

The Mines of Sarbreen

Part One

A ONE ROUND HIGH-LEVEL LIVING CITY TOURNAMENT

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An exploration of the former mines of Clan Brightsword and a far distant outpost called the Redoubt.

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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 card with his name and his character's name in front of him/her. 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 capsulize their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

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

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

Precast Spells Allowed in the High Level Campaign

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

2nd : *magic mouth, fire trap*

3rd : *sepia snake sigil, cont. light, accelerate healing*

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

6th : *contingency*

Additionally, as a Gamemaster you will most likely want to bring a PSIONICS HANDBOOK to judge this event.

Wizards begin the event having cast some spells, so they have fewer than the normal amount

- Two Less 1st level spells utilized for *mending* and *alarm*
- One less 2nd level spell utilized for *strength*.
- One less 4th level spell utilized for *dig*.
- Optionally they can reduce their 5th level spells but one for utilization of *stone shape*.

Wizards begin the event having cast some spells, so they have fewer than the normal amount

- Five first level spells utilized in *cure light wounds* and *create water*

- Two less third level spells utilized for *create food* and *plant growth*.
- Two less 4th level if they have healing as a major sphere utilized for *cure serious wounds*.

All characters begin the module at half hit points due to a drow raid the night before.

The Plot

Several days ago a great illithid of the Tamer Creed (the militaristic one) by the name of Nar'Lheeth penetrated a githyanki citadel on the astral plane. He snuck in and killed the supreme leader of the fortress, seizing his special silver sword as a war trophy. He then returned to his home of Nar'Vheen. The three ulitharids of Nar'Vheen are hesitant over this weapon. It is a powerful magic item, but the githyanki are sure to try and recover it. A war with multiple githyanki war parties will drain the resources of this fledgling community and make it vulnerable to other races attacks. Therefore the illithids have hatched a plan to foil these attacks. This plan hinges around the community of Ravens Deep.

Essentially, the illithids have noticed that the composition of Ravens Deep includes many individuals of great personal strength. People that would make excellent thralls, or perhaps even better short term allies. What the illithids are planning is to enter into a mutual defense treaty with Ravens Deep. Once the treaty is in place, the idea is that Ravens Deep will bear the brunt of both the drow and githyanki attacks. It is with this in mind that the ulitharid, Yagol, has implanted the idea of sending a patrol into the recently uncovered River of Dumathoin into the mind of Lord Blacktree.

At this point, the illithid anticipate dealing with a patrol of "adventurers". The illithid wish to test the adventures to ensure that they are worthy allies and not a group of people that should just be dominated. Once they are sure of this fact then they will seal the alliance.

Once that the alliance is made, the illithids will begin using the community of Ravens Deep as their first line of defense aka cannon fodder in their ongoing wars with the drow, and the increasing raids from the githyanki. Eventually, the community of Ravens Deep will revolt. At that time they will be converted into Thralls, but willing good aligned allies who will keep their word is so much better than individuals who must be guided in all tasks.

Beginning

In this tournament the PCs will be asked by the Settlement Commander Field Marshall Blacktree to explore a specific area of the Underdark some short distance from the settlement. These areas have not been explored since the descent.

Introduction: Blacktree Briefing

Lord Blacktree will begin with a briefing covering all of the recent events in the underdark. He will also show and provide the PCs with a current map of the underdark. NOTE: this map should be duplicated so that each player can receive a copy of it for their own records since that will help them realize the growth of the campaign as the map grows with every event.

The area that Lord Blacktree would like the PCs to explore is what used to be a very valuable vein of mithril that ran its course before the dwarves of Clan Brightsword fell. At the end of the run of mithril was the Clan Brightsword fortress, Redoubt. Redoubt would certainly be a possible resting place for the Orb of Protection.

Encounter One: The Journey

Travel through the Underdark is hazardous at best, and the area the PCs are headed towards is among the most dangerous. Besides the natural difficulties, the PCs will encounter warning signs from various races that this area is to be avoided.). Eventually, the PCs gain the attention of the WATCHER, an illithid that watches the party through small creatures (such as rats) which are guided by psionics.

Encounter Two: A challenge is issued

Having observed the progress of the party, the WATCHER attempts to intercept the party. Unfortunately most of the illithid military is dealing with an attack on their community by the drow. In an attempt (which fails) to kill the Elder Brain. As a result only one Warden can be sent. However, the warden that is sent is one of the more experienced ones, and he has been able to control a small tribe of orcs into following his lead. NOTE: If the party is traveling with **undead** (this will be established through ESP which is used extensively on every party member and Sightlink) then the patrol changes to an extermination squad (which is detailed later) to kill the party members and the vile undead.

Encounter Three: Bring the Noise

While the party is resting they are attacked by the remnants of a drow assault team that is fleeing from an illithid Tamer Capture squad. A nasty fight occurs

(unless the party simply lets the drow continue to run). If the party does not fight the drow and lets them run by, the extermination squad takes them as Drow allies and attempts to capture the PCs. If the party defeats the drow, the illithids approach in a non-hostile method and invite the party members to parlay.

Encounter Four: A feast of sorts

The PCs are either captured prisoners of the illithids or honored guests at a banquet to celebrate the defense of the city against the drow raid. If the PCs are prisoners, the party members will be allowed to plead their case (that they are not drow allies. The illithids already know the truth because of multiple probes, but they enjoy watching potential thralls squirm). Furthermore, the illithid are interested in an alliance with Ravens Deep.

If the PCs are honored guests they are shown some of the city and present at a large feast in honor of the recent illithid victory. At this feast the illithid will breach the idea of an alliance and a mutual defense treaty with Ravens Deep. The illithid suggests that an ambassador accompany the party back to Ravens Deep to iron out any details.

Encounter Five: A Drow or two....

Learning of the possibility of this alliance might be in the works, a powerful assault team of drow from the second house attempt to kill the ambassador.

Encounter Six: Unholy Alliance

A treaty is forged between Ravens Deep and the illithid community of Nar'Vheen

Conclusion

The pact is sealed, a group of Illithids arrive with a small army of goblins to do manual labor as part of the bargain. The illithids begin making themselves invaluable in the community, and provide instantaneous communication to Ravens Bluff. An Ambassador by the name of Yagol, and several other illithids make Ravens Deep their temporary home.

Introduction: Blacktree Briefing

It seems that you only just returned from your last assignment when you receive Lord Blacktree's message to report to his tent. Ever since descending into this foul place you have been among those who have born the brunt of the worst that the underdark could throw at you. Drow beyond number, cave ins,

deep dragons, liches and other nightmarish undead, beholders, puddings, slimes, fire giants and the list goes on.

You report to the small rock dwelling that is now serving as Lord Blacktrees command post. You are quickly ushered into the command post by one of Lord Blacktrees Aide de' Camps. Lord Blacktree stands over a table strewn with maps, unshaven, still in his armor after the Drow attack last night, a wound in his side is slowly bleeding through its bandage.

“Thank you for coming. I am sure you are just as tired as I am, so I will get right to the point. I have a new assignment for you. This mission is one that might bring an end to all of this. Recently we discovered a tunnel, which looks as if it were collapsed on purpose. The tunnel collapsed a long time ago, possibly when lower Sarbreen fell.

“We have learned from the Brightsword dwarves that this tunnel ran to one of the lower mines called the river of Dumathoin. This mine was a mithril mine of tremendous value a thousand years ago before it played out some fifty years prior to the fall of Sarbreen. According to the recollections of the Brightsword dwarfs, at the far end of this mine complex there was a large underground river. In order to protect the mine, the Dwarves constructed a small but very well defended citadel near this river. They called it Redoubt. This is one of the possible places where what was left of Clan Brightsword may have fled. It is our hope that if they did so, that they took the orb with them.

“So what I would like you people to do is to travel through the remnants of the River of Dumathoin mine complex to where the fortress Redoubt once stood. The mine itself runs approximately twelve miles in length. Our scouts report that at least this side of the cavern is not in good condition. I do not know how long this will take, but several days is a good bet. If you come to an obstruction that bars your passage, attempt to circumnavigate it, but do not open it for other creatures to travel through. Our troops are already spread thin. We do not need to have to concentrate defending another area. If you locate a settlement or culture, attempt to gauge how large, and whether, in your best estimate, they would take hostile action against us. If you encounter drow patrols or other evil races, try and figure out how far from Ravens Deep you were when contact was made. Lastly and I want to stress this. Under NO CIRCUMSTANCES are you to lead any hostile creatures or patrols back to this settlement. Move with stealth. Are there any questions?”

⇒ What do we do if we find the Artifact?
Bring it back immediately. We will then all escort it out of this foul place.

⇒ Is there any payment?
I will buy you all a round of beer at the finest tavern in Ravens Bluff assuming we live through this Demon Infested thrice cursed .. sorry.....I have had a rough week.

⇒ Should we look for anything in particular?
Weren't you listening during my briefing! Any signs of drow activity in the mines should be noted

⇒ Has any magical divination been undertaken to explore this area?
Unfortunately our spell casters are a little bit too busy to try and contact their gods. They have been too busy trying to raise the dead.

Encounter One: The Journey

During this encounter, the PCs enter the mines and begin travelling toward Redoubt (Nar'Vheen). They must deal with natural obstacles, and should begin to get paranoid.

You make your way out of the settlement and within an hour's time, you have reached where the felons have broken through into The River of Dumathoin. The felons are still clearing rubble, and a small contingent of the guards nervously looks down the dimly lit mine. As you stand there preparing to throw yourself into the breach once more, a shout goes up from one of the digging felons. It seems that he has located a body, a dwarven body.

Indeed the digging felon has located a fallen member of Clan Brightsword. If the characters simply shrug and continue do not reveal anything. If they investigate the body or wait until a member of Clan Brightsword arrives (an hour) a great deal of information can be learned. The member of Clan Brightsword who arrives identifies the fallen as Dwak “Anvilsmasher” Brightsword, one of the Clan's battleragers. If someone at the table casts a past life, the last minute of the dwarf's life was running from a large group of drow. Ahead of ahead of the dwarf, where several dwarven children running into the mine. Seeing that he was about to be overtaken, he in a flurry of attacks cut one of the support pillars in the tunnel, burying himself and sealing off the tunnel. His body is carefully taken

by the dwarves of Clan Brightsword. They do announce that they will attempt to contact his flown spirit in order to glean information from it, but it will take some time. Any attempts to speak with corpse will get no response, Dwak answers to nobody except to a Thane of Clan Brightsword.

