honor. If they send us back in, you would be obligated during that period.

At this point the PCs can walk around the settlement before leaving. It consists mainly of tents with the beginnings of walls on the facing side of the chamber. A good-sized waterfall provides an abundance of fresh water and a patch of mushrooms at least 8 feet tall. The patch extends for a distance and makes the staple of the Underdark diet. There is a pool at the base of the waterfall but there do not seem to be any fish in the water. The 40° temperature might have something to do with that.

## Encounter One The Journey

During this encounter the PCs will be ambushed while travelling between the settlement and the Passages of Man. Get a marching formation at the beginning of the encounter. The passage is wide enough to go six abreast if they wish.

*You make your way out of the settlement chamber and toward the Passages of Man. As you leave, you notice a large group of felons being escorted back to the settlement. They look beat, as do the guards watching over them.*

*As you pass one of the men will look your way, "Don't happen to have any water you could spare? Twelve hours... we must have been there at least twelve hours." The guards call for a five-minute rest break before continuing.*

The men and guards are exhausted. They don't know it but they actually worked for about 15 hours straight. Time is difficult thing to judge in the Underdark and the soldiers and prisoners are having tough time learning.

The speaker's name is Conrad. He was a thief and thug before he was caught, but has reformed in his time spent as a prisoner. Judge Hangman sentenced him to seven years on the Golden Ball. He was sure glad to be released from the Ball after only 15 months. It almost killed him. The work here was easy until they came down this far. Still, he thinks it is better for the city, and they are paying him. He has made friends with one of the dwarven engineers and hopes to work out a deal to stay with the dwarves after they reestablish the full kingdom.

The workers have been very successful. just today they uncovered a large dwarven wall in one of the chambers. The wall was extensively carved with the symbols of the dwarves. One of the older members of the Clan Brightsword claimed that this was part of the wall of kings, a wall in which the lordly symbol of each king was carved. One of the dwarves also found a carved stone rod which they believe may very well be one of the old dwarven *rods of lordly might*.

After about five minutes of role-playing the army members will slowly get to their feet. They work just as hard as the prisoners and are just as tired. The group slowly gets up, each helping each other.

*It is amazing how circumstance forge bonds that would normally never withstand the forging. Who would imagine that the army and the felons would see each other as equals and build such a good working relationship. Still wondering, you move further into the darkness. You wonder why Lord Blacktree does not just have continual lights cast down the passage to help guide the men and supplies.*

Have everyone in the party make an observation proficiency check roll, or half the average of their wisdom and their intelligence. Success in this roll will indicate a sharp reflection of light from over near the passage wall.

Closer inspection of the area reveals a narrow passage leading into a small cul-de-sac. (See the map at the end of the module.) The cul-de-sac is maybe three feet wide at the entrance and turns into a 40' by 20' chamber with gleaming gemstones and what appears to be a couple of glass bottles on the floor.

The description is 100% true. In fact, the chamber has two potions on the floor as well as a small glass figurine. The gemstones on the walls appear to be emerald-hued and in good quantity.

The problem is above the floor on the 12-foot ceiling are two black pudding colonies. They have been eating well and one will jump the first PC to enter the room the other waiting for the next two.

**Black Pudding (2):** Int Non (0); AL N; AC 6; MV 6; HD 10; hp 80; THAC0 11; #AT 1; Dmg 3d8; SA see below; SD see below; MR see below; SZ L (8 feet wide); ML special.

Puddings are have the ability to sense heat and analyze material structure from a distance of up to 90 feet. Deadly puddings attack any animals or vegetable matter on sight.

All deadly puddings are immune to acid, cold, and poison. Lightning bolts and blows from weapons divide them into smaller puddings, each able to attack exactly as the original pudding. Fire causes normal damage, as do magic missiles. Puddings can ooze through cracks that are at least 1 inch wide and can travel on ceilings and walls at the same speed as on a level surface.

If a pudding is split up so it becomes less than 3 feet wide, it becomes thinner but retains its 3-foot diameter. Because puddings do not use all of their mouth openings (which cover their exposed surfaces), the smallest pudding does the same damage as the largest.

Black pudding acid is highly corrosive, inflicting 3d8 points of damage per round to organic matter and

dissolves a 2-inch thickness of wood equal to its diameter in one round. Black puddings also dissolve metal. Chain mail dissolves in one round, plate mail in two; each magical “plus” increases the time it takes to dissolve the metal by one round (thus plate mail +3 takes two rounds to dissolve for being plate mail, plus three rounds for having a +3 magical bonus, for a total of five rounds).

Thus, those struck by a pudding will need to clean off their armor or clothing in a certain number of rounds or the items are dissolved. This does include magical items. Items that CAN be struck include cloaks, armor, shields, clothing, and weapons used against the pudding. This is perhaps an intelligent place to leave.

If the PCs destroy the puddings they find that the potions bottles are both labeled. In drow. If the party finds a way to read the labels, they read:

- ⇒ Elixir of Anti-Magic—when imbibed it removes all magical spells upon the imbiber. Value 800 XP
- ⇒ Philter of Water Elemental Form—for ten minutes the imbiber is able to turn into a water elemental. It takes one minute to change from one form to another. No immunities are given, but the special attacks are granted. The hit points and armor class of the imbiber do not change. Value 400 XP
- ⇒ The glass figurine is that of a small shield. Once per adventure the shield is able to produce a magical effect protecting the holder from 1d6 rounds of acid damage.

There are also 60 gems that can be easily taken from the walls. These gems are not emeralds, but are rather close. There are flaws in each of the gems taken from the walls. Each gem is worth 5-50 gp each.

## Encounter Two The Throat of the Passages of Man

Keep the PCs in order as they come into the large Passages of Man and the following encounter.

*“Halt, state your names and business!” shouts a human voice from the nearby darkness. “Come on, don’t keep us waiting!” the voice cries out again this time with just a hint of worry.*

There is a good-sized detachment of Lord Blacktree’s men. They have been on duty for a while and have

heard a couple of noises recently leaving them extremely paranoid.

**Army Soldiers (10) hm F3:** Int Average; AL LN; AC 5; MV 12; hp 25; THAC0 16; #AT 5/2; Dmg 1d8+3 (short sword (3/2)) / 1d6+1 (shortsword (19 THAC0)); SA nil; SD nil; MR nil; SZ M; ML 14 (normally, currently 10)

The army unit is lead by Sir Harold Rivensbane, a knight of the Golden Rooster. He begins to speak after the PCs identify themselves. He was closer to the unknown passages and takes a little while to come to the area that the PCs have come from.

**Captain Harold Rivensbane, Army of Ravens Bluff, Knight of the Golden Rooster hem F9 (Swashbuckler):** Int Exceptional; AL CG; AC -7 (*drowen bracers AC 1, dexterity, & swashbuckler bonus, ring of protection +2*); MV 12; hp 84; THAC0 5 (*drowen short sword +4*); #AT 2; Dmg 1d8+10; SA nil; SD nil; MR nil; SZ M (6’3” tall); ML 17 (charisma 16 – will aid morale value of his men)

The army is protecting the approach from the Passages of Man. Captain Rivensbane (Sir Harold) is one of the new Knights of the Golden Rooster having joined during the war against Myrkyssa Jelan. He briefs the PCs with what he has determined while here.

- The Right Arm: This passage has been very quiet although it does slope upward. Captain Rivensbane has patrolled down the passage for about 500 yards without encounter.
- The Left Arm: This passage has been the one with the strangest sounds. Some are very distant, and some sound close. He has a number of defensive positions outside this passage.
- The Right Leg: Sir Harold took it upon himself to use a magical item to detect for magic in the area. He detected strong magic from this area; thus he has NOT explored it. In fact, he responded by requesting assistance from General Blacktree.
- The Left Leg: There is something going on down this passage. Sir Harold is almost sure of it, although he can’t give a good reason. He just “feels” that something is very dangerous in this area.

If the PCs require anything else, they need only ask. However, if the PCs do not suggest it, Sir Harold will suggest a password for their return. He will leave it up to the PCs to determine what they would not forget. He

will make sure any replacements have the password if they have not returned yet.

**WHEN THEY RETURN:** The PCs will probably return through the central passage between side passages. When they come through, the garrison will have food and water for them. They are still on alert and challenge the PCs as they approach, asking for the password.

## Encounter Three Right Arm

The PCs have their choice of which passage to explore. When they explore the Right Arm, continue with the following.

Passage Notes:

- The passage moves upward at a slope of 1 foot per 1 yard moved forward. Thus when the PCs get to opening in the passage about 1 mile up the passage, they will have traveled about 1/3 of a mile up towards the surface.
- The slope is about 18.5°. Those with a dexterity of less than 8 will have trouble managing the journey up and down the passage.
- PCs with a dexterity of 7 have a 20% chance of suffering 1d8 points of damage coming down the passage and a 20% chance of suffering 1d3 damage going up the passage from stumbling and falling. A dexterity of 6 gives a 40% chance of the same damage.
- There are no side passages in the first mile of passage.