As you proceed into the River of Dumathoin, several things become abundantly clear. First is that the mine is very wet. In many places there are small pools of standing water, and even small streams. This moisture has encouraged a plethora of underground plants, including a huge variety of edible mushrooms. This abundant food supply has encouraged a large population of creatures. The most prevalent seems to be a large rat population, but there is also the occasional cave fisher and carrion crawler. Many other small things scuttle out of sight as you approach. It kind of reminds you a little of the sewers of Ravens Bluff, ahh....if only you could see those sewers now.

The rats are friendly little fellows if anyone takes the time to chat with them. They continually ask for this thing called cheese. They don't know why, but the king keeps telling them that cheese is the ultimate reward.

With a little prodding, the PCs can be "introduced to "the king rat". King Ralphious and several members of his "court" are not normal rats at all, but cranium rats. A cranium rat is rat that has become psionically aware. A cranium rat has the following psionic abilities: teleport, psionic blast, and mind link. The king will be cordial with the PCs as long as they do not harm his realm.

Cranium Rats (200+): Int average (9); AL N; AC 7; MV 15; HD 1-1; hp 1-7; THACO 20; #AT 1; Dmg 1; SA psionic blast; SD teleportation; MR nil; SZ S; ML Steady.

The king is also in continual contact with many of the illithids. If the PCs attack him, he has 8 HPs and will teleport away if possible. Note, give all of the rats psionic blast, if the party attacks the king of tries to kill the rats. Have everyone at the table make twenty saves versus spell or lose 80% of their HP.

A dead beholder....

You come across the corpse of a dead beholder. On top of it is a rat nibbling on one of the eyestalks. Other than the rat nibbling, there is no other sign of what killed this beholder.

If the PCs wish to take spell components allow them to, but the rat continues to nibble and eyes the party wearily. He killed the beholder with a single bite, (which did 1 pt of damage). The rest of the damage was all in its mind, as saving against 1000s of Psi-Blasts is rough. Hopefully this will show the PCs not to fight the rats. If they do make them flee but do not kill anyone with the rats. The embarrassment of fleeing from rats is enough.

As they continue down the mines have the PCs roll observation checks and then tell them that they notice a pretty rock, or a halite deposit, nothing significant. Do this to the point of annoyance. When they rest, give them bad dreams and tell them all that they feel like they are being watched. If they do not camp in an extradimensional place, or in a secure hut, have a rat sneak up and try to nibble on a character while he sleeps. This will deplete his stonemarks and when the rat actually bites the character, do 1 point of damage and have him roll a saving throw versus disease at minus six. There is no disease, but paranoia is good.

It is here that the PCs comes to the attention of the watchers. The watchers are illithids that serve as the early warning system for their community. They regularly contact small somewhat intelligent creatures around the settlement to see what is going on in the immediate vicinity. Once an intruder is detected, they learn as much as possible by doing the following:

1. Contacting each of the individuals in order to see who has protections and who does not.
2. Sight linking the intruders so that they can use their vision to examine what the party sees.
3. Sound linking so that they can listen in on conversations.
4. ESPing the party members thoroughly for extended periods of time.
5. Use Phobia Amplification to determine the individual's greatest fear.
6. Post Hypnotic Suggestions Galore!

Hypnotic suggestion is one of the watchers' most potent weapons. It is effective on anyone with an intelligence score between 7 and 17 so some party members may be immune to it. The watchers will implant lots of suggestions! As soon as one takes effect, another will be implanted.

Also you will have to be creative or the party just gets way too suspicious. Explain it to the PCs as if it were the will of their deity, or just a really good feeling. For instance "Tymora really wants you to give your Amulet of Life protection to the Hearth Guard, because if she should die, Uldred would be

heartbroken." Have fun with this one but don't be go overboard.

Suggestions include...

1. You should peace-bond your weapons, as you don't want everyone you meet to think that you are hostile.
2. Why cast those preparatory spells, there will be plenty of time later, and we wouldn't want the duration to expire.
3. I never really liked that ring *of protection* +2 and it looks like that poor fellow needs it more. I wouldn't want him to die. I should give it to him.
4. I only need to sleep two hours, then I can get up and watch. (This can be used to reduce the party's effectiveness on a whole... lack of sleep penalties apply to them!)

Mess with party unity and cohesiveness. Try and screw up spells by insinuating they should cast them in unusual ways. Try and put as many of the party's magic items onto one character. Have fun with this. The illithids use this a lot.

From this constant observation the illithids will be able to gain quite a bit of information.

1. Roughly what everyone does, and their names.
2. What spells people have memorized.
3. What cool items people have.
4. What people are afraid of.
5. Why they are here
6. What they are looking for
7. Who they are working for
8. Where they are from
9. Any allies that the party can call upon

Further on the passageway is caved in. There are several ways to get around this.

1. They could dig. Non-magical aided digging will take six days. Magic aided digging will go faster, use discretion and reduce the time.
2. Three *passwall* spells stacked will get through the obstruction.
3. They could blind *teleport* to the other side.
4. They could all *wraithform* through the obstruction.

There are many solutions, and don't let them spend more than fifteen twenty minutes getting around this.

The second stumbling block occurs when the mineshaft ends, with a very large collapse, and a pool of water on this side of it. See **DM aid** #1. This is a problem only if

the party does not have a way to breathe underwater. It involves a swim 800 feet through icy cold water. If the party protects themselves from the cold and makes it so they can breathe water, then everything will be fine. If they do not protect themselves from the cold somehow (spell, rubbing grease over their body, allow anything creative to work) then when they come out of the water they will all be soaked to the bone in icy clothing. Two randomly selected PCs will catch colds, which will slow them down, and their initiatives will be three behind the rest of the party's.

On the other side of the water blockage is a collection of stacked mushroom stalks (firewood) and several dry blankets of obvious goblin manufacture. There is a side tunnel which has some very old goblin prints which if followed will eventually lead to the lair of the dragon Ub'lick who was killed in the first Underdark module.

In the tunnel that the PCs are following, there are some rocks that have been stacked in an unusual way. If a PC can READ goblin, or utilizes magical means it can be determined that this pile of rocks means "**GREAT DANGER THIS WAY GO NO FURTHER!**" It is non-specific, but this is all the warning the PCs are going to get.

The tunnel continues on for another day and a half until the party is roughly three hours travel from redoubt. Then they reach...

Encounter Two: A challenge is issued.

It has been a relatively uneventful journey through the Underdark. You estimate that you have another few hours and you should reach Redoubt. The only other thing on the map of significance on your map is something marked "glory hole" . You begin to understand what a "glory hole" is when you look into the chamber. A huge column rises up from your vantage point as you see part of a chamber which must be huge. At least 1/2 a mile across and several hundred feet tall, the remnants of mine workings are in abundance here. It would seem that there was a large amount of mithril here at this place and the dwarves expanded their tunnel to follow the mithril. This forms a huge chamber. Mithril still sparkles from the walls of this chamber. To one side of the large column like chamber the water from a small waterfall has pooled creating a small lake that covers a 1/4 of the chamber.

In the center of the chamber hiding in covered pits awaits a small tribe of orcs. They were led here by an avatar of their god (an illithid in disguise), and told to await the arrival of the heathen. The pits are well covered and will not be noticed until the party is within 50'. If the party has *true seeing* up, the pits will be obvious, and the ambush will be blown. Other methods of blowing the ambush are possible, but needless to say, when the party approached within fifty feet, the orcs attack. They will be slaughtered, but will not flee because of religious fanaticism.

There are one hundred and fifty orcs, all with 8 hp, armed with short bows, short swords, and various armors. They will begin by a volley of arrows against the party. They will attempt to stab with their swords unless this proves ineffective in which case they will attempt to overbear.

Orcs (150): Int average (9); AL LE; AC 6; MV 9; HD 1; hp 8; THAC0 19; #AT 1; Dmg By Weapon; SA nil; SD nil; MR nil; SZ S; ML Steady.

Note that if the combat is dragging or the big fighters are being out done by the mages, you can allow the fights a sweep attack that allows them to attack half their level in orcs each round.

While the party is killing the orcs, F'ustiul prepares and observes. F'ustiul is the watcher illithid that is guarding this passageway. He has been chosen to make first contact with the surface dwellers.

Keep in mind that the party has been under observation for three days. That is three days of using ESP on the party almost constantly, three days of watching them move and how they carry themselves. Three days of watching them cast spells.

While the party is killing the orcs, F'ustiul is hiding as a rock. The only way to detect him is by true seeing. Once the orcs are all dead, then he will reveal himself.

NOTE: If the watcher has determined that the party is travelling with githzerai or undead, F'ustiul, will have summoned a death squad. This will contain Nar'Lheeth and one illithid per PC. In addition they will have 1 dominated human warrior per PC. Illithids take no chances when it comes to undead. They will attempt to kill the party, overlap mind blasts and drive the party to its knees. Few if any parties will live through this. The statistics are in **Appendix Two**, be absolutely deadly, they consider it a threat to their security.

When the last orc falls, a large figure steps from behind a stone wall. This 10' tall battle-scared, muscular orc has a single eye in the center of his forehead. He wears black full plate armor and carries a large rune covered spear. He slowly and confidently strides toward the party.

As he approaches he calls out in common. "Well done. I must warn you that you are entering our domain. If you are to proceed without escort, one of you must defeat me in honorable combat. Otherwise you must all agree and submit to my authority and supervision."

As the creature speak the words, his body changes from likeness of the orc deity, Gruumsh, to a biped that stand about 6 feet tall and has hideous mauve skin that glistens with slime. The head resembles an octopus, with white eyes (no pupils are evident) and four tentacles around its mouth, a round, many-toothed orifice like that of a lamprey. The creature has three reddish fingers and a thumb on each hand. The spear has changed to a strange looking sword that seems alive. It is a dark blade, but has red veins that thrive and pulsate in his creature's hand.

If the Party attacks on sight

If this happens (and hopefully it will not), he immediately drinks his *potion of speed*. He then proceeds to attack the party, feasting as he goes.

If the entire party attacks right away, too bad for them. If they parlay, F'ustiul will challenge the best fighter in the group to a duel. He will be non-specific concerning any rules, but it is to be a duel man-to-man. He currently has no spells on him, and he will promise not to cast any. **Warn whoever accepts the duel that he believes that a single strike from this warrior's fell blade could kill him.** This is the effect of a psionic ability called Invincible Foes, which is described in the psionic appendix.

If the PCs are willing to talk

F'ustiul is here to test the PCs ability to negotiate, their level of "honor", and the degree of loyalty they have for one another. The offer is simple: If a PC defeats him in battle, take his sword and show it to any others of his kind, and they will allow you to continue you mission unimpeded. He requests that at the end of their investigation the PCs return his sword to the illithid community, the PCs are welcome to keep any of his other equipment.

However, if F'ustiul wins the combat, then the PCs will submit to his escort into the illithid community, completely under F'ustiul's authority and supervision.

The combat need not be to the death, but until either yields, which may be to the death. F'ustiul will not be subdued. As the judge you are free to negotiate as you see fit (within reason), but it is important for F'ustiul to fight one of the PCs. He will not negotiate a deal that he cannot honor (i.e. a deal that would ruin the plans for the illithid community or the rest of the module).

F'ustiul, Illithid - Tamer Warden - fighter (13th) / psionist (9th): Int genius (18); AL LE; AC 0; MV 12; HD 13; hp 90; THAC0 8; #AT 4 tentacles, weapon: 4; Dmg: tentacles 1d4+13 (special), sword 1d8+13; SA psionics; SD psionics; MR 90%; SZ M; ML Champion (15+).

Psionic Abilities: *Fate Link, Teleport Metamorphosis, Domination, Mind Link, Adrenaline Control, Body Equilibrium, Cell Adjustment, Heightened Senses, Teleport Trigger, Invisibility, Contact, Invincible Foes, Repugnance, Sight Link, ESP, Astral Projection, Awe, Control Body.*

Equipment: *Drow piwawfi of protection +2, ring of protection +3, potion of speed, tentacle extensions +2, psychic long sword (+3 for F'ustiul).*

Dueling Tactics:

- **Fate Link:** This is his edge. What this does is any damage that F'Ustiul takes, so does anybody that he has this link on. So if F'Ustiul take 20 points so does everybody linked with him. F'Ustiul will have everybody except the guy he is dueling linked.
- **Adrenalin Control:** He is using this to raise his strength to a 22.
- **Body Equilibrium:** Makes it so he can walk over any surface. Will not sink into mud.
- **Heightened Senses:** Lets him track like a blood hound, vision, and hearing are at four times normal, sense of touch is highly acute.
- **Invincible Foes:** Only on fighters. If he hits them once they are struck unconscious for 10 rounds. No save.

Dueling

F'ustiul will LOSE initiative! At this point check the fighter's character sheet and see if he has alertness. If he does not have it, let him roll against his intelligence at ½ after each attack. Success indicates that he realizes that his attacks are also damaging his party. At this point, the PC (knowing that a single hit from the illithid's sword will kill him) must decide whether or not to continue his attack routine. Ask the PC if he wishes to continue his attack. Stress that he is

obviously doing damage to the illithid. Make the PC roll damage, one attack at a time.

As long as he did not die when the PC is finished, F'ustiul attacks four times with his tentacles, stripping stonelines (if any) as he goes. Then he attacks with his sword. Keep in mind that whoever he is fighting is under the influence of invincible foes, which means if ONE attack hits, even if stopped by a stoneline, the fighter is knocked unconscious.

If the PC wins the combat (hopefully unlikely), each of his comrades (all the other PCs) will have taken 90+ hit points in damage. **This is unavoidable!** Assuming the PCs decide to rest and heal here, alter Encounter Three to occur in this chamber an hour and a half after this combat ends.

If F'ustiul wins (the more likely outcome), he will explain telepathically the following:

"He is not dead, but with just a little more effort, could have been. He will recover in about 10 minutes. Be prepared to leave when he regains consciousness." At this point you notice F'ustiul's wounds quickly beginning to heal.

F'ustiul will be deeply touched if the PC surrenders and submits to the illithid, so not to harm his fellow adventures and further. He will be so impressed by this display of loyalty that he will offer his weapon to his opponent. F'ustiul will telepathically communicate the following:

"I am impressed with your mental reason and your loyalty to your friends. I offer you this weapon in hopes that someday, I to can enjoy the loyalty you bestow on you them."

Encounter Three: Bring the Noise

(Adjust this as needed)

You know that you are getting close to Redoubt, so you decided to take a ten minute rest break so that the party will be absolutely alert when you reach your destination. That is when you first hear the sounds of battle coming from up ahead. From around a bend in a side corridor comes a group of drow running full tilt. They stop, turn, take aim and fire their hand crossbows at something you cannot yet see. Once again they turn and continue to run in your direction.

If F'ustuil is in charge, he will direct the PCs to slay the "drow infiltrators." The party has one round to react before the drow are upon them. The drow are part of a militant hit team sent against the Elder brain. Their force is comprised of one leader, three relatively weak clerics and a hardened core of fighters. Unfortunately the three drow mages who were the hit teams way in and way out fled with half the team leaving the other half (who was in combat at the time) to fend for themselves. These drow are currently fleeing for their lives from a Tamer capture squad. The drow will attack the PCs on sight, assuming that they are thralls of the illithids.

If the PCs show no hostile intentions even after being attacked, the drow will attempt to flee right past the party. If the party does not make any hostile action and just lets them run by, then the illithids will deal with the party in an aggressive manner.

The fleeing drow will not help each other. The original means of escape left without them. Now they are just trying to get away. If somebody falls oh...well. If the party prevents them from fleeing the illithid will react much more favorably toward the PCs.

Vh'areen E'Dyllyum, Female Drow Fighter 13th/Cleric 13th (Second House of Nykhandthandar): Int Very (14); AL CE; AC -9; MV 12; HD 13; hp 109; THAC0 8 (Mace; 3); #AT 2/1; Dmg: 1d6+10; SA spells; SD spells; MR 76%; SZ M; ML Elite (14).

Spells Remaining: *cure light wounds (4x), command, draw upon holy might, withdraw, negative plane protection, animate dead, prayer, dispel magic (2x), slay living, flame strike x2 heal, blade barrier*

Innate Abilities: *dancing lights, faerie fire, darkness, levitate, know alignment, detect magic, clairvoyance, detect lie, suggestion, dispel magic.*

Active Spells: *non-detection, free action, spell immunity magic missiles, immunity to magical weapons, mind blank (mind blank and immune to magical weapons had their duration extended to one year time through the use of a wish spell), protection from fire, protection from lightning*

Magic Items: *Drow chain +4, drow shield +4, "Soul Stealer" Drow mace +3/+5 vs. elves (The mace cannot be disarmed, can steal 3 more lives as per a nine lives stealer only against elves. However against non-drow elves it only needs a 17 or higher in order to do so, and when attacking non-drow elves, Soul Stealer grants the wielder 18/00 strength. Any good-aligned creature touching the mace takes 1d4 per round of contact (through gauntlets and other protections as well)).*

Vhareen is not happy at all with her current situation. Assigned by the matron mother to lead a strike team composed of members of the second house to slay the elder brain. She traded every favor owed to her before coming on this mission. As soon as they were detected, the males (mages) of the house abounded her. If she can get back, they will pay! Now, all she wants is to get back and will happily sacrifice the rest of the attack team to do so.

Remaining Strike Team:

Drow Specialty Priestess of Lolth 10th (3): Int Very (14); AL CE; AC -4; MV 12; HD 9; hp 60; THAC0 14 (Mace; 9); #AT 1; Dmg: 1d6+10; SA spells; SD spells; MR 80%; SZ M; ML Elite (14).

Spells Remaining: *command, bless (2x), hold person, draw upon holy might, continual darkness, prayer, dispel magic (2x), free action, slay living.*

Innate Abilities: *dancing lights, faerie fire, darkness, levitate, know alignment, detect magic, clairvoyance, detect lie, suggestion, dispel magic, spider climb, summon shadows, spider summoning, true seeing.*

Active Spells: *non-detection, free action, protection from fire, protection from evil 10' radius protection from lightning, draw upon holy might, potion of vitality.*

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

Drow shock troops (6), Fighter 7th: Int Very (14); AL CE; AC -3; MV 12; HD 7; hp 70; THAC0 14 (Sword: 9 / Crossbow: 11 + sleep poison); #AT 2; Dmg: 1d8+7; SA spells; SD spells; MR 72%; SZ M; ML Elite (14).

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

Active Spells: *strength, non-detection*

Equipment: *drow chain +2, drow spiked buckler +2, drow long sword +2*

The Noise Continues

Five rounds after the drow contact the party, the Tamer Capture squad arrives. They arrive by teleportation. Any Drow that got by the party are intercepted by other illithids, and any drow that are still in combat with the party increases the number of illithids in the capture squad by one.

Tamer Capture Squad

The Capture Squad is led by the head of the Tamer Creed in the city of Nar'Vheen. His name is Nar'Lheeth. There is one illithid per PC and one per

remaining drow that is still engaged with the PCs. Additionally each mind flayer brings one troll thrall that is under illithid's guidance. Nar'Lheeth brings two intellect devourers named Brutus and Goth.

Nar'Lheeth (Illithid - fighter (16th) / psionist (14th)): Int genius (18); AL LE; AC: -10; MV 24; HD 16; hp 134; THAC0 5 (Tentacles: 5; Sword: -4); #AT 4 tentacles, weapon: 5/2; Dmg: tentacles 1d4+8 (special), sword 1d10+15; SA psionics; SD psionics; MR 90%; SZ M; ML Champion (15+).

Psionic Abilities: (Bold powers are active) *Domination, Teleport, Mind Link, Split personality, Psychic Surgery, Probability Travel, Kinetic Control, Stasis Field, Splice, Wrench, Taste Link, Sight Link, Invisibility, Invincible Foes, ESP, Contact, Teleport Trigger, Astral Projection, Dimension Door, Mind over Body, Heightened Senses, Body Equilibrium, Adrenalin Control, Cause Decay, Double Pain, Ectoplasmic Form.*

Equipment: Githyanki Special Silver Sword +4, Illithid Exoskeleton AC-4 (illithiad only - made out of white crystal, Boots of speed, Potion of Extra Healing, Receptacle (10,000gp gem), Glare Goggles, 3 mummified shrunken githyanki skulls

Illithid - Tamer Creed (one per PC and remaining drow): Int genius (18); AL LE; AC: -1 (exoskeleton armor); MV 12; HD 8+4; hp 45; THAC0 11; #AT 4; Dmg: 2 + special; SA mind blast and psionics; SD psionics; MR 90%; SZ M; ML Champion (15+).