*You have been climbing the passage for at least a mile when it suddenly opens into a darkened cavern. You have had to stop and rest a few times because of the grueling steepness of the slope. Fungi providing bits of light in the passage do not seem to exist in the chamber.*

If the PCs do not already have a light source available, then they need to start a torch, lantern, or spell. Once they do, you may continue.

*As your light source begins to reveal the dark chamber you are surprised to see a giant standing not more than 30 feet away. Its axe shimmers as it swings towards you.*

The giant only seems to move through the trickery of the PCs' light. It is a huge 25-foot tall statue of a

dwarven hero carved and placed here hundreds of years ago by the dwarves of the Brightsword. There are ancient dwarven runes on the base of the statue.

If the PCs can comprehend languages they can read them. NOTE: The Read/Write Dwarven proficiency gives a 1/2 proficiency to read the ancient dwarven.

The runes state: "*Here lies Stonefist Gemsplitter founder of Clan Brightsword and Dwarven King*". If one of the **PC dwarves** played Housecleaning II (High Level) and received a special clan tattoo from Clan Gemsplitter, continue with the following. Otherwise, this chamber seems to have once been larger but now has mostly collapsed. Remember, only PC dwarves that played HouseCleaning II may trigger this effect.

*A white haze seems to seep out from the statue until stands a normal sized dwarven spirit. "Welcome traveller. I knew you would one day return to me. Even upon death, I had no fear that you would return. I gift you the tools of the clan, asking only that you become a brother to my brother and join me as a member of Clan Brightsword. If you agree, search at the base of the statue. There leis an elixer; the elders know where I have placed the other elixers. Travel wisely and may my strength flow through your blood."*

*The spirit seems to fade from sight as the mist seeps silently back into the statue of the dwarven King.*

If the spirit has spoken to a PC dwarf with the tattoo, (not a Clan Brightsword Dwarf) then they are automatically able to find a hidden cache at the base of the statue. In the cache are a set of Dwarven plate mail, a Dwarven battleaxe, and a silvery liquid in a glass vial. This is the elixer that Stonefist spoke of.

## Encounter Four Left Arm

When the PCs explore the Left Arm, continue with the following.

Passage Notes:

- The passage winds in all directions including up and down.
- There is a faint luminous fungus on the walls shedding just a little light.

- After almost 2 miles of twisting passages, the passage splits into four additional passages in a small chamber.

It is now important to note which PCs have the skill of Survival, Underdark. Those that do can make a surprise roll; those that do not are automatically surprised in the following encounter. Either way, the PCs **lose** the initiative in the first round as they react to the attack.

This is a major encounter in the tournament and should take a while to do correctly. Remember that unless the PCs are walking completely silently and in darkness, the patrol will be all set to attack and ambush the PCs. The patrol is made up of fairly experienced warriors from all the local drow houses. If the PCs cast *speak with dead* with any of them, contact Lee McClurkin for details at <McClurkinL@aol.com>.

The passage opens up into a small chamber with three passages leading out of the chamber. There is a very strong drow patrol awaiting the PCs here. The patrol just heard or noticed the PCs' light and have decided that an ambush is appropriate.

**SPECIAL NOTE:** All the drow are wearing drow boots and piwafwi, which give them a +6 save versus fire and are 75% effective equivalents of *cloaks* and *boots of elvenkind*. These items are NOT magical, nor are any of the drow armor or weapons. Only very slender elves can wear the armor or use the boots. This would be elves ranging from 5'4 to 5'9 and between 100 to 140 pounds in weight.

The drow use the following strategy with the warriors beginning the attack from about 30 feet in the air, levitating. They only stay for four rounds unless they are winning.

**Round One:** A volley of poison hand crossbow darts along with the highlighted spells from the drow wizards. Calimar casts his *chaos* as the front line pure fighters enter the battle. REMEMBER, all the drow are invisible when they first attack. The spells will be cast first then the crossbow bolts will fly. Note: Three drow spellcasters use *dispel magic* and three use *snilloc's snowball swarm* to get rid of the stonelines the PCs may have.

**Round Two:** Two drow will blanket the spell casting PCs in darkness as two others use faerie fire upon the melee warrior PCs. The other warriors will continue to

fire their weapons at the PCs while protecting the wizards.

**Drow Patrol (8) me F9:** Int Exceptional; AL CE; AC -4 (*buckler +2, drowen chain mail +1*); MV 12; hp 70; THAC0 7; #AT 2; Dmg 1d6+5 (*drowen short sword +2, specialization*); SA *dancing lights, faerie fire, darkness, levitation, know alignment, detect magic*, hand-crossbows (#AT 2; Dmg 1d3 + poison); SD 90% resistance to sleep and charm, 5 *stoneskins* remaining; MR 68%; SZ M; ML 17

**Drow Patrol (6) me F7/W7:** Int Exceptional; AL CE; AC -1 (*drowen chain mail +1*); MV 12; hp 45; THAC0 10; #AT 2; Dmg 1d6+4 (*drowen short sword +1, specialization*); SA hand-crossbows (#AT 2, Dmg 1d3 + poison), *dancing lights, faerie fire, darkness, levitation, know alignment, detect magic*; SD 90% resistance to sleep and charm, 6 *stoneskins* remaining; MR 64%; SZ M; ML 17.

Spells Remaining: *spidereyes, magic missile, enlarge, shocking grasp, web, detect invisibility, dispel magic, snilloc's snowball storm, lightning bolt, (stoneskin already cast)*

**Calimar (Leader) me F15/W17:** Int Genius; AL CE; AC -8 (*drow buckler +3, drow chain mail +3*); MV 12; hp 98; THAC0 0; #AT 5/2; Dmg 1d6 + 9 (str, specialization, *drow short sword +3*); SA hand-crossbows (#AT 2 Dmg 1d3 + poison), *dancing lights, faerie fire, darkness, levitation, know alignment, detect magic*; SD 90% resistance to sleep and charm, 9 *stoneskins* remaining; MR 80%; SZ M; ML 17.

Spells Remaining: *spidereyes, magic missile, phantasmal force, enlarge, shocking grasp, web, detect invisibility, ~~improved invisibility~~, melf's acid arrow, ~~non-detection~~, spectral hand, dispel magic, lightning bolt, slow, hand of darkness, (stoneskin already cast), fire shield, acid bolt x2, cone of cold, chaos; ~~true seeing, limited wish, mass invisibility~~, sympathy, trap the soul* Equipment: *dust of disappearance* 1 pinches (\* one pinch has already been used.), *ring of lore* (4 charges)

Calimar is here to simply watch. If attacked, he leaves to bring word to the rest of his House. He will not defend himself, but simply leaves via his precast *limited wish*.

**IMPORTANT NOTE:** If Calimar goes under 40 hit points, he is immediately teleported away to a safe location. This means that in order to kill him, the PCs have to do more than he has in ONE BLOW.

This patrol is far away from their cities and they attempt to send word back if things look bad for them. If they are winning hands down, they attempt to subdue or bind those PCs who have fallen to take back to their city for interrogation.

In other words, if you as a judge kill or knock out all the PCs, any that are not past -10 at the end of the fight will be bound and taken to the drow city. Record the data in the summary as it will be possible later to rescue prisoners. Rip up all the magic item certificates at the table and record what the player feels is his or her top five items on the summary form.

## Encounter Five Right Leg

When the PCs decide to explore the Right Leg, continue with the following.

Passage Notes:

- There are no light sources in the hallway. It is completely dark.
- About 500 yards down the passage it becomes magically dark.
- The passage is unnaturally flat, dwarves can determine that the passage has been magically carved out of the stone.

There are a dozen traps going down this long straight corridor. They are listed below in order and distance from the archway at the end of the corridor. Read each trap carefully because most of them are very specific in their qualifications.

**Trap 1** (150 yds): This is a simple *alarm* spell, which will ring an alarm in this area. NOTE: This will mean nothing to the occupants but it should put them on notice. The chances to detect this are a rogue's normal percentage to detect magic traps. It can not be removed. "TRADE" is the password.

**Trap 2** (175 yds): This trap is only triggered by the presence of anyone possessed. If a possessed individual enters the area a *dispel magic* (18<sup>th</sup> level) is cast.

**Trap 3** (300 yds): The presence of anyone or anything of evil alignment will cause a fire trap to explode doing 6d4+6 save for half damage.

**Trap 4** (370 yds.): All magical items begin to glow with a slight blue light. It can be dispelled but the *faerie fire* is cast at 18<sup>th</sup> level.