Psionic Abilities (Bold powers are active): *Control Body, Levitation, Body Equilibrium, Probability Travel, Teleport, Astral Projection, Domination, Awe, ESP, Post-hypnotic Suggestion, Intrusive Taste Link.*

Trolls (one per illithid): Int. Low (6); AC 4; MV 12"; AL CE; HD 6+6; HP 36; Thac0 13; #AT 3; Dam: 5-8 /5-8 /5-12 (1d4+4, 1d4+4, 1d8+4); SA special; SD Regeneration; MR nil; SZ L (9'); ML Elite (14)

Intellect Devours (2) (Brutus and Goth): Int: very (12); AL CE; AC: 4; MV 15; HD 6+6; hp 35; THAC0 13; #AT 4; Dmg: 1d4; SA psionics and stalking; SD +3 or better weapon to hit, psionics; MR special; SZ M; ML Fanatic (17-18).

If the PCs have defeated the drow and killed more than half of them, then the illithids will parlay.

If the party made no effort to stop the drow, then the illithid will attack the PCs assuming them to be in league with the drow. This is a fight the PCs probably

cannot win and even if they do, the remainder of the illithid community will respond with an all-out attack by bringing more 2d4 more illithid each round until the PCs are overwhelmed. If the PCs realize the trouble they are in and have a reasonable escape plan, let them go and end the module here for there will be no way to sneak undetected into the illithid community.

If the party is still locked in combat with the drow, then the illithids immediately begin fighting on the side of the PCs.

Parlay, either immediately after the joint PC/illithid forces defeat the drow, or the first round after the party defeats all the drow.)

All around you there are bright flashes of light as beings teleport in. A number of mind flayers and trolls have appeared in the area, which until just recently rang with the sounds of combat. You all feel something touch your mind and a sentence seems to form.... "Greetings slayers of drow."

Depending on how the party reacts will depend on how the illithids do.

1. If F'ustiuil is with the party, the arriving illithid will sincerely thank the PCs for their assistance and offer to serve as an "honor guard" bringing them into the illithid community.
2. If the PCs attack immediately, the illithids attempt to capture them all.
3. If parlay or show them F'ustiuil's sword, the illithids invite them home for a feast, and they will guarantee the parties safety.
4. If they attempt to flee, then the illithids attempt to capture them all.

The object of this encounter is not to kill all of the PCs but to capture some or all of them. It is unlikely that any will evade capture. They capture squad will pursue all PCs ruthlessly.

NOTE if a PC teleports away, he will assume he is safe. This is not true. In the Underdark, teleport goes half of a mile. An illithid will "contact" him, "sight link", and teleport to the location where the character currently is. It is a very effective trace teleport.

All of the normal illithids will enter the fight with the psionic powers of awe and body equilibrium active.

Again the preferable option is for the PCs to either be guests or to be captured. However anybody who actually kills a mind flayer will be eaten by Nar'Lheeth.

After any fighting, the journey back to the illithid city is very quick, as the illithids teleport with the PCs and leave the trolls to guard where the combat took place.

Narl'Lheeth's Combat Tactics (if necessary): Narl'Lheeth is a seasoned warrior. He enters combat with *kinetic control* active. This potent ability lets him collect all physical damage dealt to him and then releases the stored energy violently in a single attack. For instance, several fighters hit him for a combined 200 hit points of damage. Not only does Narl'Lheeth take no damage but when he hits one of them with his sword, his sword does its normal damage and transfers the 200 points to the unfortunate individual.

In addition, Narl'Lheeth has activated *split personality*, which enables him to psionically attack, as well as physically attack. A devastating one-two punch. He has enhanced his strength with his exoskeleton, and uses *body equilibrium* to insure stable footing. He has used *adrenaline control* to raise his Constitution to a 24, which grants him an additional 18 hit points for a total 152.

Illithid Tactics (if necessary)

The illithids teleport in a semicircle around the party and any remaining drow. Any remaining illithid arrive on the far side of the fight from Narl'Lheeth. Essentially the illithids are herding people to Narl'Lheeth. Remember the illithid will attempt to parlay before combat if the PCs have attacked the drow.

1st Round. All of the illithids will use their mind blast, attempting to overlap them as much as possible and try and catch as many people as many times as possible in the blasts. Anybody in the blasts must save at -4 or be stunned for 3d4 rounds. Overlap them as much as possible. At the end of the round the trolls will move in. The drow break combat and flee if they are still there. Narl'Lheeth will cut them down.

2nd Round. Half of the illithids will attempt to dominate people and the other half will try to control body on people. Remember all saves are made at -4. The trolls will move in and engage people, but they will try and maintain a number advantage of at least 2/1. The trolls try and kill people. Narl'Lheeth will deal with anybody that attempts to flee.

3rd Round. Again the illithids will attempt to dominate people universally. By this point undoubtedly some people have failed saves. Have those people move to a side and attend them with one illithid who will maintain control, and begin stripping them of items. If any of the illithids are killed by a PC Narl'Lheeth will

move in and deal with this arrogant PC who thinks he is fit to kill a god. Any PC who kills an illithid, who is engaged by Narl'Lheeth is engaged to the death. Try and hold this illithid in reserve until this point. Narl'Lheeth will drop the PC at least most PCs, cut off his head and feed on his brain. As he enters combat, he will double pain on any PC which causes all of his damage to be doubled.

4th Round. Continue trying to dominate and control bodies. After all this is a capture mission. Just remember that anybody who kills an illithid instantly becomes food for Narl'Lheeth. He takes it as a personal affront. Anybody who kills an illithid does not get the benefit of the doubt and is killed.

Encounter Four: A Feast of Sorts

This encounter will depend on one of two factors. Either the PCs are here as guests, or as dinner.

As Dinner

It should probably go without saying, but this is a really bad situation for the PCs to be in. Only PCs that were captured alive will make it far. Any PC that was killed in the battle has already been fed to the trolls. The remaining PCs will "awaken" to find themselves dressed in what can be best described as a burlap sack with a rope belt. The illithid will give the PCs one chance to talk their way out of being served for dinner. They had best be convincing. As the DM you will have to decide.

Remember the illithid want to create an alliance, but they do not need to let the PCs know that. Make the PCs feel indebted to the illithid for letting them live. Then proceed through the rest of this encounter. You can choose whether or not to return the PCs "stuff" to them or not.

As Guests

After teleportation, you arrive in a small hall. There are several ogres bustling about sweeping and cleaning. It looks as if this place has recently seen a battle, as one of the ogres is mopping up blood, and another is carting off a drow body. Several tapestries depict a nation of illithids inexorably conquering the globe, one tapestry at a time. The head illithid speaks a whisper into each of your minds, "wait here I will arrange seating for you at the feast." All of the illithids form a circle around you almost as if they are expecting you to do something.

If there are any dwarves or PCs with stone masonry, tell them that the hall is definitely of dwarven construction. If the party waits, twenty minutes later the same leader illithid returns and escorts them to the banquet hall.

If the PCs attempt to leave, the remaining illithids tells them to wait. If the PCs just want to leave, they are allowed, but if they want to see more of the complex, the illithid will not let them. If the PCs force the issue, the illithid will raise the alarm. The round after the alarm is raised thirty illithids teleport into this room and will begin dispatching the party. More illithid will arrive each round until the PCs either try to run, die or are captured.

The following is an explanation of what is going to happen at the feast and the illithids' actions and motives behind it.

1. All of the party members have been probed. If someone in the party is a harper and has a pin which gives a save versus psionics (check their cert), then that individual has not been probed, and anything that comes out of his mouth is immediately viewed with great suspicion by the illithids. They know about the Orb of Protection, they know of Ravens Deep, they know about the problems with the drow. They know if the adventurer was beaten as a child.
2. Essentially this is a test. If the adventurers tell the truth, that they were sent by Blacktree to explore these tunnels for the Orb of Protection, then the illithids will treat fairly with the adventurers. If the PCs lie or attempt to conceal the truth, the illithids will give them one additional opportunity to tell the truth. If the PCs continue to lie, they will be accused of "concealing the truth" and asked to leave now. If the PCs come forth and tell the truth, the illithid will continue with their plan. If the PCs put up any kind of fight about not leaving then the illithid will dominate them all and proceed with a feast ala PC. TPK. Go through the motions if you must, but you have hundreds of illithids.
3. The illithids like the idea of an alliance of sorts with the community of Ravens Deep. They appreciate the fact that the community has a large number of powerful people in it. In fact over time, it would make sense to take over Ravens Deep, but right now they would make excellent "muscle." A githyanki patrol was recently sighted in the astral

plane not far from here, and the drow are a real nuisance.

If the PCs display proper manners (i.e. wait), they will be escorted to the banquette.

You are ushered into a great multi-level hall with three layers, which form a bowl around one small table and chair arrangement. Half of the tables are full of illithids, perhaps fifty. Attending them are slack jawed thralls scurrying to and fro. The thralls are comprised primarily ogres, minotaurs, orcs, however, there are a few humans, elves, and dwarves.

You are shown seats on the lower bowl not far from the table and chair in the middle of the room. A very large illithid wearing robes of a gold color with silver trim accompanied by two ravishing looking women, one a gold elf, one a drow elf enters the hall. The hall goes silent, and you all feel that you are being left out of something.

The large illithid walks over to you and the gold elf speaks. "I am Yagol. Since some of you might find my mental touch intrusive I will speak to you through this being. I sense... discomfort. Do you have any objections?" I am a member of the Elder Concord, one of this community's leaders. I would like to know why you came to our home?"

It is likely that the PCs will be outraged about the elven thrall. Yagol will act surprised. He will inform the PCs of the following:

- Illithid have evolved by enslaving and eating lesser minds.
- Those beings that have the honor to be chosen to serve as thralls are well cared for.
- Yagol has grown very attached to his female thralls, as much as anyone can feel for a pet.
- Once a creature becomes a thrall, much of its mental capacity is diminished. This diminished mental capacity cannot be reversed (not true, a heal spell will repair the mind). It removes all fear, or concern allowing them to enjoy their existence.

If the PCs cannot get past the fact that he has an elf as a thrall, he will suggest that the PCs tell him what they are doing here. He may have a proposition for them, a proposition that could include the release of the elf.

After the PCs tell the illithids why they came, Yagol will pause as if to consider what they have told them.

"We have been aware of your community for some time, and I must say, we are interested in it greatly. Now I understand your hesitation at telling us more,

because you mislead surface dwellers only have had the briefest of contact with our race. You have only seen a small cross section of the illithid populace. I have a proposition of sorts. Something, which I believe, will benefit both of our communities. Are you willing to consider my proposition?"