**Trap 5** (450 yds.): Any poison carried upon the creature or PC will be neutralized. A naturally poisonous creature will find their toxin is lessened and is +4 to save against.

**Trap 6** (500 yds.): Any extradimensional spaces will glow red for the next 2d10 rounds. NOTE: this *faerie fire* can be dispelled but is cast at 18<sup>th</sup> level.

**Trap 7** (600 yds.): If anyone of the drow race passes this point, a *magic mouth* appears on the wall. In drow it speaks the following words: "You are not welcome. Proceed no further or be destroyed. Courage will gain you only death."

**Trap 8** (625 yds.): If there is a drow among the PCs, the trap will be sprung and a pale green ray strikes the drow who must save vs. *disintegrate*. If they save, an *acid storm* will occur.

### **Acid Storm**

*Duration: 18 rounds*

*Area of Effect: 20' radius sphere*

*Saving Throw: 1/2 damage*

*This deadly spell unleashes a downpour of magical, gelatinous acid droplets. All creatures within the area of effect are coated by globs of gooey acid. The acid can be washed off only with wine, vinegar, or by a successful dispel magic (18<sup>th</sup> level) or similar spell. The acid remains present for 1 round per level of the caster, then vanishes.*

*Creatures coated by the acid suffer 1d4 hit points of damage each round during rounds 1-3, 1d6 points in each of rounds 4-6, and 1d8 points on each round thereafter. Creatures that successfully save vs. spell during the first round suffer only half damage from the acid for the remaining rounds. When the spell expires, no further damage is inflicted. Acid damage can be healed through any means except regeneration.*

There are two skeletal bodies here. They have elven skeletal features. Two potion bottles are on their skeletons. They are each labeled in drow, "extra-healing"

**Trap 9** (630 yds): Any spell cast within 30 feet of this glyph activates the glyph. The glyph is one of sunburst. This does 6d6 damage to all undead in the area and

requires a saving throw vs spell by all in the area against being temporarily blinded for 1d6 rounds.

**Trap 10** (700 yds.): This appears to be a simple trap. The floor of the passage is a pressure plate that causes the floor 15 feet ahead and behind of the pressure plate to fall away revealing a large 15-foot pit which will cause 1d6 points of damage to anyone falling in. Then 2 rounds after the pit opens, a *reverse gravity* is activated above the pit. Any flying or levitating PCs will need to make intelligence checks or be moved through the illusionary ceiling into a series of spikes that do 1d8 points of damage.

**Trap 11** (990 yds): Any creature which has shape-changed or polymorph must make a saving throw vs. spell with a penalty of -1 per level difference between the caster's level and 18<sup>th</sup> level. Failure results in the immediate return to their natural form.

At the end of the corridor is a large opening. The archway is full of a strange silvery mist and the opposite side is not visible. Magical means will not show what is on the other side. If the PCs proceed continue.

*The far side of the archway is a large worked cavern with three exits marked with ironbound doors. As you begin to take in the surrounding "room" complete with stone tables and chairs of various sizes, one of the doors open and a gnome enters the room. Seeing you her eyes go wide in terror as she quickly spins for the door, screaming, "Visitors! We got visitors, get the Mistress!" Two other heads pop up in the room and suddenly they all take off attempting to quickly leave the room.*

Allow the PCs to explore a bit or react to the gnome, they might be able to stop her or follow her. There are actually three gnomes in the area, so their statistics are listed here together.

**Restic, gf II/T1:** Int Average; AL CG; AC 6; MV 12; hp 5; THAC0 20; #AT 1; Dmg 1d3 (belaying pin); SA nil; SD nil; MR nil; SZ M; ML 4

**Harien, gm P1/T1:** Int Average; AL CG; AC 6; MV 12; hp 7; THAC0 20; #AT 1; Dmg 1d3 (belaying pin); SA nil; SD nil; MR nil; SZ M; ML 4

**Hobart, gm F1/T1:** Int Average; AL CG; AC 6; MV 12; hp 8; THAC0 20; #AT 1; Dmg 1d3 (belaying pin); SA nil; SD nil; MR nil; SZ M; ML 4

If the PCs catch the gnomes they have 2d4 rounds to question them before you should continue with the next boxed text. They know the following pieces of information and they are extremely nervous about the whole thing.

- They serve the owner of the shop and they were not even supposed to be anywhere near the portal.
- The mistress is a nice person, yes, that is right, very nice, not like the master.
- She is probably coming and they will be punished for being in the area.

The gnomes if able to move will cry and plead with the PCs to let them go, they don't want to be punished like the others. Even if the PCs agree to let them go, the mistress appears before the gnomes can get away. NOTE: She is levitated and moving slowly across the floor.

*The door silently swings open as a cloaked figure floats forward into the room. She looks at the cowering gnomes and lifts her hand. There is a flash of blue light and as the light clears there is nothing left of the gnome(s) other than a small puddle of liquid. "So, you braved the traps and came into my lair. What business do you bring to me today." the feminine voice softly says. Before you can answer, she lifts the hood of her cloak to reveal the stark white hair of a female drow.*

Obviously, the PCs might just decide to attack immediately. That would not be wise, but it is possible. If that is the case, Talabrina will attempt to destroy the PCs immediately, without concern for the chamber they are in. If one attacks, they all die. She first uses her *holy word* spell then her wands and weapons. Also, if she is attacked, a loud noise and light is heard and seen from behind the PCs. Any PC who turns to look is affected by the following trap.

Trap 12: The PCs attacking has triggered two symbols to appear on the wall. The symbols are *symbols of death*. Each symbol kills one or more creatures, whose total hit points do not exceed 80. (These were cast as 19<sup>th</sup> level magic)

**Talabrina Xorlarrin, 5<sup>th</sup> House of Menzoberranzan drow female F14/Sp16 (Lloth):** Int Genius; AL CE; AC -10; MV 12; hp 104; THAC0 -1; #AT 3 (6 due to bracers for three rounds); Dmg 1d6 + 9 (*drowen short sword* +5) x2 / *fellblade* x1 damage is special; SA *dancing lights, faerie fire, darkness, levitation, know alignment, detect magic, clairvoyance, detect lie,*

*suggestion, dispel magic, magic missile* (twice per day 4 missiles each attack); *SD spell turning* (first spell that goes through her Magic Resistance), 90% resistance to sleep and charm; MR 82%; SZ M 4'8" tall; ML 16.

Equipment: House Insignia (Xorlarrin): *Ironguard (currently active), dispel magic, tongues, monster summoning VI, Bracers of Blinding Strike, Drowen Chain mail +4, wand of acid bolts [24 charges] (does +1 per die of damage), wand of magic missiles [43 charges] (does +1 per die of damage) [she must roll to hit], wand of frost [31 charges] (does +1 per die of damage) [she can not use - wizard's only]; Spells Remaining: holy word, word of recall, heal, heal, rock to mud, flame strike, dispel evil, protection from lightning, spell immunity (magic missile \* active), free action (\* active), cure serious wounds, hold animals, prayer, stone shape, slow poison (\* active), warp wood, goodberry, aid, withdraw, obscurement, cure light wounds (x4), bless, command, create water, contingency (fellblade (if attacked) \* already active)*

**Improved fellblade**—*This spell brings into being a smoky gray, blade-shaped bar of force (up to 4 feet in length). If the wielder is slain then it disappears. The blade strikes once per round normally (she gets two if she is using the blinding strike).*

*The blade can drain from any creature it hits the exact hit points necessary to heal all the current damage to the sword-wielder, up to the maximum possessed by the target. If she is uninjured, she waits to attack when she becomes injured. If she is not injured at the end of the round, the weapon can still inflict 2d4+4 points of damage.*

NOTE: She is only able to have one house insignia power active at any given time. If she summons a monster using the house insignia it will automatically defend her. The monster is detailed below. Note: She already has four of the basilisks summoned into a back room of the complex. There are also three vrocks that are released to kill the PCs if she is attacked. They are currently in gemstones on a wrist bracelet. They automatically appear and attack during the second round of combat, they will still attack first in that round.

**Tanar'ri (True), Vrocks (3):** Int High (13); AL CE; AC -5; MV 12, Fl 18 {c}; HD 8; hp 56; THAC0 13; #AT 5; Dmg 1d4+7/1d4+7/1d8+7/1d8+7/1d6+7; SA spores, screech, first attack, dance of ruin; SD +2 weapon or better to hit, never surprised; MR 70%; SZ L; ML 18.

**Special Attacks:** Along with physical attacks the vrocks can eject spores once every three rounds of melee. This spray automatically inflicts 1d8 damage on all opponents within 5 feet. Once on a character they grow causing 1d2 damage per round for 10 melee rounds. The spores can be killed by a bless, neutralize poison, or similar spell. Slow poison just stops the growth. **THEY ALWAYS ATTACK FIRST IN THE ROUND, EVEN WITH WEAPONS OF SPEED.**

Once per battle, the vrock can emit a loud screech deafening all within 30 feet, stunning them for 1 round (constitution check to avoid the stun).

Vrocks can also use the following spell like abilities, *detect invisibility, teleport at will, detect magic, dispel magic, mirror image, telekinesis* and *mass charm*. They do not have their gating ability for this event.

**Greater Basilisk:** Int Low; AL N; AC 2; MV 6; HD 10; hp 60; THAC0 11; #AT 3; Dmg 1d6/1d6/2d8; SA see below; SD nil; MR nil; SZ L (8' long); ML 16.

**Basilisk**

Although it has eight legs, its sluggish metabolism allows only a slow movement rate. A basilisk is usually dull brown in color, with a yellowish underbelly. Its eyes glow pale green.

**Combat:** While it has strong, toothy jaws, the basilisk's major weapon is its gaze. However, if its gaze is reflected, and it sees its own eyes, it will become petrified itself, but this requires light at least equal to bright torchlight and a good, smooth reflector. In the Astral plane its gaze kills; in the Ethereal plane it turns victims into ethereal stone. These will only be seen by those in the Ethereal plane or who can see ethereal objects.

The Greater Basilisk attacks by raising its upper body, striking with sharp claws, biting with its toothy maw. The claws carry Type K poison (saving throws vs. poison are made with a +4 bonus). Its foul breath is also poisonous, and all creatures, coming within 5 feet of its mouth, must roll successful saving throws vs. poison (with a +2 bonus) or die (check each round of exposure).

Even if a polished reflector is used under good lighting conditions, the chance for a greater basilisk to see its own gaze and become petrified is only 10%, unless the reflector is within 10 feet of the creature. (While its gaze weapon is effective to 50 feet, the creature's

oddly-shaped eyes are nearsighted and it cannot see its own gaze unless it is within 10 feet.)

She uses her *word of recall* if she is damaged AT ALL, at the end of her attacks, leaving the creatures to finish the PCs off. If she does not feel threatened, she continues.

If the PCs manage somehow to kill her, a specially enchanted gem will attract (*sympathy* spell) the person that killed her. The gem has been magically inscribed with a *trap the soul* spell which traps the PC's soul and then disappears, back to Menzoberranzan and the 5<sup>th</sup> House. The PC does not get a save versus *trap the soul*, but does get a save versus the *sympathy*. If he or she makes the save, he or she feels attracted to the gem on her desk.... Anyone picking up the gem will be required to save or be trapped and taken away.

If the PCs do not attack, continue with the text below. Either way, a little better description might be in order, or asked for by a cautious PC. She is 4' 8" tall and 88 pounds. Her white hair is extremely long and her features are distinctive. PCs with local history proficiency feel her face is reminiscent of someone else in town. If they also make an observation check, the house insignia that she wears is the same that Hathmar Blademark wore in the city. If the PCs continue to attack, she deals harshly with them, showing no mercy. If they speak with her, she knows the following information:

- There are two drow cities in this area of the Underdark, she has had problems with them previously. (True)
- She did not harm the gnomes; they were just simulacrums of their original servants. All the simulacrums are instructed NEVER to enter this room. If one goes bad, it will never get better. (True, however she does not really know if they were the real ones or the simulacrums, nor does she care)
- She used a *dispel magic* to cause them to disappear. (False, she spoke a command word that triggered a contingency *disintegrate* on them)
- The originals still work for her elsewhere in the Underdark. It is a short distance but very secure. She uses this location to trade with the Underdark races, except for the drow. (True)
- She was aware that there was a number of active humanoids in the area: the goblins who followed the deep dragon Ub'Lick, kobolds, bugbears, orcs, and even a couple of tribes of trolls.

- The reason for many of the traps are the drow who will not leave the area alone despite the loss of many patrols, and a curious illithid that wondered in a while ago.
- The portal is only active while she is here but she has tried to keep the existence of the portal a secret from the evil races of the Underdark.

She has a number of items for sale. Most of them the PC will not be able to afford and since all their magic was identified, she knows about how much magic they are carrying. She has the following to offer.

1. *wand of acid bolts* [24 charges] (does +1 per die of damage) – cost: 9,500 gp plus three permanent item from the surface
2. *wand of magic missiles* [43 charges] (does +1 per die of damage) cost: 7,500 gp plus two permanent item from the surface
3. *wand of frost* [31 charges] (does +1 per die of damage) cost: 12,500 gp plus four permanent items from the surface.
4. *Potion of Magic Resistance* cost: 2,500 gp plus one item from the surface.

She is very picky about what she wants in trade. She accepts drow-made items and surface magic for these items. Below are the trade values of the drow items.

Drow Crossbow: Is worth 50 gp.  
Piwafwi: Each is worth 500 gp.  
Drow Boots: Each is worth 250 gp.

Drow Chain mail +1: Is worth 750 gp.  
Drow Chain mail +2: Is worth 1,000 gp  
Drow Chain mail +3: Is worth 1,500 gp

Drow Buckler +1: Is worth 500 gp  
Drow Buckler +2: Is worth 750 gp  
Drow Buckler +3: Is worth 1,000 gp.

Drow Short sword +1: Is worth 600 gp  
Drow Short sword +2: Is worth 1,250 gp.  
Drow Short sword +3: Is worth 1,500 gp.

The PCs can trade additional surface items if they wish. She evaluates them at 70% of the standard trading value. Most likely PCs will not trade any additional items, but it is possible. Attach any certificates traded for the items to the item's certificate. These items are not valid without the attached traded-away items.

The PCs might have other questions, or might ask to see the rest of the complex. She will not allow them to. If they have slain her, each receives the mark of House Xorlarren upon them; hand out of the certificates at the end of the module. Her items and the other trade items may be taken although some of her items have significant curses upon them.

## Encounter Six Left Leg

When The PCs decide to explore the Left Leg, continue with the following.

Passage Notes:

- This is a very rough passage and parts of many of the walls have collapsed.
- Any massive destructive spell cast in the hallway will have a 25% of causing a rockfall dealing 6d8 damage to all within 60 feet of the spell.
- There are small collapsed areas of rock along the way which must be cleared. There are eight such areas in the passage each taking 1d4 hours to clear unless magic is used.

Make sure to play out the clearing of the rock and rubble and the time factor of how long the PCs take to clear the area. This will affect spell effects and regeneration of the PCs.

When the PCs have cleared the rubble in the eight areas and bypassed the rockfall, continue with the following text:

*The passage opens to a width of thirty feet as the sounds of movement can be distinctly heard from up ahead.*

Below is the description of the cavern from which the sounds are coming. It is up to you to determine how and when they see the area.

*The chamber is very large and full of strange white roots extending out of the floor, walls and ceilings. Currently a number of creatures move about the chamber harvesting roots. Their movement is slow and deliberate and they seem not to notice you. There are many different races digging at the roots including what appears to be a few drow, moving as sluggishly as the others.*

The PCs can approach the “miners” without incident unless they get within twenty feet. When they do, the creatures attack. These are the slaves of the mind flayers and have been sent here to gather roots and minerals. They are under orders to attack anyone that gets within twenty feet. The creatures are varied and their statistics are listed separately below.

**Drow Slaves (6) F4:** Int non; AL CE (intellect devourers inside); AC 8; MV 12; hp 38; THAC0 15; #AT 3/2; Dmg 1d8+3; SA nil; SD 90% resistance to sleep and charm; MR 58%; SZ M; ML 20.

**Svirfnebli Slaves (12) F3:** Int non; AL N; AC 10; MV 9; hp 34; THAC0 17; #AT 1; Dmg 1d4+2; SA nil; SD nil; MR 20%; SZ M; ML 20.

**Duergar Slaves (10) F2:** Int non; AL N; AC 8; MV 9; hp 28; THAC0 18; #AT 1; Dmg 1d4+6; SA nil; SD +5 to save vs. magic; MR nil; SZ M; ML 20.

**Orcs & Half-Orc Slaves (30) F2:** Int non; AL N; AC 10; MV 12; hp 12; THAC0 19; #AT 1; Dmg 1d8+1; SA nil; SD nil; MR nil; SZ M; ML 20.

The drow slaves are special. The mind flayers have sent a number of special guardians with this group to protect the others and take care of unusual developments. Unfortunately, the PCs count as unusual developments.

Once the drow are slain, the creatures make themselves known to the PCs. If the combat is going on, the PCs will need to make a 1/2 observation check or 1/2 intelligence check to notice that the brain cases of the drow split apart when one is killed and a creature emerges from the brain case.