Assuming that the adventurers are willing to hear him out, continue.

"What I am proposing is a mutual defense pact of sorts. We have mutual enemies. We know much of the underdark, and we can deal with some of your enemies very easily, and you are better equipped to deal with some of our enemies than we are. An alliance would be a sort of..... symbiotic relationship. What I propose is that you help us with some of our security needs, and we shall do likewise. We will also help you in a variety of other ways.... We have a stable food supply for our thralls, and supply you with any extra. We can help you establish instantaneous communication with the surface, if you should so desire. We have intimate knowledge of these surroundings and may be able to tell you where to look for the Orb. In exchange for this you will assist us in defending ourselves from our enemies. Together we provide a much more powerful front than separate. Now I realize that you people are not the commanders of your settlement, and therefore I am willing to go with you to your settlement in order to iron out the details of the peace. What say you?"

If this is not enough, Yagol will offer that the agreement can include no more enslaving surface races. You are free to negotiate with the PCs, knowing that the final deal will be struck with Blacktree, but the illithid will negotiate in good faith.

If the party agrees,

Yagol nods and the feast begins. Yagol takes a seat at the head table, which now houses two other illithids of noble demeanor and clothing. Three individuals with shaved head approach the table with a glazed look in their eyes. One is a drow male, another is a human female, and the third is a ½ elf male (*roll local history or anyone who played high level event number three his name is Sir Rivensbane, and he is a knight of the Golden Rooster*). If the party interferes and protests, Yagol will seem puzzled but as an act of good faith, he will not eat Sir Rivensbane and will allow him to accompany the PCs back to Ravens Deep. A drow takes his place.

Yagol seems set, and then he bows to you all. The gold elf continues, I am sorry, I assumed that you would not wish to partake in our feast, but one of my brethren reminded me that it is only polite to extend the offer. What say you, would you like to partake of our feast. We can make it so you too can join those of us who are eating without eating yourselves. Also, we do not wish to offend. If any of you wish to leave, we have made quarters where you could rest.

Yes, the illithids are asking if the PCs would like to experience what it is to drink a living brain. If no one accepts read the following.... Anyone who accepts get the latter description.

The three illithids grasp each of the thralls with their tentacles, which quickly burrow into the skulls of the food. All of the other illithids seem to be enjoying this a great deal, even though they are not themselves eating. The three bodies fall to the ground drained simultaneously. Some thralls begin to cart them away. Yagol speaks yet again.

"It is only fair that you know how we eat, for we would not want to enter into this agreement with misconceptions. We do consume brains, but only infrequently. Come after you have rested, we shall go to your lovely community."

Any PC who partakes....

You feel your tentacles grab hold of the plump juicy skull. Teasing your prey just a bit, you then plunge your tentacles deep into the brain through both eyes, through one ear, and through the nerve stem at the base of the skull. The heady odor of the feast consumes your nostrils as you begin to drink deeply. Such tender succulent brain. Obviously this individual studied greatly and was a gifted member of their race to have such a brain as this. The warm juices flow down your throat giving you a warm feeling all the way down to your toes. The taste is average for one of this race, but very tender and well prepared. Ahhhh...I love it so.....As you drink this brain you gain a sense of rapture, and you begin to understand why they do what they do, it tastes sooooo good.

Yagol then shows them to show rooms, and allows the party to rest for as long as it wants.

If the party needs healing, an illithid cleric of Ilsensien will come in and heal them.

If no agreement can be reached

If the party says no the illithid will not allow an ambassador to return with them to Ravens Deep....

“I am sorry that you feel that way. Still we did agree that no harm shall come of you, you are free to go. Follow that tunnel and you will once again be in the river of Dumathoin.”

The party is free to go.

Encounter Five: A Drow or Two....

Adjust the following boxed text as needed.

Your footsteps seem to echo as you head back up the river of Dumathoin. The hallway is strangely quiet. None of the small critters that were present on the first half of your trip seem to be around. Yagol, and his two females walk in silence next to you as you get closer to your settlement. But still a mind flayer is enough to make just about anything scuttle off to its home. Suddenly a scream erupts in your mind obviously from Yagol “DROW!”

If Yagol is present, he can prevent the party from being completely surprised. His warning will allow the PCs to act in the first round but they cannot see any enemies.

There are four drow which have been treated with dust of disappearance. Drow from the Second House has returned to these tunnels looking for any survivors from the original assault team. During a divination spell, Lolth has informed the drow that the PCs returning from the illithid community may pose a major threat to the Second House's security. Lolth commanded them to destroy the PCs. If Yagol is with the PCs, he will become the drow's primary target. This is the first time one of the ultrathids has left the community, and it is too good to pass up.

The drow engage the party in a relatively small corridor that is twenty feet wide, and tall. They use their invisibility and their levitation and fly to its maximum. They will stay close to party members, so area of effect spells cast by the PCs are likely to include fellow party members.

Talren E'Dyllyum (Drow Warrior F 17): Int (14); AL CE; AC -10; MV 12”; Level 17; hp 141, THAC0 4 (Long Sword: -4); #AT 5; Dmg 1d8+12; SA Spells; SD Spells and other; MR 84%; SZ M; S: 18/01 (19), I: 12, W: 15, D: 18, C: 18, Ch: 9

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

Equipment: *drow chain +4, drow buckler +4, long sword +3, drow cloak, arrow of illithid slaying, succor rod*

Active Magical Effects: *potion of hill giant strength, free action, dust of disappearance, haste, mind blank, fly*

Alsconius E'Dyllyum (Drow Mage 16): Int (18); AL CE; AC -1; MV 12; Level 16; hp 51, THAC0 16; #AT 1; Dmg 1d6; SA Spells; SD Spells and other; MR 82%; SZ M; S: 8, I: 18, W: 15, D: 18, C: 16, Ch: 9

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

Equipment: *drow bracers of defense ac 3, dagger +2, succor rod, scroll at 16th level (shadow monster, wall of force, stonesskin, ironguard)*

Active Magical Effects: *stonesskin (10), free action, dust of disappearance, haste, mind blank, fly, sertens spell immunity, spell turning (8 spells), reduce, mirror image, detect invisibility, polymorph self*

Spells List: ~~Reduce, Enlarge, Unseen Servant, Mount, (2) Burning Hands, Melfs Acid Arrow, Mirror Image, Strength (3x), Detect Invisibility, Flame Arrow, Haste, Fly (4x), Evards Black Tentacles, Fire Shield, Stonesskin, Dimension Door, Polymorph other, Polymorph Self, Mordenkainens Faithful Hound, Conjure Elemental, Animal Growth, Teleport, Transmute Rock to mud, Transmute Mud to Rock, Invisible Stalker, Conjure Animals (2x), Disintegrate, Power Word Stun, Limited Wish, Spell Turning, Maze, Sertens Spell Immunity~~

Fillieel E'Dyllyum-Drow cleric of Lolth 14: Int (18); AL CE; AC -8; MV 12”; Level 14; hp 82, THAC0 14; #AT 1; Dmg 1d6; SA Spells; SD Spells and other; MR 78%; SZ M; S: 16, I: 14, W: 18, D: 18, C: 16, Ch: 9

Innate Abilities: *dancing lights, faerie fire, darkness, levitate, know alignment, detect magic, clairvoyance, detect lie, suggestion, dispel magic.*

Active Magical Effects: *free action, mind blank, fly, haste, strength, detect charm, protection from fire, true seeing, dust of disappearance*

Spells: *detect magic, create water, cure light wounds (6x), draw upon holy might, withdraw, hold person (3x), ~~detect charm~~, resist cold, slow poison, ~~protection from fire~~, dispel magic (3x), remove paralysis, negative plane protection, animate dead, ~~free action (4x)~~, spell immunity, ~~true seeing~~, ~~commune~~, wall of fire, heal, harm, unholy word*

Magic Items: *drow chain +4, buckler +2, whip of pain*—does 1-4 +3 points of damage and anyone damaged must make a save at -2 versus paralyzation or be wracked with pain for 2d4 rounds. *Succor rod*.

Shaiile - Male drow thief (13th): Int (18); AL CE; AC -1; MV 12"; Level 13; hp 60, THAC0 14; #AT 4; Dmg 1d4+7; SA backstab; SD surprise; MR 76%; SZ M; S: 8, I: 18, W: 15, D: 18, C: 16, Ch: 9

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

Active Magical Effects: *free action, mind blank, fly, haste, strength, dust of disappearance*

Equipment: *drow bracers of defense ac 3, drow daggers +2 coated in knockout poison., drow piwawfi, drow boots, succor rod.*

Round 1.

- **Talabrien** fires an arrow of illithid slaying at Yagol, his drow thrall jumps in front of it, which kills her.
- **Alsconius** casts *maze* on the party's best fighter. He also directs his earth elemental, invisible stalker, and smilodon (Sabre-toothed tiger) (x4)(from animal summoning and enlarge via animal growth) all to attack. All these creature have been hasted and are under the effects of dust of disappearance. Remember that all of these are conjured creature and cannot attack someone who are under the influences of protection from evil. This does not include a paladin's aura.

Earth Elemental – dust of disappearance, & hasted: Int (7); AL N; AC 2; MV 12"; HD: 16; hp 120, THAC0 5; #AT 2; Dmg 4d8; SA: special; SD +2 or better weapon to hit; MR nil; SZ L

Invisible Stalker – hasted: Int (14); AL N; AC 3; MV 24" Fly 24" (A); HD 8; hp 51, THAC0 13; #AT 2; Dmg 4d4; SA surprise; SD: Invisibility; MR 30%; SZ L

Smilodon (Sabre-toothed Tiger – dust of disappearance, animal growth & hasted) (4x): Int (1); AL N; AC 6; MV 24"; HD 14+4; hp 84, THAC0 5; #AT 6(10); Dmg 2d4+2 (4x)/4d6(2x) – (4d4 (4x)); SA Rear claws; SD nil; MR nil; SZ L

- **Fillieel** casts harm on any paladin, or big looking fighter.
- **Shaiile** backstabs Yagol. If the party has made no special precautions to protect Yagol he is rendered

unconscious by Shaiile's attacks. This does not make him visible as he has dusted himself. This also knocks out the gold elf...

Round 2

- **Talabrien** engages the party's biggest threat, Mages, Clerics, Fighters in order.
- **Alsconius** casts *power word stun* on a mage in the party.
- **Fillieel** orients her body so she is vertical to the floor (remember that she is flying) and casts *wall of fire* 1 foot off of the floor catching as many people as possible with it.
- **Shaiile** finishes off Yagol if somehow he did not drop the first round. If Yagol is down, he backstabs someone else.

Round 3

- **Talabrien** continues in Melee.
- **Alsconius** casts disintegrate.
- **Fillieel** Casts *harm* on someone.
- **Shaiile** Backstabs someone else.

These drow are exceptional powerful, however, none of them want or expect to die here. You can decide when they feel it is a good time to "bug out," but use the following as a guideline. If one of the drow is killed, the rest will leave, or in one of them drop to below ¼ of their total hit he will leave.

The *limited wish* was used so that his spells cannot be interrupted for the next day.

After the Drow are either driven off or are all killed, the party will need to attend to Yagol. He is merely unconscious having failed a save versus the knockout poison.

When he is brought to consciousness,

"My thanks. No... " He gently lifts up the body of the drow female that was one of his thralls. "Can any of you people bring her back to life? She was an excellent servant and I would hate to lose her at such trying times as these.

If the party says no.....

A single tear slides down his left cheek. He caresses her face with his tentacles for a minute and then sets the body on the ground. A green ray then comes out of his left hand and her body turns to dust. The gold elf female is slowly awakened, and Yagol stands next to where the drow was for a good ten minutes with the gold elf, as if in mourning. He then turns to you and the gold elf says in her lilting voice, "we are now ready"

If the party says yes....

“Yagol seems ecstatic. A torrent of images assail your minds for a brief moment while Yagol seems to get his composure. I have little in the way of personal wealth, but I have something I think you will find valuable if she is returned to me.”

The item Yagol speaks of is a vial of *oil of magic resistance*.

Unless the party can cast a *resurrection* at the table, it will cost 150,000, all in magic. This drow is not a good aligned and will revert to chaotic evil if Yagol ever loses control.

Encounter Six: An Unholy Alliance

You reach the opening that leads from the River of Dumathoin to the Ravens Deep cavern. As you approach you are challenged by a large patrol. Once you are recognized you are permitted into Ravens Deep with your guest. Lord Blacktree calls you all in to report before speaking with Yagol.

This is one of the most critical encounters in the module. Make them role-play out their conversation with Blacktree. He wants to hear everything, but his primary concern is if we can trust the illithid. If the PCs are convincing and persuade him yes, then he will negotiate in good faith with only a few reservations. If the PCs give him a reason not to trust them (other than the fact that they are illithids) then he will negotiate with Yagol more critically and harshly.

If the negotiations go in a way that Yagol does not care for, he will influence Blacktree mentally and make the alliance regardless, but it then puts the illithids in a definitely dominant position in the alliance.

Blacktree nods in understanding and mutters about sending for a negotiator from Ravens Bluff. He walks outside and meets the illithid, Yagol. The clear mucous glistens on the purple skin of Yagol as the Gold Elf bows and speaks, “Lord Blacktree, I am the mouth of Yagol. I will be his voice in these proceedings. We offer much in return for little. What do you say?”

Blacktree speaks, “I am sure that in time we can come to an equitable agreement. Come let us retire to this building to discuss the matter.” Lord Blacktree, Yagol, and several diplomats go into the building that is serving as the head quarters.

After an hour of negotiations, Yagol exits the building and Lord Blacktree hangs at the door. Yagol approaches one of the cavern walls and bows his head in meditation. After about two minutes, a shimmering appears and through the portal steps a robed figure. The hooded figure is just under 6' tall and wears the holy symbol of Oghma and carries a large oaken staff. He accompanies Yagol back to the building where Blacktree is waiting.

True sight and other divinations will only reveal that the individual is not carrying any magic items and is of lawful neutral in alignment.

Two hours later, Lord Blacktree, Yagol, and the bald priest come out of the building. He returns his hood over his head, waves his staff in the air, opening a portal and steps through.

Lord Blacktree takes advantage of the attention gain by this display of powerful magic, by reading a proclamation.

“From this day forth let it be known that the community of Ravens Bluff enters into an alliance with the community of Nar’Vheen. We have entered into a mutual support and defense treaty. The illithids of Nar’Vheen will provide us with at least twenty wagonloads of food on a monthly basis. They will provide us with any information they have regarding drow and other hostile underdark creatures that threaten Ravens Deep. They will assist in any reasonable means in recovering the Orb of Protection and provide us with other important information regarding the underdark. They will return of seven holy items, which belonged to Clan Brightsword. The illithid will release all enslaved surface dwellers and pledge not to engage in surface raids to acquire additional slaves or food.

In exchange the community of Ravens Bluff agrees to provide defensive military support against the drow and other evil races that would cause the illithid harm. Furthermore, we will provide Nar’Vheen with an ambassador, and we will arrange to have a Priest of Lathander speak with them about building a temple to the morninglord within their city. Finally, we will assist the illithid in negotiations with Clan Brightsword for a fair payment for the fortress of Redoubt in hopes of avoiding the possibility of any future disagreements.

Signed this day

Yagol of Nar’Vheen

Field Marshal Charles Blacktree of Ravens Bluff

Witness: Veragrim, advisor

**This concludes
The Mines of Sarbreen, Part One**

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 (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.

Encounter One

Bypassing cave-in	200 xp
Bypassing Icy Water	200 xp
Conversing with the Rats	300 xp

Encounter Two

Killing Orcs (150 of them)	300 xp
Defeating F'Ustul	1,500 xp
OR	
Submitting if defeated	1,000 xp

Encounter Three

Fighting the drow	1,000 xp
Killing Vh'areen	2,500 xp
Killing Clerics (each one)(3 max=2,250)	750 xp
Killing Fighters (each one)(6 max=3,000)	500 xp

Encounter Four

Rescuing Rivensbane	2,000 xp
Agree to escort Yagol to Ravens Deep to negotiate a treaty	500 xp

Encounter Five

Killing Talabrien	2,000 xp
Killing Alsonius	1,500 xp
Killing Fillieel	2,000 xp
Killing Shaille	1,500 xp
Defeating the conjured creatures	1,000 xp
Resurrecting the drow thrall	1,000 xp

Encounter Six

Convincing Blacktree to enter into a reasonable treaty	500 xp
--	--------

Discretionary roleplaying award 0-1,000 xp

Maximum Exp. Award: 25,250 xp

Treasure Summary

All items are to be marked usable for the high level events only. Furthermore, drow constructed items of +2 enchantment or less are not certified. (Remember that if it is not on this summary the PCs cannot keep it, but you already knew that!)

Encounter Two

- *Ring of protection* +3
- *Potion of speed*
- *Tentacle extensions* +2: these work on mind flayer tentacles only.
- *Psychic long sword*: This long sword has been constructed from some dark metal. When a sentient being holds the sword, red glowing veins thrive and pulsate along the blade as if it were alive. The abilities of the sword are based upon the wielder's intelligence as follows:

Less than 13 - none

13 - 14: +1 to hit

15 - 16: +2 to hit, +1 on damage, provides wielder *non-detection* when drawn

17 and up: +3 to hit, +2 on damage, *non-detection* and allows wielder to walk on any surface as per the *anklet of water walking*, it also provides a personal *feather fall*. All abilities require that the weapon be drawn to function.

This item is restricted to High Level Campaign events only.

Encounter 3 (only if they kill drow)

- *Drow chain mail* +4: This item is restricted to High Level Underdark Campaign events only.
- *Drow shield* +3: This item is restricted to High Level Underdark Campaign events only.
- *Soul Swallower mace* +3: The mace cannot be disarmed, can steal 3 more lives as per a *nine lives stealer*, but only against elves. Against non-drow elves it only needs a 17 or higher in order to do so, and when attacking non-drow elves, Soul Swallower grants the wielder 18/00 strength. Any good-aligned creature touching the mace takes 1d4 per round of contact (through gauntlets and other protections as well). This item is restricted to High Level Campaign events only.

Encounter Five

- *Drow shield* +5: This item is restricted to High Level *Underdark* Campaign events only.
- *Drow long sword* +4: This item is restricted to High Level *Underdark* Campaign events only.
- *Drow daggers* +3 (2): This item is restricted to High Level *Underdark* Campaign events only.
- *Drow chain* +4: This item is restricted to High Level *Underdark* Campaign events only.
- *Buckler* +3
- *Drow whip of pain*: does 1-4 +3 points of damage and anyone damaged must make a save at -2 versus paralyzation or be wracked with pain for 2d4 rounds (-4 on all actions). This item is restricted to High Level *Underdark* Campaign events only.
- *Drow bracers of defense AC 3*: This item is restricted to High Level *Underdark* Campaign events only.
- Wizard Scroll at 16th level (*shadow monster, wall of force, stonewall, ironward*)
- *Oil (slime) of magic resistance*: This oil is derived from the mucous excretions of an illithid. When this slimy oil is rubbed over someone's body and equipment, it confers 45% magic resistance for 2d4 turns. This item is restricted to High Level *Underdark* Campaign events only.

Chivalry Points and Knightly Honors

1 Chivalry point if a Knight saves Sir Rivensbane from becoming dinner.

Dove Knights Honor: The Dove Bracelet is awarded to PC Dove knights and squires who convince Blacktree and is instrumental in the treaty being signed.

Fame Award

All PCs receive: +1 Fame in City Government and +1 Fame in City of Nar'Vheen.

Any PC who killed one of the drow in encounter five receives +1 Fame in Drow House #5

If a PC killed Vhareen in encounter 3 receives +1 Fame in Drow House #1

Any PC who assisted or actually cast *resurrection* on Yagol's Thrall gains +19 Fame in City of Nar'Vheen

Psionics Appendix

Before I get started explaining psionic powers for this event, it is important to note that psionics are not becoming a regular part of the Living City Campaign. The use of psionics for game purposes is limited to three events involving illithids. The addition of psionics is meant to challenge PCs by pitting them up against an enemy that has powers in which they have never encountered and against which they do not currently have any reasonable defense. This is meant to pose a moral and ethical dilemma, which the PCs must work through on an individual basis. It is not supposed to be a weapon that the judge is to use to kill a defenseless party. Certainly a party might get themselves killed in this event, but they should know well ahead of time that this is what they are getting themselves into.

The psionic rules used for this event have been over simplified. This is for several reasons. First, it would be unfair to ask judges to learn a whole new set of rules just so they could run a few events. Second, the simplification will help keep the game moving so the combats will not get bogged down while you look up rules. Third, the book that contains the psionic rules is out of print and cannot be found everywhere and we cannot supply a copy of *The Complete Psionics Handbook* to each of our judges.