**Intellect Devourers (6):** Int Very; AL CE; AC 4; MV 15; HD 6+6; hp 30; THAC0 13; #AT 4; Dmg 1-4/1-4/1-4/1-4; SA psionics, stalking; SD +3 weapon needed to hit; see below; MR nil (see below); SZ T (6” long); ML 18.

The term “intellect devourer” refers only to this creature’s adult form; its larva is an ustilagor. Both resemble a brain on four legs. The body of the intellect devourer has a crusty protective covering, and its legs are bestial, jointed, and clawed. Though both forms are about brain-sized, the adult can use psionics to alter its size.

Combat: The adult form prefers to attack with psionics, though its three-taloned paws can all be used in the same round, as the creature jumps on an opponent and rakes.

Aside from its regular psionic powers (see below), the adult intellect devourer has specialized forms of three psionic powers constantly in effect. Through a special form of energy containment, the intellect devourer is **immune to damage from normal and magical fires**, and **takes only one hit point per die of electrical damage**; a form of split personality is always in effect, **allowing the creature to attack with psionics and claws in the same round**. For purposes of this event the psionic attack will be considered a *domination* attack similar to the wizard spell of the same name. (5<sup>th</sup> level). NOTE: Some of the PCs may have either psionic companions or may be able to change into the psionic dragon form from a magical item found in A shot in the Dark Part I. If this is the case, run the psionic combat as below:

The intellect devourers can attempt to crush the minds of the other psionic beings in the area. They can not do this if the drow body is attacking in melee. Their chance to accomplish this is 5% with the following adjustments:

Against summoned abishi: +10%  
Against summoned erinyes: +3%  
Against the PC in dragon form: -2%  
Against PC in Deva form: -3%  
Against PC in Balor form: -3%

The intellect devourer is **immune to weapons with less than a +3 enchantment, and takes only 1 point of damage per hit from those weapons which can harm them**. A *death* spell has only a 25% chance of success, but *power word kill* is effective. A *protection from evil* spell keeps the intellect devourer at bay, and bright light (including that caused by fire) drives it away.

An intellect devourer hunts and stalks psionic creatures. After killing a psionic victim, it sometimes uses reduction to enter the body, devour the brain, and occupy its place. It reads the victim's mind as it devours it, then animates the body from within, using it to find other minds to attack and devour. (Intellect devourers can be used as components in items and potions related to ESP and mind control.)

The slave's brains are completely destroyed and only a *heal*, *restoration*, or *regeneration* will return one to health, although it still takes at least a tenday to

recover. If the PCs heal one, please mark it in the tournament summary page and specify which race they have healed. The slaves all have non-magical weapons and only by searching the brain cases of the drow can the PCs find anything in the room besides roots.

If they do search the brain cases of the drow they find the following treasure:

- A fiery oriental topaz worth 1,000 gp
- A golden yellow topaz worth 500 gp
- A white piece of jade worth 100 gp
- A violet crystal garnet worth 100 gp
- Two Deep Red garnets worth 500 gp
- A pale blue-green aquamarine worth 500 gp
- A potion bottle marked poison in the drow tongue. It is the typical sleep poison.
- A *scroll of protection from plants*
- A *wand of paralyzation* with 5 charges

The roots can be brought back to the settlement; they are very edible and act as a depressant, making it easier to sleep for those having a hard time adjusting to the Underdark.

Four other exits leave the chamber, all leading off for at least a mile each. The PCs are not meant to explore these at this time and should be discouraged from doing so. If they insist, they find a web of passages with no apparent occupants.

## Conclusion

This is to be used when the PCs have explored each of the passages of man.

*Lord Blacktree immediately escorts you to his tent. The settlement is still busy, hardly ever stopping work. Lord Blacktree still looks tired but his eyes sparkle as he prepares to hear your report.*

*“So, I hope you were able to explore the area. The sooner we establish what is in our area, the safer I will feel. Before you begin, let me get our mapmaker. The same dwarf you saw before enters Lord Blacktree's tent a few minutes later.*

*“The matter of artifacts General?” the dwarf asks expectantly.*

*“Oh yes, please show Hammerfell what you have found so we can get on with your report. This really could wait couldn't it?” General Blacktree asks, but the dwarf apparently waits for you.*

This is where the PCs ante up all they have found. The dwarf, named Hammerfell, will examine everything

and just shake his head. The key is to make sure that the PCs reveal all they have found. If they do not reveal all, they will get away with it, but mark the player and character name on the summary sheet.

*“Now that the treasure is taken care of, what can you tell me of the four passages?” Lord Blacktree says spreading out a copy of the map.*

The PCs should be able to fill in much about the area. Go ahead and FORCE them to roleplay the situation. “WE TELL HIM” doesn’t cut it! He wants to know the problems they faced, any creatures, their thoughts on safety, etc. Once the PCs have told Blacktree all continue with the following text:

*A soldier wearing the rank of Sergeant comes quickly into the tent, throwing a quick salute towards Blacktree, “Sir! The detail escorting the wounded felons to the healing pool has gone missing along with the felons! It might be a prison break Sir!”*

*Blacktree looks wearily at the soldier and then at you, “It is always something. Perhaps you could do me one last task before we allow you to take a break. The pool chamber is back a way, towards the surface. It is an amazing chamber, the pool actually heals the wounded and gives temporary vitality. I have had a number of requests to allow the workers and soldiers to bathe in its waters, but I have not the manpower to guard every chamber until I know which will require guards. Could you look into the missing men?”*

The PCs can decline. If so, Lord Blacktree calls back the men from the nearest two chambers including Captain Rivensbane to proceed to the chamber. Please indicate this in the tournament summary. If they do go to the chamber continue with the following encounter.

## Encounter Seven The Battle of Five

This encounter begins when the PCs reach the center of the chamber. (A diagram of the chamber is found in the appendix.) The death of the dragon has been felt in many parts of the underdark and many tribes have come looking for the vast treasure that the dragon was reputed to own. They have all arrived in roughly the same time frame and fight in the warrens around the dragon lair. It is up to the PCs to survive the battle while making sure that the major leaders are defeated. The pool area is of great importance to the settlement.

AS A DM you must determine how to proceed. Remember the law of averages; one out of 20 attacks will hit the PCs, even at an armor class -10. If the PCs use divination magic to scout ahead they can probably determine exactly how to take out the creatures quickly and efficiently. Also, remember the morale system. After a round or at the most two, the creatures (except for the oozes) will probably be thinking that going home and staying alive is better than dying here! The problem with the goblins is that they don’t have anywhere to run to!

*The gleaming white water shines as you enter the circular chamber. The warrens are quiet as you listen for the sounds of the lost patrol.*

Blood stains on the rock floor indicate bodies have been dragged down into the water. Below are the statistics for the creatures in the area. They all wait to see what the PCs will do. There are creatures in the water, that they expect to grab the PCs, so they watch.

If the PCs also wait for a while or use magic to view the areas around the chamber, they can discover the different creatures moving silently about in the dark, armed and ready to fight. The creatures are listed below:

### Army One: Orcs in areas C, D

**Orcs (45) F2:** Int Low; AL LE; AC 4; MV 12; hp 20; THAC0 18; #AT 1; Dmg 1d6+1 (shortsword); SA spears; SD 30’ infravision; MR nil; SZ M; ML 12.

**Orc Leader Torgril, F4:** Int Average; AL LE; AC 3; MV 12; hp 42; THAC0 17; #AT 3/2; Dmg 1d8+3 (battle axe); SA nil; SD nil; MR nil; SZ M; ML 14.

**Orc Shaman Koulour of Gruumsh, P5:** Int Very; AL LE; AC 2 (plate mail); MV 9; hp 38; THAC0 18; #AT 1; Dmg 1d8+1 (spear); SA spells, +1 bonus on attack rolls vs. elves; SD spells, cast *aid* on self once per day; MR nil; SZ M; ML 18.

Spells Remaining: *cause light wounds, darkness, heat metal, spiritual hammer, pyrotechnics*

### Army Two: The Derro Areas H, I

**Derro Soldiers (30) F3:** Int Very; AL CE; AC 5; MV 9; hp 36; THAC0 17; #AT 1; Dmg 1-3 + poison (light crossbow) or 1-4 (hook-fauchard); SA poison (2d6 damage) or off-balance; SD see below; MR 30%; SZ S; ML 12.

**Derro Sergeants (8) F4:** Int Very; AL CE; AC 5; MV 9; hp 43; THAC0 16; #AT 1; Dmg 1-3 + poison (light

crossbow) or 1-4 (hook-fauchard); SA poison (2d6 damage) or off-balance; SD see below; MR 30%; SZ S; ML 12.