For these events, psionics will act just like innate abilities, except for the important following exception. Psionics are not classified as magic. Therefore, things that protect against magic do not protect against psionics. Additionally, unless a PC has a magic item that specifically states that it protects against psionics, it probably does not. For example: *rings of mind shielding*, *amulets of proof against detection and location*, and Holy Swords provide no protection against psionic influences. Furthermore, victims of psionic intrusion do not receive a saving throw unless specifically stated in the description of the power below.

For those who are unfamiliar with psionics, changing psionics to innate abilities makes psionics much more powerful than normal. Under normal circumstance, each power requires the user to roll a kind of proficiency check to activate the power (with a potential back firing if the roll is failed). Furthermore, psionics have an "initial cost" and a "per round" cost that are deducted from a large pool of points, and this limits the amount of psionic someone could use without rest. None of these rules are being used in this adventure.

Below is a listing of the psionic powers used in this event. Most of them are fairly straightforward, but a complete description of the power can be found in *The Complete Psionics Handbook* (on the page referenced).

Adrenelin Control, pg54 - Can temporarily increase Strength, Dexterity, or Constitution by 1d6

Astral Projection, pg68 - Can project psyche into the astral plane

Awe, pg80 - Save vs. spell or believe user has "awesome might" and must avoid angering or upsetting the user.

Body Control, pg55 - user temporarily adapts his body to hostile environment

Body Equilibrium, pg55 - Provides stable footing on any horizontal surface

Cause Decay, pg57 - Inanimate objects save vs. acid or instantly decay

Cell Adjustment, pg57 - Regenerate up to 15 hit points per round

Contact, pg80 - Creates temporary contact between two minds allowing for other telepathic powers to function

Dimension Door, pg69 - Functions like the mage spell *dimension door*

Domination, pg74 - Functions like the mage spell *domination*

Double Pain, pg59 - Victim touched temporarily (1 turn) takes double damage from all attacks, but half of this damage is not real and only lasts up to one turn from the original touch. If victim dies from extra damage, he is only unconscious for the remaining duration

Ectoplasmic Form, pg59 - Functions like the mage spell *wraithform*

ESP, pg84 - Functions like the mage spell *ESP*

Fate Link, pg75 - This power temporarily enables the user to intertwine his own fate one or more creatures. If any linked being experience pain, all linked creatures feel it. When one loses hit points, all lose the same amount. If one dies, others must immediately make a saving throw vs. death to avoid the same fate.

Heighten Senses, pg61 - Sharpens all five senses.

Invincible Foes, pg86 - The victim of this power believes that any blow struck against him will cripple or kill him. Someone struck while under this power will not recover until a **turn** later.

Invisibility, pg86 - Functions like the mage spell *invisibility*

Levitation, pg47 - Functions like the mage spell *levitation*

Metamorphosis, pg53 - Functions like the mage spell *polymorph self* without the healing benefits

Mind Link, pg75 - Temporarily allows for two-way telepathic communication

Mind Over Body, pg62 - Temporarily allows the user to suppress the body's need for food, water and sleep.

Phobia Amplification, pg89 - This power allows the user to reach into someone's mind and discover his greatest fear, then amplify it to the point of irrationality. A victim who fails a saving throw vs. spells believes the object of this fear imminently threatens him, even if it is completely absurd.

Post Hypnotic Suggestion, pg89 - Any creature with an Intelligence score between 7 and 17 can receive a post-hypnotic suggestion. The suggestion should be some reasonable course of action along with the activity that triggers the action. A "reasonable course of action" is one that does not violate the PC's alignment or class restrictions. It can be something that the PC does not normally do.

Probability Travel, pg64 - Functions like the cleric spell *plane shift*

Psionic Blast, pg89 - When used, the victim must make a saving throw vs. death. Failure means the victim temporarily loses 80% of his remaining hit points. These points are gone for six turns.

Psychic Surgery, pg95 - This ability allows for the user to repair mental damage, and should not come into play for this event

Repugnance, pg90 - This power temporarily makes something - a particular person, place or object - completely repugnant to someone. The individual is overwhelmed with loathing for the "thing" and he will seek to destroy it as completely and quickly as possible.

Sight Link, pg91 - Allows for the user to temporarily tap into someone' optical system and see through its eyes.

Splice, pg103 - Connects two or more powers together to be used at the same time.

Split Personality, pg96 - Allows the user to split its mind, allowing it to function (attack, use psionic power, etc) and still activate a psionic power.

Stasis Field pg104 - When activated, this power creates a slightly shimmering, completely smooth silver globe around the user. Energy and motions change inside the field. Energy magics - *fireball*, *magic missile*, *ice storm* - have no direct effect. All objects inside the sphere are slowed (*free action* does not protect against this). Creatures are slowed, but can still attack. Missile weapons are useless, the missile drifts lazily through the air, only to bounce off an unwary target.

Taste Link, pg92 - Allows for the user to temporarily tap into someone' taste receptors and the user tastes whatever the link tastes.

Teleport, pg67 - Functions like the mage spell *teleport without error* except for the spell's ability to allow the individual to change planes.

Teleport Trigger, pg72 - Creates a contingency that will teleport the user to a predetermined location. If that location is not within a half mile in the Underdark, nothing will happen.

Wrench, pg105 - Temporarily forces creatures that exist partially in the Negative Material Plane fully into the prime. Creatures "wrenched" this way remain trapped in the Prime for 2d6 turns. This reduces the effectiveness of many undead, but it primarily prevents the undead from draining life if it had that ability.

Appendix Two: Illithid Death Squad

Nar'Lheeth (15) Trolls
Drus'tiul (15) Human Shock Thralls
(15) Tamer Illithids (4) Intellect Devourers

Nar'Lheeth, Illithid F16/Psionist 14: Int genius (18); AL LE; AC: -10; MV 24; HD 16; hp 134; THAC0 5 (Tentacles: 5; Sword: -4); #AT 4 tentacles, weapon: 5/2; Dmg: tentacles 1d4+8 (special), sword 1d10+15; SA psionics; SD psionics; MR 90%; SZ M; ML Champion (15+).

Psionic Abilities: (*Bold powers are active*) *Domination, Teleport, Mindlink, Split Personality, Psychic Surgery, Probability Travel, Kinetic Control, Stasis Field, Splice, Wrench, Taste Link, Sight Link, Invisibility, Invincible Foes, ESP, Contact, Teleport Trigger, Astral Projection, Dimension Door, Mind over Body, Heightened Senses, Body Equilibrium, Adrenalin Control, Cause Decay, Double Pain, Ectoplasmic Form.*

Equipment: Githyanki Special Silver Sword +4, Illithid Exoskeleton AC -4 (illithid only - made out of white crystal, *boots of speed, potion of extra healing*, Receptacle (10,000 gp gem), Glare Goggles, 3 mummified shrunken Githyanki skulls

Drus'tiul, Illithid - Tamer Warden F13/Psionist 9: Int genius (18); AL LE; AC 0; MV 12; HD 13; hp 90; THAC0 8; #AT 4 tentacles, weapon: 4; Dmg: tentacles 1d4+13 (special), sword 1d8+13; SA psionics; SD psionics; MR 90%; SZ M; ML Champion (15+).

Psionic Abilities: *Fate Link, Teleport Metamorphosis, Domination, Mind Link, Adrenaline Control, Body Equilibrium, Cell Adjustment, Heightened Senses, Teleport Trigger, Invisibility, Contact, Invincible Foes, Repugnance, Sight Link, ESP, Astral Projection, Awe, Control Body.*

Equipment: *Drow piwawfi of protection +2, ring of protection +3, potion of speed, tentacle extensions +2, drow long sword +3*

Human Shock Thralls (Ft 8th): Int Nil ; AL LE; AC -3; MV 12; HD 8; hp 80; THAC0 8; #AT 2; Dmg: 1d8+6 (long sword); SA none; SD none; SZ M; ML Unswerving (20) Will not flee.

Equipment *Drow chain +2, drow spiked buckler +2, drow long sword +2*

Illithid - Tamer Creed (one per PC): Int genius (18); AL LE; AC: -1 (exoskeleton armor); MV 12; HD 8+4; hp 45; THAC0 11; #AT 4 tentacle or 2 sword; Dmg: Tentacle 2+Special or Sword: 1d8+9; SA mind blast and psionics; SD psionics; MR 90%; SZ M; ML Champion (15+).

Exoskeleton give 19 Strength, in addition they are specialized in the longsword.

Psionic Abilities: *Ego Whip, Id Insinuation, Mind Blast, Control Body, Levitation, Body Equilibrium, Probability Travel, Teleport, Astral Projection, Domination, Awe, ESP, Post-hypnotic Suggestion, Intrusive Taste Link.*

Trolls (one per illithid): Int. Low (6); AC 4; MV 12"; AL CE; HD 6+6; HP 36; Thac0 13; #AT 3; Dam: 5-8 /5-8 /5-12 (1d4+4, 1d4+4, 1d8+4); SA special; SD Regeneration; MR nil; SZ L (9'); ML Elite (14)

Intellect Devours (2) Int: very (12); AL CE; AC: 4; MV 15; HD 6+6; hp 35; THAC0 13; #AT 4; Dmg: 1d4; SA psionics and stalking; SD +3 or better weapon to hit, psionics; MR special; SZ M; ML Fanatic (17-18).

Psionic Abilities *Ectoplasmic Form, Domination, Mindlink, Body Equilibrium, Chameleon Power, Expansion, Reduction, Astral Projection, Aversion, Contact, Ego Whip, ESP, Id Insinuation, Telempathic Projection.*

Immunities: Immune to fire, and it takes 1 point per die from electrical damage. Even a +3 weapon only does 3 points of damage per hit.