**Derro Lieutenants (4) F5:** Int Very; AL CE; AC 5; MV 9; hp 50; THAC0 15; #AT 1; Dmg 1-3 + poison (light crossbow) or 1-4 (hook-fauchard); SA poison (2d6 damage) or off-balance; SD see below; MR 30%; SZ S; ML 12.

**Derro Captain F6:** Int Very; AL CE; AC 4; MV 9; hp 57; THAC0 11; #AT 3/2; Dmg 1-3 + poison (light crossbow) or 1d4+3 (hook-fauchard); SA poison (2d6 damage) or off-balance; SD see below; MR 30%; SZ S; ML 12.

**Derro General F7:** Int Genius; AL CE; AC 5; MV 9; hp 64; THAC0 9; #AT 2; Dmg 1-3 + poison (light crossbow) or 1-4 +6 (hook-fauchard); SA poison (2d6 damage) or off-balance; SD see below; MR 30%; SZ S; ML 12.

**Derro Savant W8:** Int Genius; AL CE; AC 2; MV 9; hp 50; THAC0 13; #AT 1; Dmg 1-3 + poison (light crossbow) or 1d6 club; SA poison (2d6 damage), spells; SD see below; MR 30%; SZ S; ML 12; Spells Remaining: *anti-magic shell, ice storm, invisibility (already cast), shadow magic, lightning bolt, ESP*; Equipment: *potion of fire breath, ring of protection +2*

Derro are a degenerate race of dwarven stature. They have been skulking in the Underdark for ages, but were discovered by the mind flayers only five centuries ago, and the drow shortly before that. The derro have made a name for themselves by their marked cruelty. It is said that a derro lives for just two things: to witness the slow, humiliating death of surface humans and demihumans, and the perversion of knowledge to their own dark ends.

All derro carry small, ornamental blades, called *secari*, which can be treated as daggers, but most use other weapons as well.

In combat, derro fight cunningly, with good tactics. They keep spellcasters from effectively using magic, and inflict minor wounds to eventually kill their opponents. Savants use their powers to confuse and frustrate, rather than to kill. Derro have poor infravision (30-foot range) but keen hearing (treat as the blind-fighting, nonweapon proficiency).

Derro keep slaves and attempt to capture intelligent opponents, when possible.

### **Army Three: The Slime Masters Area K**

This is actually a very small “army” being a priest of Jubilex and a few of his charges. They have hidden in the water and thus are even deadlier.

**Zorinca Priest of Jubilex P 12:** Int Genius; AL CE; AC 5; MV 12; hp 86 ( normally 78); THAC0 14; #AT 1; Dmg 1d8+1 (*bladeback mace +0*); SA spells; SD spells; MR nil; SZ M; ML 11.

Spells Remaining: *ooze friendship, command, cause light wounds, locate ooze, ~~sanctuary~~, enthrall, chill metal; hold person, ~~slow poison~~; animate dead, dispel magic, prayer, protection from fire; cause serious wounds, ~~spell immunity~~ (dispel magic), tongues, dispel good, true sight, animal growth, harm*

**Crystal Ooze (6):** Int Animal; AL N; AC 8; MV 1, Sw 3; HD 4; hp 40 (normally 30); THAC0 17; #AT 1; Dmg 4d4; SA poison; SD see below; MR nil; SZ M; ML 12.

This creature is a variety of gray ooze which has adapted to living in water. It is 75% invisible when immersed in its natural element. It is translucent, mostly glassy clear, with an occasional milky white swirl in its substance.

Crystal ooze strikes like a snake, then attempts to flow over a victim and exude its paralyzing poison. This creature does not corrode metal, but its poisons attack wood, cloth, and flesh. Unless a victim successfully saves vs. poison, he becomes paralyzed and will be consumed by the crystal ooze in a short time. When prey is reduced to -20 hit points, it is totally consumed. Crystal ooze cannot be harmed by acid, cold, heat, or fire attacks, but electricity and magic missiles inflict full damage. Blows from weapons inflict only 1 point of damage per hit. A wooden weapon must save vs. acid or dissolve and break.

### **Army Four: The Goblins Area F**

This is what is left of the goblins from the cavern originally. The key to getting the treasure hoard is going to be capturing a goblin or three alive. It should not be easy. Many of the other armies realize the same item and have begun the same process.

**Goblins (150):** Int Low; AL LE; AC 8; MV 6; HD 1-1; hp 4; THAC0 20; #AT 1; Dmg 1-6; SA nil; SD nil; MR nil; ML 7.

## **Army Five: The PCs**

Hopefully they know their own stats.

The battle had been going on for a while, but is quiet now. The groups wait in their respective areas planning another attack. The Slime Army has discovered the power of the water and now holds the pool. Bodies (tatters of clothing and bone only) float under the rock island. As the PCs enter, a goblin sentry calls out in goblin, "Another army comes to gets us!" They are on the ledge with the opening 90 feet above the PCs. After the goblin cries out, it will fall to the island, struck by a number of crossbow bolts from the derro on the ledge 40-feet up. A derro will fall to the water grazed by a orc spear thrown from the ledge 30-feet up and another thrown from 120 feet up. The derro struggles in the water being pulled down by some unseen force.

The PCs now have a number of options, some of them intelligent, others not. They can fight, they can take their pick moving up into the caverns and taking on creatures found. Each round of combat five goblins will be killed. That would make it seem like the PCs have thirty rounds to win the fight, but they don't! The goblins surrender to the strongest force other than the PCs after 20 rounds. If, in those 20 rounds, the PCs encounter the goblins, use the following box text:

*You come upon the decimated force of goblins. One spits at you, yelling in broken common, "We not care many you kill, never tell where treasure of god is!"*

Most likely the PCs will capture a goblin after that, but we can not be sure.

If the goblins surrender to another force, they kill the goblins and try to leave. This takes ten rounds.

The troop movements are as follows, although the armies will protect a line of retreat as well.

**Orcs:** Move into Chamber E, then encounter the goblins on round eight, unless the PCs attack them.

**Derro:** Move into Chamber G, then encounter the goblins on round ten, unless the PCs attack them.

**Slime Master:** Stays underwater. It spells the end of the goblins if the PCs attack here first. They attack anyone leaving with goblins, coming up out of the water.

**Goblins:** They attempt to scout out paths of escape but end up only leading the other armies to them.

If the PCs leave the fight to the creatures and await the victor, a half-strength group of derro will try to fight their way out of the chamber with their goblin prisoners. The slime master will attack them and the PCs will be caught in between.

## **The Real Conclusion**

If the PCs interrogate the goblin, they get nothing. The surviving goblins are protected by their deity. They must be brought back to the camp. In other words, the dragon treasure will not be discovered in this module.

*General Blacktree is visibly upset at the loss of more men and the obvious intrusions of the creatures of the Underdark. "I had worries about this. The latest letter from Mayor Thoden tells me that the army is still dealing with the wandering humanoid army of Myrkyssa Jelan and I will not yet be able to request more men. Therefore, I am willing to offer you a promotion in the army for a six-month enlistment. Please consider my offer, an escort will be available in the morning to lead you back to the surface if you can not stay and help."*

If a PC wishes to stay with Blacktree, they cannot participate in the regular campaign for six months of player time. This is only available to those playing it at the original convention, ANDCON. If they choose this option at other times, they are out of play except in high level tournaments until April 1999.

## **This Ends The Killing Grounds**

## **Experience Point Summary**

NOTE: All experience is discretionary on the part of the judge. You can literally give the PCs nothing to the full amount depending on their roleplaying and how much you had to give them. Give PCs different amount in each encounter. Each PC can get a different award.

### **Player Introduction:**

Any PC that signs on to work in the stockade for the one-year period. 1000 xp

### **Encounter One:**

Defeating the black puddings 500 xp

#### Encounter Two:

Depending upon the PCs' actions in dealing with Captain Rivensbane and his reports of the passages 0-200 xp

#### Encounter Four:

Defeating Calimar the drow leader 1500 xp  
Per Drow Fighter-Wizard defeated (1200 max) 200 xp  
Per Drow Fighter defeated (2000 max) 250 xp  
For surviving Calimar's trap the soul trick (individual only) 500 xp

#### Encounter Five:

Per trap set off -100 xp  
For NOT attacking Talabrina 300 xp  
For getting information regarding the area from Talabrina 200 xp  
For defeating Talabrina 3500 xp

#### Encounter Six:

For defeating the slaves 250 xp  
Per slave restored to sanity (1000 max) 500 xp  
For defeating the intellect devourers 4500 xp

#### Conclusion One:

For revealing all the items. NOTE: This is awarded to all PCs that are honest. Do not penalize them if they DO NOT KNOW another PC has hidden an item. 200 xp

#### Encounter Seven:

For surviving the final battle. 1500 xp  
For defeating the leader of the Derro 200 xp  
For defeating the leader of the Orcs 100 xp  
For defeating the Slime Master 1200 xp

**Maximum Experience Possible: 19,150 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.

- *elixir of anti-magic*—when imbibed it removes all magical spells upon the imbiber. Value 5,000 gp
- *philter of water elemental form*—for ten minutes the imbiber is able to turn into a 12-HD water elemental. It takes one minute to change from one form to another. No immunities are given, but the

special attacks are granted. The hit points and armor class of the imbiber do not change. Value 3,000 gp

- *figurine of acid resistance*—The glass figurine is that of a small shield. Once per adventure the shield is able to produce a magical effect protecting the holder from 1d6 rounds of acid damage.
- *dwarven platemail*—this is standard Dwarven plate mail as described in *Arms & Equipment Guide*. It has the emblem of the Realm of Glimmering Swords etched into the breastplate and worked in gold.
- *dwarven battleaxe*—this is a standard Dwarven battle axe as described in *Arms & Equipment Guide*. It has the emblem of the Realm of Glimmering Swords etched into the axe head and worked in gold.
- Two *potions of extra-healing*
- *wand of acid bolts* (24 charges)—This wand fires bolts of acid up to 200 yards. Casters must roll to hit using their THAC0. On impact, the bolt forms a 10' radius sphere of acid, and explodes outward in a burst of liquid. Creatures struck by splashes from the acid bolt (20' radius) take 2d4+2 damage. Creatures struck directly suffer 4d4+4 damage, and all items worn or carried must make saving throws. Direct hits do damage for 1d4 rounds. Splashes do not carry over. This wand is not rechargeable.
- *wand of magic missiles* (43 charges) —this wand is not rechargeable
- *wand of frost* (31 charges) —this wand is not rechargeable
- A fiery oriental topaz worth 1,000 gp
- A golden yellow topaz worth 500 gp
- A white piece of jade worth 100 gp
- A violet crystal garnet worth 100 gp
- Two Deep Red garnets worth 500 gp
- A pale blue-green aquamarine worth 500 gp
- A potion bottle marked poison in the drow tongue. This bottle contains enough sleep poison to coat 12 hand crossbow darts, 8 arrowheads or crossbow bolt heads, or a melee weapon two times. The poison requires a saving throw vs poison to avoid falling aspell for two turns.
- *A scroll of protection from plants*
- *A wand of paralysis* with 5 charges. This wand cannot be recharged
- *bladeback mace +0, +2 in the Abyss*—this mace does 1d8+1 points of damage (+2 in the Abyss). It requires its own weapon proficiency; mace proficiency will not allow use of this weapon. It is

a bladed weapon, so characters who cannot use bladed weapons cannot use this mace.

- *potion of fiery breath*
- *ring of protection +2*

### **Consequences & Rewards**

There are dire consequences if the PCs kill either Calimar or Talabrina.

If the PCs kill Calimar then that PC will be marked by the 5<sup>th</sup> house for death. They will be watched and eventually, a large group of drow will appear to kill the transgressor. Give the PCs the certificate attached and the story it contains.

If the PCs kill Talabrina, it is much worse. The 5<sup>th</sup> house of Menzoberranzan will bring her back from the dead and she will be coming for them. The curse that Lloth places upon both Talabrina and the PC that kills her will be sent to the PC based on the information contained in the summary form. It is also possible that the PC has had their soul trapped.

There are also some rewards. Lord Blacktree recommends each knight for a chivalry point if they have met at least three of the following criteria. A Knight may not be awarded both a chivalry point and an honor, and honors come first. Any knight or squire who does not earn one of the honors listed below may earn a chivalry point.

1. Defeated the slaves and intellect devourers opening a new food source to the settlement.
2. Parlayed and determined what assistance Talabrina could be to the settlement, getting the information she provided regarding the drow cities.
3. Treated Captain Rivensbane with the appropriate respect and courtesy due a knight of the city and officer of the army.
4. Defeated the enemy leaders retaking the dragon's lair for use by the settlement.

The following knightly honors are also available in the tournament. A maximum of two honors may be awarded although one of the two must be the Gold Cloak Pin. Thus a PC might earn an honor and then die thus earning two honors.

All Knights should have their Knights Record marked to indicate that they participated in this event. In place of the honor or chivalry simply indicate how much experience the Knight earned during the event.

- To any knight that is slain during the mission is awarded the *Gold Cloak Pin*.
- A Knight of the Hawk may be awarded the *Bronze Hawk Ring* for gaining the information about the area around Ravens Deep from Talabrina.
- A Knight who risks his or her own life (seriously now!) to save the life of fellow knights in battle may be awarded the *Oak Leaf Crown*.

# Killing Grounds DM Summary Page

Please fill out the form if this event is played AndCon '98. Return to Dan Donnelly.

1. Did the PCs defeat the Drow Patrol? Yes No  
If Yes, did any of the Drow escape? Yes No  
If No, were any of the PCs captured? Yes No

Who? Player Name: \_\_\_\_\_ RPGA #: \_\_\_\_\_  
Character Name: \_\_\_\_\_ Top Five Items: \_\_\_\_\_  
Who? Player Name: \_\_\_\_\_ RPGA #: \_\_\_\_\_  
Character Name: \_\_\_\_\_ Top Five Items: \_\_\_\_\_  
Who? Player Name: \_\_\_\_\_ RPGA #: \_\_\_\_\_  
Character Name: \_\_\_\_\_ Top Five Items: \_\_\_\_\_  
Who? Player Name: \_\_\_\_\_ RPGA #: \_\_\_\_\_  
Character Name: \_\_\_\_\_ Top Five Items: \_\_\_\_\_  
Who? Player Name: \_\_\_\_\_ RPGA #: \_\_\_\_\_  
Character Name: \_\_\_\_\_ Top Five Items: \_\_\_\_\_  
Who? Player Name: \_\_\_\_\_ RPGA #: \_\_\_\_\_  
Character Name: \_\_\_\_\_ Top Five Items: \_\_\_\_\_

2. Did the PCs heal any slaves of the mind flayers? Yes No  
If yes which race or races: \_\_\_\_\_

3. Did any PC pocket treasure without showing it to Blacktree? Yes No  
Player Name: \_\_\_\_\_  
Character: \_\_\_\_\_  
Player Name: \_\_\_\_\_  
Character: \_\_\_\_\_  
Player Name: \_\_\_\_\_  
Character: \_\_\_\_\_

4. Did the PCs decline to help Blacktree in the first conclusion? Yes No

5. Did the PCs capture the goblins after defeating the other armies? Yes No

If no, which race captured the goblins? \_\_\_\_\_

6. Did any PCs die permanently (do not include those captured)? Yes No

If yes, which ones: \_\_\_\_\_

7. Did the PCs capture or kill Calimar? Yes No

If yes, which PC killed/captured him? \_\_\_\_\_

8. Did the PCs capture or kill Talbrina? Yes No

If yes, which PC killed her?