Additional Reinforcements

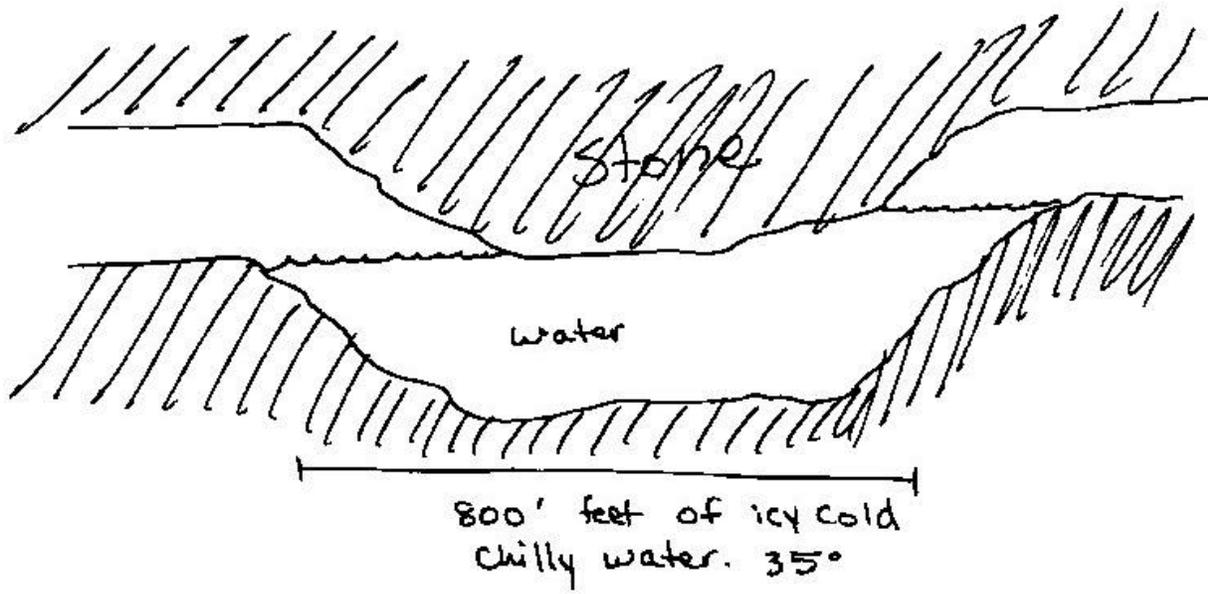
1. If the number of Human or Troll thralls falls below five, they call in more. Two rounds later two illithids will teleport in with 4 replacement thralls.

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2. If the Intellect devourers are reduced to one in number, the remaining one spends a round and calls for its pack. Three rounds after it does so 18 Intellect devourers teleport in.

DM MAP #1 Mines of Sarbreen

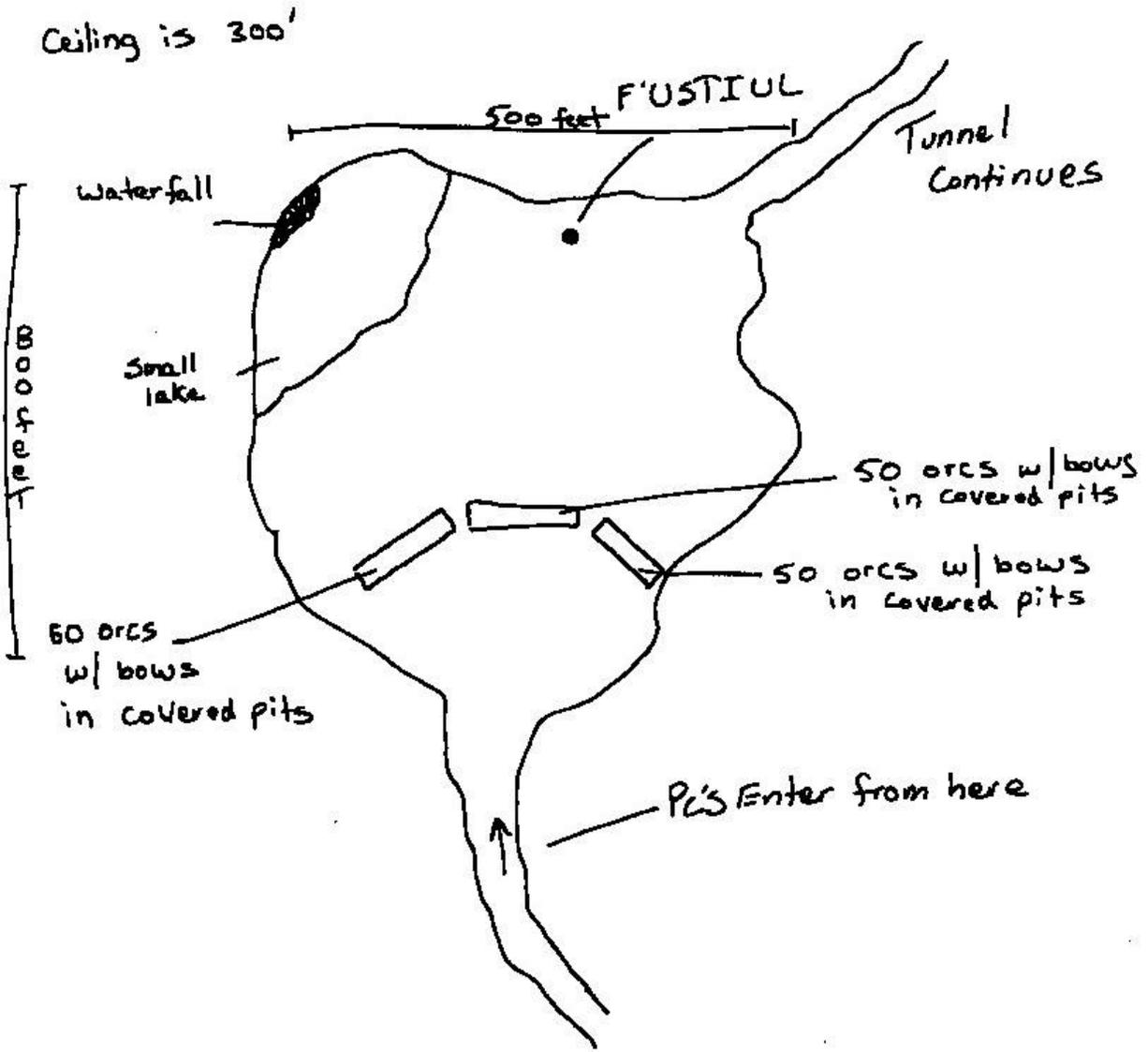
obstruction in mines

Side view



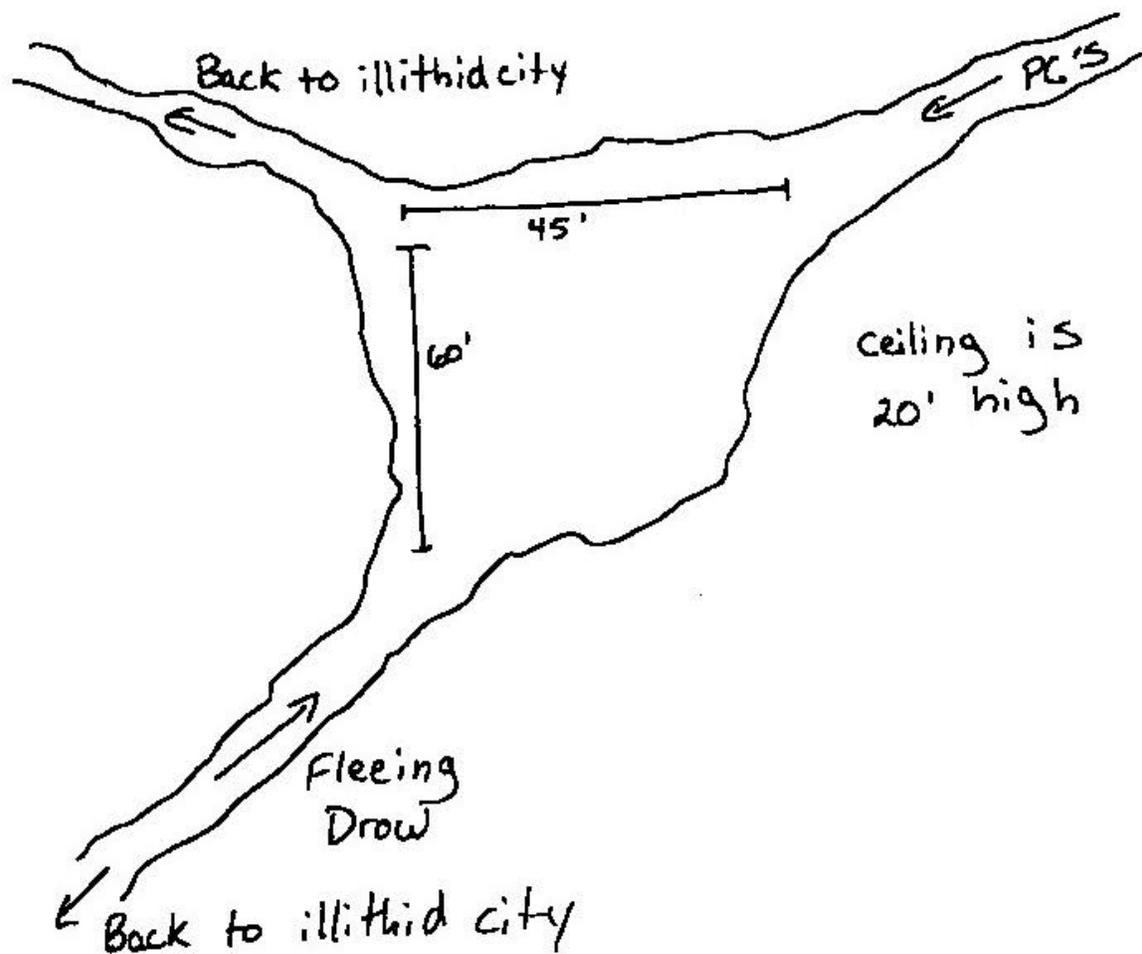
DM MAP #2 Mines of Sarbreen

Battle arrangements for "Respect" Encounter



DM MAP # 3 Mines of Sarbreen

Encounter Bring the Noise



The Mines of Sarbreen part One Key Event Summary

Return forms with scoring packs at Origins 1999 Only

1. Did the adventures kill Vh'areen E'Dyllyum?	Yes	No
2. Did the adventurers Fight Nar'Lheeth	Yes	No
3. Did they kill Nar'Lheeth?	Yes	No
4. Did they go with the illithids to Nar'Vheen	Yes	No
5. Did they save Sir RivensBane?	Yes	No
6. Did they kill any of the following		
Talren	Yes	No
Alsconius	Yes	No
Fillieel	Yes	No
Shaiile ShadowWeaver mercenary	Yes	No
7. Did they resurrect Yagol's drow thrall?	Yes	No
8. Did they convince Blacktree of the illithids' sincerity	Yes	No
9. Was the alliance signed?	Yes	No