Player Name: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_

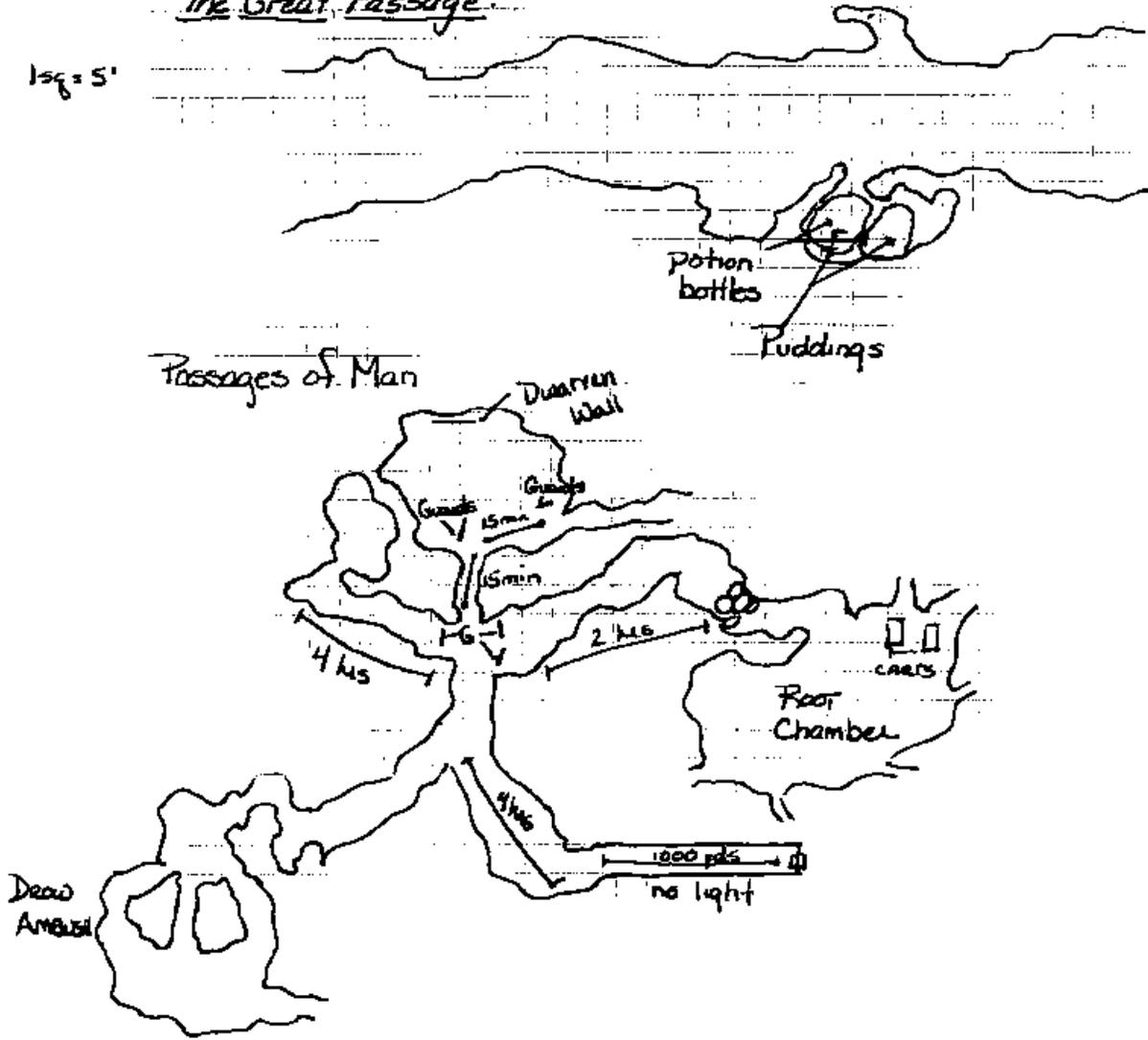
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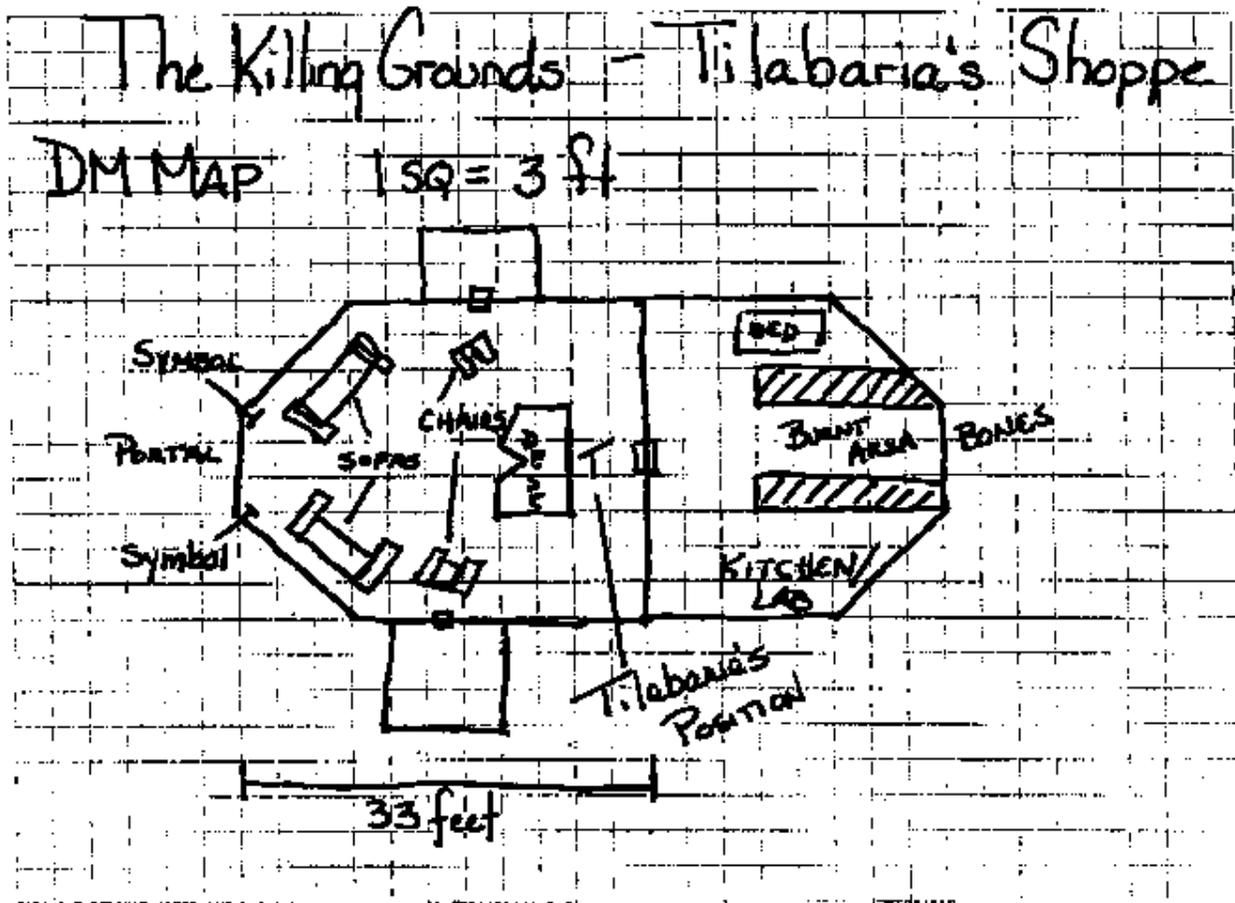
Email Address: \_\_\_\_\_

# The Killing Grounds - DM MAPS

## The Great Passage:

1sq = 5'



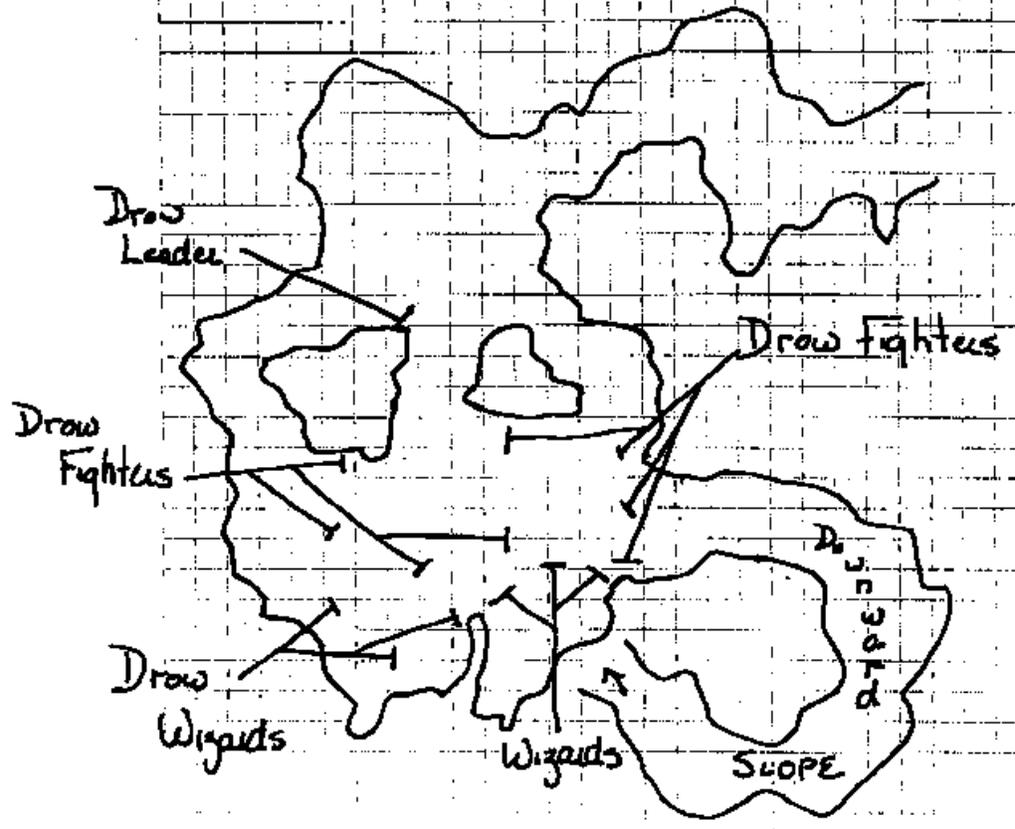


!Candle\*

# The Killing Ground - DM Map

Draw Chamber

1 sq = 5 ft



# Underdark Map (The Killing Grounds)

## PLAYCE'S MAP:

