

VER 3-06

Never Read Somebody's Diary

A One-Round D&D LIVING GREYHAWK[®]
Verbobonc Regional Adventure

By **Darren Spurrier**

Triad Edit: Ron Lundeen
Circle Edit: David Christ

Personal memories and information typically written in a diary often time reveal the deepest secrets in a person's life. When an elven scouting party discovers a hidden diary, its contents could provide the Elven Clans of Gnarley vital information. But, the elven scouting party has disappeared. For APLs 2 to 12. Part 1 of "The Dance of Darkness".

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

This is an RPGA® Network adventure for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this adventure, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA adventure.

Preparation

First you should print this adventure. This adventure was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the adventure as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place 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 (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster. Some of the text in this adventure 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 gray boxes. It's strongly recommended that you paraphrase

the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

Living Greyhawk

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard One-round Regional adventure, set in Ket. Characters native to Ket pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Verbobonc Honorifics

Courtly travelers and Political Scholars throughout the Flanaess must make careful study of titles, honorifics, and hierarchies of nobility used in the many royal courts and noble houses throughout. To aid those who move among such circles, or the simply curious, the following primer on royalty, nobility, titles and honorifics is presented. The DM is strongly encouraged use the following information

Mundane Animals Effect on APL	# of Animals			
	1	2	3	4
0 & 1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

on honorifics of Verbobonc during play to aid in the representation the NPC Nobility.

In general, the ruling class of Verbobonc is disdainful of those without titles or position. Titles of nobility and rank matter greatly and those without titles-gentlemen and peasants are not unimportant, but they are simply not of the same social class. Wealth and power have little to do with it. Furthermore, rank within the nobility is important. Those of lesser status are expected to show deference to their superiors. Even the commoners of Verbobonc suffer from the arrogance of class. Gentlemen do not associate with simple peasants. Tradesmen are better than merchants, merchants above common laborers.

The Rhennee are considered gypsies of the river – outcasts and river pirates.

Titles in descending order of importance:

Title	Honorific
Viscount	Noble Lordship
Bishop	Holiness
Baron	Prominence
Lord Mayor	Lordship
Knight Commander	Most Honorable Sir
Abbot	Father Abbot
Knight Bannerette	Right Honorable Sir
Mayor	Honorable Worship
Knight Companion	Most Worthy Sir
Knight Bachelor	Worthy Sir
Elder	Sir
Gentlemen	Master
Esquire	Squire
Yeoman	Socman

Adventure Summary and Background

During the last days of the Temple of Elemental evil, Lareth the Beautiful, the former priest of Lolth was recruited by Kendrick, of the temple of elemental Evil, to be the next chosen one of Tharizzdun. Before leaving Nulb, Lareth left behind his holy symbol of Lolth and a diary. The diary contains details of an entrance to the Underdark, as well as a drow outpost called Nafshekal, located in the Lortmil Mountains.

Recently, an elven scouting party entered the ruined village of Nulb. The party numbered 5 elven rangers from Clan Sherendyl and an elven wizard from Clan Enlanefel. A sudden rainstorm caused them to seek shelter. The former herb shop, being the most stable building remaining, provided the party cover from the storm. The wizard in the party noticed a curious imperfection in one of the floorboards. This particular floorboard concealed access to a secret compartment. Within the elves discovered Lareth's old holy symbol and his diary. At first the elves wanted to destroy the items, however the wizard protested and decided to keep the diary. However, they did destroy the holy symbol.

Meanwhile, inside Nafshekal, Vashalara, the high cleric of Lolth was furious. She happened to be scrying the area and discovered what had happened. She became concerned that the diary's contents might reveal vital information about the Drow. The diary does include details on the location of the outpost, the training rites of the Drow soldiers, the religious dogma of Lolth, details of experiments they are currently working on, and the ability to function in daylight as their surface enemies. Vashalara sent a hunting party of trained spiders, ettercaps, drow soldiers, a drider, a wizard to get the diary and eliminate the elves. As a leader she also sent her daughter, a cleric of Lolth, in order to see to it that nothing would go wrong.

The elven party left Nulb and headed back to the Elven lands. The hunting party found and captured the elves. They are now held prisoners in a secluded and long abandoned mine in the Kron Hills. One of the elves managed to escape and is traveling in the Gnarley forest heading back to the elven clans for reinforcements.

Adventure Summary

The characters are recruited by the swanmay/minions to investigate the disappearance of the elven scouting party. After doing some back tracking they meet up with the escaped elf. The elf was drugged and fled during the night and has some memories on where he

was held captive, but with incomplete details. The characters with some investigation and a few combats find the mine and hopefully rescue the prisoners. Depending on the timing of the characters, the drow wizard might escape with the diary. However, the elven wizard, had taken notes from the diary just in case. From the notes or the diary, the characters will learn of a possible drow threat.

Introduction

It has been a long and tiring journey for your group. You have just completed your mission escorting a caravan to Sheernob, the gnomish community. You are on your way toward the village of Homlett for some rest, relaxation, a hot meal, and a warm bed. Some of you know each other quite well and some may be new to your company.

Allow players to introduce their characters, and provide character descriptions. Once that is completed have everyone the make Listen checks (DC 15). For those that succeed hear the sound of leaves moving off to their left. Once they investigate proceed to Encounter 1.

Encounter One: Meeting with Thistle

If one person makes the check, then go ahead and read the boxed text, otherwise Thistle has complete surprise.

As you proceed to investigate the sound, you notice that the noise suddenly stops. It may only have been a small bird or squirrel.

At this point Thistle, a pixie, is in the air and invisible. She already has been following the characters for quite some time. She first decides to have some fun with the characters. (Based on the character descriptions, especially classes and sexes.) Thistle has set some snare traps in the bushes off to the characters' right. She uses her ventriloquism to make a noise. If there is a ranger, druid, or cleric who worships nature, the noise is that of an injured bear. If there are none of these character types present, then the noise is that of an injured young maiden.

As you think about moving on you hear the sound of an injured bear, (or fair maiden), off to your right, behind a couple of bushes.

If any character goes over to investigate, the first person over there, usually the quickest movement,

needs to be quick or be caught in the snare trap and lifted off the ground and in the air.

🔪 **Loop Snare Trap:** CR 1; mechanical; proximity trigger; manual reset; Reflex save avoids [DC 15]; Search (DC 20); Disable Device (DC 10)

Once the snare is activated or avoided, have a second person make Reflex save (DC 15), as their boot laces are tied together, magically of course, and that character is tripped and falls down. Amidst the confusion Thistle will appear on someone's shoulders either laughing hysterically or with a slight serious look on her face.

Suddenly appearing on** (randomly chosen player, on who wasn't the victim of the tricks) **is a small, lithe woman, about two feet tall with gossamer wings. She speaks, "Don't mind me having some fun with you all. I was just testing your mettle. Now then, my mistress needs your help and has sent me, to recruit you. If you will please follow me and I'll brief you when we arrive."

At this point Thistle flies off the character's shoulders and heads into the woods, down a deer trail. She doesn't fly fast and looks back to make sure the characters keep up. If anybody is stupid enough to attack her, she does defend herself. The swanmays are monitoring this and would be very upset if any harm comes to Thistle.

You follow the fairy into the woods for a short distance and arrive in the area surrounded by oak trees. She sits in one of the lower branches and waits for you to arrive. "My name is Thistle and I have been ordered to recruit a party of adventures for a task that needs to be done. My mistress cannot promise a tangible reward, but can promise something in the future. A scouting party of elves from the Gnarley Elven Clans has disappeared. They should have checked in three days ago. They consisted of five elven rangers and one elven wizard. They were on their way back to the elven clans from the City of Greyhawk. My mistress is worried that something has happened to them and has ordered me to find brave adventures to check it out. Any questions?"

- The five elven rangers are wood elves; they can be recognized by their blue sashes that has a picture of a small golden sun with a gray crescent moon.
- The elven wizard is an older male elf. He wears a blue/green robe decorated by gray stars and a picture of a tree trunk. His common name is Glorfindestra, even though his elven name is difficult to pronounce.
- The elves were in the City of Greyhawk on diplomatic mission.

- The elven rangers were experienced and should have experienced no difficulty getting lost in the Gnarley Forest.
- I would suggest following the northeast path and look for the elves. My mistress has other servants like me, searching the area as well and will know of your presence. They won't attack you but won't be overly friendly either.
- My mistress and I will check on your progress now and then, so if you feel a presence of being watched, it is probably just one of us.
- The area has seen attacks by orcs, ogres, and gnolls so be careful.
- My mistress wishes to keep her identity a secret but in time perhaps you might meet her.

All APLs (EL 5)

🔪 **Thistle:** female pixie (sprite); hp 3; see *Monster Manual*. Note: Thistle can cast *Otto's irresistible dance* (caster level 8th) once per day.

Proceed to Encounter 2, At this point you should ask for a marching order and watch order.

Encounter Two: A Hunting We Will Go

You have been traveling now for over a day looking for the elven scouting party. The forest canopy provides shade, comfort, and some good intense hues of greens and yellows. It is almost hard to believe with the humanoid and giant threat out there that the Gnarley Forest can be considered dangerous. After a short time you hear the sounds of combat from ahead. (Ask for their actions, when they arrive:) You come to a small clearing, 50 feet away is a strangely dressed elf locked in battle with a group of Orcs.

- Allow Spot checks (DC 10+APL) to notice a half-torn blue sash on his belt.
- The battle is 50 feet away with one of the elves from the scouting party named Taurindelas and a group of Orcs.
- The orcs fight to the death and if the adventures intervene they will attack them as well. Keep track of hit points for the elven ranger, as it is crucial that he survives. Mainly focus on the characters once they intervene. If the characters hesitates or

watches, run combat as normal but make spot checks for the Orcs and the elf. If they notice the characters, then the Elf cries for their assistance while the Orcs break off and attack the characters.

All APLs (EL 3)

♣ **Taurindelas:** male elf Rgr3; hp 25 (currently 21, fatigued); see Appendix One.

♣ **Orcs (one per APL):** hp 5 each; see *Monster Manual*.

Tactics: The orcs attack Taurindelas until the characters intervene, then turn on the characters. If more than half of them are defeated, the rest try to flee. The orcs really don't pose a challenge to the characters at any APL. Taurindelas fights defensively and is currently fatigued.

Development: Once the characters look at Taurindelas, they notice he is wearing ill-fitting orcish armor and using orcish weaponry. He has scavenged this gear during his desperate flight home. It is important that Taurindelas survive, but he may be killed if the orcs are lucky or the characters are very cowardly. If Taurindelas is killed and the party lacks the ability or desire to *speak with dead* or raise him, the characters may still gain more clues if they follow the elf's backtrail.

Once the battle is concluded, proceed to the next boxed text.

As the last orc falls, the strangely dressed elf sits down from exhaustion. You notice that besides the blue sash with the symbol of a sun and a crescent moon, he is dressed in crude leather armor and carries a large curved sword. He turns to you and speaks; (in Elven or in a rough accented common if there are no elves in the party.) "Greetings and well met indeed, my name is Taurindelas or Taurin in the common tongue. Thank you for the assistance. May I know your names of the strangers that assisted me. Wait for introductions. What brings you out here?"

Taurindelas will answer questions and knows the following:

- He was traveling from the Free City of Greyhawk back to his elven lands. He remembers stopping in the village of Nulb, due to bad weather and for the night.
- During their overnight stay, Glorfindestra, the party leader, discovered a diary underneath a loose floorboard. Taurindelas never read the diary but will say that Glorfindestra was reading it and seemed to be studying it intently. Glorfindestra

also stated after skimming it that they need to bring this back to the homeland. Taurindelas also noticed that Glorfindestra had taken notes from the diary and placed them in his scroll cases.

- On their first night out from Nulb, spiders and a humanoid spider creature waylaid them. They were captured and drugged with spider venom.
- He remembers waking up in a cave and seeing his friends tied up. More concerning still, he saw a couple of dark elf soldiers and a female, Drow priestess who seemed to be their leader. Taurindelas managed to loosen his bonds without detection and escaped the mine. He remembers running for miles before encountering a couple of orcs. He slew them barehanded and took their equipment.
- He is not sure how long he wandered before being attacked by the orcs the characters helped him defeat. But, the poison or drugs must be wearing off. He feels better now.

Taurindelas asks the characters to rescue his friends. Following the track to the southeast from which he came leads back to the mine where his companions remain prisoners. He tells the characters that he needs to go back to his homeland and warn them of what has happened. He insists that he can make it back on his own with his skills and is likely not to be noticed.

Unknown to the party, the drow wizard is attempting to *scry* on the escaped elf. If Taurindelas makes a Will save (DC 20) at a -5 penalty, then the wizard is unable to *scry* on the elf and learn of the characters' assistance.

If the party agrees to help proceed with encounter 3, otherwise he thanks the party again and proceeds to go off on his own, the module ends here.

Treasure:

Defeat the orcs and take their equipment.

APL 2: L: 17 gp; C: 0 gp; M: 0 gp
APL 4: L: 34 gp; C: 0 gp; M: 0 gp
APL 6: L: 51 gp; C: 0 gp; M: 0 gp
APL 8: L: 67 gp; C: 0 gp; M: 0 gp
APL 10: L: 83 gp; C: 0 gp; M: 0 gp
APL 12: L: 100 gp; C: 0 gp; M: 0 gp

Encounter Three: A Walk in the Woods

Your journey turns southeast. As you travel the forest gets darker as the thick canopy nearly blocks out the sun. The combination of greens, yellows, oranges, and the occasional browns prove autumn is on its way. You travel until evening when you find

a suitable campsite. The campsite appears to have seen recent use.

- If the characters decide to make Search checks (DC 10 + APL), they find the remains of bedrolls that have dried blood on them. They also see half-torn blue sashes in the campsite.
- By making a Heal check (DC 20), they notice that the blood is days old.
- If the characters want to do a general perimeter search and make a Survival check (DC 15) they determine that the campers were attacked type of forest creatures, and that the campers were beaten and dragged off down the southeast trail. If the searching character beats a [DC 20], then the party notices that the attackers were arachnid creatures, some with 8 legs, and a few with 2 legs. One of them is a large arachnid, and with them were 4 booted humanoid prints.

The evening passes on without any further incident.

Encounter Four: Carnage in the Gnarley Forest

The next morning you renew your travels. Later in the day you come upon a small clearing. The canopy does clear out for a bit and the noise of a river can be heard in the distance. In the clearing you see a scene of carnage and destruction. In the center of the clearing is the smoking remains of 2 wagons and numerous dead bodies.

- If the characters search they find the remains of 14 bodies. If they make a Heal check (DC 10) they discover that 13 of the bodies are human, while the 14th is a half-elf. On 12 bodies they find broken pieces of leather armor, longswords, and shields. On the 13th body they notice the remains of a merchant outfit. The half-elf body has the remains of a short bow, leather armor, a short sword, and a pin. By making a Knowledge (local) [DC 15], they can tell that the half-elf was a member of the Gnarley Rangers. Or any character who is a Gnarley Ranger, Gnarley Druid, People of the Woods, or member of a Gnarley Elven Clan recognize the pin immediately.
- By making a successful Search check (DC 10+APL) they find a standard in the wagon remains. By making a successful Knowledge (local) check (DC 15), they can tell the standard belongs to a merchant house of Janneth Greer.

- The party also finds the remains of 6 horses. By making a Heal check of (DC 10) they realize that something has eaten the horses from the inside, if the Heal check beats a [DC 15], they find remnants of poison in the horses. By making a successful Craft (alchemy) or Knowledge (nature) check (DC 15) they can deduce that the poison is some type of spider venom.
- If anybody casts makes a Spellcraft check (DC 20), they find traces of magic spells having been used in this battle. If the Spellcraft check [DC 25], they can recognize the use of a fireball spell.
- By making a successful Survival check (DC 15) the characters pick up the attackers' trail.

DM Note: The drow force, was traveling late in the day and discovered that a merchant caravan had made camp here. Rather than trying to go around them, under fear of detection, they decided to attack the caravan. By using *sleep* spells and *fireballs*, they managed to kill off the merchants and the spiders fed on the horses. By witnessing this, the characters may now have another reason besides rescuing the elves to pursue the Drow and their spider minions.

Once the party discovers the trail with the tracks and leaves the carnage, proceed to encounter 5

Encounter Five: Pick a Trail, Any Trail

After leaving the clearing of destruction you travel on. Late in the afternoon you come to a spot where the trails split. One trail continues southwest, the other heads briefly northeast and turns slightly north. You notice that trail going northwest seems to climb up on rolling hills and briefly over the forest canopy. The trail going southwest goes into a valley, deeper under the forest canopy.

- A successful Survival check (DC 15) will notice a group of arachnids + humanoids went down the southwest trail. A successful Survival check (DC 25) will notice a faint trail of dragged bodies, going to the northeast
- If the characters decide to go down the southwest trail, they are ambushed by spiders and ettercaps hiding in the trees along the trail. Allow the characters Spot or Listen checks (DC 15+APL) to act in the surprise round. The spiders and ettercaps spring their ambush when the characters are within forty feet.

- If the characters follow the trail to the north, allow them Spot checks (DC 20 - APL) to notice the spiders and ettercaps hiding in the trees. This foils any attempt of surprise by the monsters. Allow the ettercaps and spiders to make a Spot check (DC 15, or 15 plus the lowest Hide check amongst the characters if they are being stealthy) to notice the characters leaving by the northeast trail. If any foe notices the characters, they all rush into combat immediately. The ettercaps and spiders begin ninety feet from the characters. The characters can bypass this encounter outright if they decide to sneak past the monsters and the monsters don't notice them.

APL 2 (EL 3)

☛ **Ettercap:** hp 27; see *Monster Manual*.

☛ **Monstrous spider, small:** hp 4; see *Monster Manual*.

APL 4 (EL 5)

☛ **Ettercap:** hp 27; see *Monster Manual*.

☛ **Monstrous spiders, medium (3):** hp 11 each; see *Monster Manual*.

APL 6 (EL 7)

☛ **Ettercaps (2):** hp 27 each; see *Monster Manual*.

☛ **Monstrous spider, huge:** hp 52; see *Monster Manual*.

APL 8 (EL 9)

☛ **Ettercaps (3):** hp 27 each; see *Monster Manual*.

☛ **Monstrous spiders, huge (3):** hp 52 each; see *Monster Manual*.

APL 10 (EL 11)

☛ **Ettercaps (6):** hp 27 each; see *Monster Manual*.

☛ **Monstrous spiders, huge (4):** hp 52 each; see *Monster Manual*.

APL 12 (EL 11)

☛ **Ettercaps (6):** hp 27 each; see *Monster Manual*.

☛ **Monstrous spiders, huge (4):** hp 52 each; see *Monster Manual*.

Tactics: These spiders are web spinners. The spiders and the ettercaps begin combat by attempting to entangle the characters in webs. They fight to the death.

Once they completed this encounter, proceed to encounter 6

Encounter Six: An opening in the darkness

After defeating the spiders you move on. You travel the rest of the afternoon and on to the evening. You noticed that the elevation here increases. The next day the wooded area of the Gnarley Forest parts slightly and you realize that you are in the Southern part of the Kron Hills. The tracks continue on. You continue traveling and by early evening you see an opening set in a hill. The opening almost looks like a cave opening.

- The cave is actually an old silver mine that the gnomes used 50 years ago. The gnomes abandoned it due to the instability of the lower mines. The upper reaches are stable,
- At this point have the party make Spot checks opposed by the drow guards' Hide checks. If successful have them notice the figures lurking near the opening in the hill.

APL 2 (EL 5)

☛ **Drow Guards (2):** male drow Rgr1; hp 10 each; see Appendix One.

APL 4 (EL 7)

☛ **Drow Guards (2):** male drow Rgr3; hp 24 each; see Appendix One.

APL 6 (EL 9)

☛ **Drow Guards (2):** male drow Rgr5; hp 38 each; see Appendix One.

☛ **Medium viper animal companions (2):** hp 9 each; see *Monster Manual*.

APL 8 (EL 11)

☛ **Drow Guards (2):** male drow Rgr7; hp 52 each; see Appendix One.

☛ **Medium viper animal companions, advanced (2):** hp 18 each; see Appendix One.

APL 10 (EL 13)

☛ **Drow Guards (2):** male drow Rgr9; hp 66 each; see Appendix One.

☛ **Medium viper animal companions, advanced (2):** hp 18 each; see Appendix One.

APL 12 (EL 15)

☛ **Drow Guards (2):** male drow Rgr11; hp 80 each; see Appendix One.

☛ **Medium viper animal companions, advanced (2):** hp 18 each; see Appendix One.

Tactics: These guards are very professional, and know what they are doing. At the first opportunity, one of them throws his thunderstone into the cave. This won't

hurt any of the combatants, unless one of the characters is in there. The noise of the thunderstone will alert those downstairs of the assault, allowing the priestess to prepare (see Encounter 10). When fighting, the rangers gang up on weak-looking humans, attempt to gain flanking for their Dual Strike feat, and make full attacks to benefit from their Two-Weapon Fighting.

Note: Even though it is still early evening, and the sun is still above the horizon, these guards have no penalty while fighting. This is from the surface training the drow forces are pursuing, granting these drow the Daylight Adaptation feat.

Development: Even if they are captured, these guards only know silent communication, as they both had their tongues removed for the pleasure of the drow priestess.

Once the party has defeated the guards, read:

You see a 30' diameter cave built into the hill. In the back [portion of the cave you see a ramp heading downward. There are no visible light sources in here and all is quiet.

Once the party decides to proceed down the ramp, get marching order and light sources. Proceed to encounter 7.

Treasure:

Defeat the drow guards and take their equipment.

APL 2: L: 143 gp; C: 0 gp; M: 0 gp

APL 4: L: 125 gp; C: 0 gp; M: 2 +1 chain shirts (104 gp per character / per chain shirt).

APL 6: L: 125 gp; C: 0 gp; M: 2 +1 chain shirts (104 gp per character / per chain shirt)

APL 8: L: 125 gp; C: 0 gp; M: 2 +1 chain shirts (104 gp per character / per chain shirt)

APL 10: L: 125 gp; C: 0 gp; M: 2 +1 chain shirts (104 gp per character / per chain shirt); 2 rings of protection +1 (167 gp per character / per ring).

APL 12: L: 77 gp; C: 0 gp; M: 2 +1 chain shirts (104 gp per character / per chain shirt); 2 rings of protection +1 (167 gp per character / per ring); 4 +1 short swords (167 gp per character / per sword).

Encounter Seven: Decent to Darkness

You descend down the ramp into the darkness. The ramp goes down for a while (100 ft if dwarves or gnomes are in the party). At the end of the ramp you arrive in a 60' long by 60' wide by 20' high chamber. In the corners of the chamber there are empty hangers where lanterns might have been, now it is

empty. The chamber has 3 exits one to your left, one to your right, and one straight ahead. Otherwise there is nothing of interest here.

If the characters choose the left tunnel, proceed to encounter 8

If the characters choose the right tunnel, proceed to encounter 9

If the characters choose to go straight, proceed to encounter 10

Encounter Eight: Into the Garbage Chute

You travel down the left tunnel for 100 feet, it slopes down slightly and opens out in a chamber. In this 40' long by 40' wide by 20' high chamber is garbage, rubble, and some equipment. Also in here are the skeletal husks of animals.

- This room has the elven party's equipment. During a search, the characters find longswords, long bows, chain shirts, and the Elven Clan sashes. The characters also discover a spell book, spell components, and two scroll cases. The two scroll cases contain Glorfindestra's notes from the diary. They are all written in Elven. If the party tries to decipher the Elven Wizard's notes they need to make a Decipher Script roll (DC 20), but deciphering it will take six hours due to the high complexity of the code.
- If the characters search the skeletal husks they find the remains of animals the drider and spiders have fed upon.
- There are no other exits from this room.

The party can go back to the main room and go down the right tunnel (see encounter 9,) or they can go take the center one. (see encounter 10).

Encounter Nine: A Long Lost Mine

The right passage continues forward for about 100 feet before turning to the right again and going another 50 ft before coming into a large 80' long, 80' wide, 20' high chamber. Half of the chamber is collapsed and there is a big hole in the center. The hole goes down for several hundred feet. Inside the collapsed area are the remains of a large wooden flat board and several damaged chains, otherwise nothing of interest is here.

- This is the remains of a mining tunnel. The hole leads down to several of the lower areas of the mine. The elevator is trashed and in the rubble. The hole goes down for 300 feet. The characters would need at least 300 feet of rope or magic of some type to get down there. Make normal climb checks if they use the rope and if they fall do the appropriate damage. At the bottom they find another collapsed empty chamber with no exit, as the exits are buried under rock and rubble.
- Searching reveals mostly damaged equipment and rubble, a successful Search check (DC 20) reveals a body buried in the rubble. The body is from a long dead gnome. On the gnome is a scroll case with 3 spell scrolls inside.

The party can then go back to the main room and go down the left tunnel, (see encounter 8), or they can go down the center passage, (see encounter 10).

Treasure:

Find the scrolls on the gnome miner's body.

All APLs: L: 0 gp; C: 0 gp; M: *scroll of enlarge person* (1st caster level), 2 gp; *scroll of jump* (1st caster level), 2 gp; *scroll of false life* (3rd caster level), 13 gp.

Encounter Ten: The Final Battle

The center passage goes straight for 100 feet. As you proceed down the tunnel you can hear the sounds of chanting. The passage opens up into a 80' long by 80' wide by 20' high chamber. As you peer inside you see four tied up elves in the corner, and one elderly elf tied up to a slab of black stone. Surrounding the stone is intricate patterns of silver drawn around it almost forming a web-like pattern. The slab of stone has 8 burning black candles on the ends of the intricately carved web. Standing over the elf with a sacrificial spider-like dagger in hand is a drow priestess. Next to her is a male drow in robes, and on the other side of the priestess is an abomination of nature. This creature has the torso of a drow male and the lower half of a spider. Also near them is a demonic-looking spider creature. Roaming the room are large spiders.

- At all APLs, the wizard *teleports* out, diary in hand, as if he has an initiative of 32.
- At APL 2 and 4, the drider and the bebiliths teleport with the wizard out as well, still having an initiative of 32.
- At APL 10 and 12, the drider teleports out with the wizard, leaving the bebilith (or, at APL 12, bebiliths) behind to fight the characters.

- The elven hostages are in no condition to fight, having been affected by the drow drugs.

APL 2 (EL 5)

☞ **Drow Priestess:** female drow Clr3; hp 27; see Appendix One.

☞ **Monstrous spider, large:** hp 22; see *Monster Manual*.

APL 4 (EL 7)

☞ **Drow Priestess:** female drow Clr5; hp 39; see Appendix One.

☞ **Monstrous spiders, large (2):** hp 22 each; see *Monster Manual*.

APL 6 (EL 10)

☞ **Drow Priestess:** female drow Clr6; hp 45; see Appendix One.

☞ **Drider:** hp 45; see *Monster Manual*. This creature has sorcerer spells as presented in the *Monster Manual*.

APL 8 (EL 12)

☞ **Drow Priestess:** female drow Clr9; hp 63; see Appendix One.

☞ **Drider:** hp 45; see *Monster Manual*. This creature has sorcerer spells as presented in the *Monster Manual*.

☞ **Monstrous spiders, large (3):** hp 22 each; see *Monster Manual*.

APL 10 (EL 14)

☞ **Drow Priestess:** female drow Clr11; hp 75; see Appendix One.

☞ **Bebilith:** hp 150; see *Monster Manual*.

APL 12 (EL 16)

☞ **Drow Priestess:** female drow Clr13; hp 87; see Appendix One.

☞ **Bebiliths (2):** hp 150 each; see *Monster Manual*.

Pre-Combat Tactics: If the drow guards in Encounter 6 were able to throw a thunderstone into the mine, then these foes are warned that trouble is approaching. Refer to Appendix One for preparatory spells the drow priestess casts once she hears the thunderstone. The drider, if present, casts *mage armor* on himself, which lasts for 6 hours. If the drow guards were not able to throw a thunderstone, then none of these preparations are made.

At higher APLs, the wall above the doorway leaving this room is inscribed with a magical symbol placed by the priestess. At APL 8, this is a *symbol of sleep*, at APL 10, this is a *symbol of persuasion*, at APL 12, this is a *symbol of stunning*. The symbol activates when a good creature looks at the rune, and will affect everyone in the room (except the foes in the room, who are attuned to it). Further details on the priestess' symbols are found in Appendix One.

Tactics: The priestess begins next to the altar, and her first action is to cast *hold person* on the most threatening fighter-type (at APL 2-6) or cast *giant vermin* on two spiders in the room (at APL 8-12). Her second action is to perform a coup de grace on the elven wizard tied to the slab (he has 32 hit points and a Fortitude save of +5). The drider attempts to keep back and blast the characters with *lightning bolts*. The other monsters in the room try to get between the priestess and the characters in order to protect her. Once the priestess has stabbed the bound elf wizard, she casts her most destructive and damaging spells as efficiently as possible. All these foes fight to the death. The priestess would rather kill herself than be captured.

Development: If the characters win the elves are grateful and wish to have their equipment back. If the characters did not find the equipment, the elves will go look for it.

Treasure:

Defeat the drow priestess and take her equipment.

APL 2: L: 44 gp; C: 0 gp; M: *cloak of resistance* +1 (83 gp per character); +1 *breastplate* (113 gp per character).

APL 4: L: 44 gp; C: 0 gp; M: *cloak of resistance* +1 (83 gp per character); +1 *breastplate* (113 gp per character).

APL 6: L: 25 gp; C: 0 gp; M: *cloak of resistance* +1 (83 gp per character); +1 *breastplate* (113 gp per character); +1 *spider dagger* (196 gp per character).

APL 8: L: 25 gp; C: 0 gp; M: *cloak of resistance* +1 (83 gp per character); +1 *breastplate* (113 gp per character); +1 *heavy steel shield* (98 gp per character); +1 *spider dagger* (196 gp per character); *pearl of power* [1st level] (83 gp per character); *bead of force* (250 gp per character).

APL 10: L: 25 gp; C: 0 gp; M: *cloak of resistance* +1 (83 gp per character); +1 *breastplate* (113 gp per character); +1 *heavy steel shield* (98 gp per character); +1 *keen spider dagger* (696 gp per character); *pearl of power* [1st level] (83 gp per character); *bead of force* (250 gp per character).

APL 12: L: 11 gp; C: 0 gp; M: *cloak of resistance* +1 (83 gp per character); +1 *breastplate* (113 gp per character); +1 *heavy steel shield* (98 gp per character); +1 *keen spider dagger* (696 gp per character); *pearl of power* [1st level] (83 gp per character); *bead of force* (250 gp per character); *petriapt of wisdom* +2 (333 gp per character).

Once they are ready to leave, proceed to encounter 11

Encounter Eleven: The voyage home

The surviving elves thank you for their rescue and ask you to escort them home. You leave the mines and head back to the Gnarley Forest. You travel for another three days, enjoying the company of the elves and telling some good campfire stories.

During the second day, one of the elves named Havenstormal informs you that the reason the drow captured them was to the diary they found in Nulb. Their wizard, Glorfindestra explained that the diary used to belong to Lareth the Beautiful, a Human worshipper of Lolth and a key player in the Temple of Elemental Evil's return. Lareth was thought to be a worshipper of Thrazidun but actually was a Cleric to Lolth. Loreth explained in his diary the training he received from the drow. The diary also references the drow experimentation on functioning better on the surface world. The diary contains information on a survival technique for sunlight and for developing a spell that allows them to see in their own darkness. Havenstormal is taking the information back to his homeland but asks you to inform your superiors. In addition, the diary mentions a Drow outpost in the Lortmill Mountains.

On the fourth morning a patrol of elves dressed in greens and browns, come out of the forest. They surround you and you recognize one of them is Taurindelas. After a brief conversation with the elves you rescued, Taurindelas turns and speaks to your group. "Thank you brave adventures for saving my friends, if it wasn't for you they would have surely perished. As a reward take these green, leaf pins as a token of remembrance. Our leaders will be informed on what you have done and your names will be placed in our records." (Speaking to any elves in the party, otherwise skip this part) You have a special place with us, and I would recommend you if you decide to join our clans. I do come to Verbobonc City from time to time and will be checking in on your deeds. Thanks again brave adventures. " With that said the elves take your leave and vanish into the forest.

As you leave and head back to Homlet, you feel a quick breeze and suddenly Thistle appears into the air. She speaks to you, "Thanks again for your services, my mistress wanted to give you this in return. In your hands appears a small, swan token. If you are in danger, use this token and it will help aid in your defense. Take care, and perhaps we will meet again." She then vanishes with a giggle.

Conclusion

As you head toward Homlet, you can't stop thinking of what has happened; drow elves appearing in the Gnarley, the danger of a drow outpost located in the Lortmil Mountains, the experimentations of drow magic in order to adapt to fighting in the daylight, as well as the ability to see in their own darkness. For that matter the drow wizard disappeared and he had the diary. The fact that you destroyed a drow priestess and that the wizard got away, could lead to more trouble, but hopefully you'll be ready to handle it.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter Two:

Save Taurin from the orcs

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

Encounter Five:

Defeat the ettercaps and spiders

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	330 XP

Encounter Six:

Defeat the drow guards

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

Encounter Ten:

Defeat the drow priestess

APL 2	150 XP
APL 4	210 XP
APL 6	300 XP
APL 8	360 XP
APL 10	420 XP
APL 12	480 XP

Prevent Glorfindelstra from being slain

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

Conclusion

Good roleplaying and combat heroics

APL 2	30 XP
APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is

consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

Treasure Key:

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items

Encounter Two:

Defeat the orcs and take their equipment.

APL 2: L: 17 gp; C: 0 gp; M: 0 gp
APL 4: L: 34 gp; C: 0 gp; M: 0 gp
APL 6: L: 51 gp; C: 0 gp; M: 0 gp
APL 8: L: 67 gp; C: 0 gp; M: 0 gp
APL 10: L: 83 gp; C: 0 gp; M: 0 gp
APL 12: L: 100 gp; C: 0 gp; M: 0 gp

Encounter Six:

Defeat the drow guards and take their equipment.

APL 2: L: 143 gp; C: 0 gp; M: 0 gp
APL 4: L: 125 gp; C: 0 gp; M: 2 *+1 chain shirts* (104 gp per character / per chain shirt).
APL 6: L: 125 gp; C: 0 gp; M: 2 *+1 chain shirts* (104 gp per character / per chain shirt)
APL 8: L: 125 gp; C: 0 gp; M: 2 *+1 chain shirts* (104 gp per character / per chain shirt)
APL 10: L: 125 gp; C: 0 gp; M: 2 *+1 chain shirts* (104 gp per character / per chain shirt); 2 *rings of protection +1* (167 gp per character / per ring).
APL 12: L: 77 gp; C: 0 gp; M: 2 *+1 chain shirts* (104 gp per character / per chain shirt); 2 *rings of protection +1* (167 gp per character / per ring); 4 *+1 short swords* (167 gp per character / per sword).

Encounter Nine:

Find the scrolls on the gnome miner's body.

All APLs: L: 0 gp; C: 0 gp; M: *scroll of enlarge person* (1st *caster level*), 2 gp; *scroll of jump* (1st *caster level*), 2 gp; *scroll of false life* (3rd *caster level*), 13 gp.

Encounter Ten:

Defeat the drow priestess and take her equipment.

APL 2: L: 44 gp; C: 0 gp; M: *cloak of resistance +1* (83 gp per character); *+1 breastplate* (113 gp per character).
APL 4: L: 44 gp; C: 0 gp; M: *cloak of resistance +1* (83 gp per character); *+1 breastplate* (113 gp per character).

APL 6: L: 25 gp; C: 0 gp; M: *cloak of resistance +1* (83 gp per character); *+1 breastplate* (113 gp per character); *+1 spider dagger* (196 gp per character).

APL 8: L: 25 gp; C: 0 gp; M: *cloak of resistance +1* (83 gp per character); *+1 breastplate* (113 gp per character); *+1 heavy steel shield* (98 gp per character); *+1 spider dagger* (196 gp per character); *pearl of power [1st level]* (83 gp per character); *bead of force* (250 gp per character).

APL 10: L: 25 gp; C: 0 gp; M: *cloak of resistance +1* (83 gp per character); *+1 breastplate* (113 gp per character); *+1 heavy steel shield* (98 gp per character); *+1 keen spider dagger* (696 gp per character); *pearl of power [1st level]* (83 gp per character); *bead of force* (250 gp per character).

APL 12: L: 11 gp; C: 0 gp; M: *cloak of resistance +1* (83 gp per character); *+1 breastplate* (113 gp per character); *+1 heavy steel shield* (98 gp per character); *+1 keen spider dagger* (696 gp per character); *pearl of power [1st level]* (83 gp per character); *bead of force* (250 gp per character); *peripart of wisdom +2* (333 gp per character).

Total Possible Treasure

APL 2:	400 gp
APL 4:	600 gp
APL 6:	800 gp
APL 8:	1,250 gp
APL 10:	2,100 gp
APL 12:	3,000 gp

Special:

Gold Leaf Pin: If the characters rescued the elves, each character is granted a gold, leaf-shaped pin. This counts as one Influence Point with the Elven Clans of the Gnarley Forest. The elves also offer to sell the characters the following items (based on the APL – see below):

APL 2: *Elixirs of Hiding* (Freq: Adventure; DMG)
APL 4: *Cloak of Elvenkind* (Freq: Adventure; DMG)
APL 6: *Elven Chain* (Freq: Adventure; DMG)
APL 12: *Celestial Armor* (Freq: Adventure; DMG)

Thistle's Token: If the characters rescued all of the elves, each character is granted a tiny white token shaped like a swan. This swan token feels very flexible and emits a humming noise. This item can be used only once by the character who owns it only. When used, it lets the wearer re-roll any saving throw (the token must be used before the DM declares the result of the first roll and you must accept the result of the re-roll even if it is worse than the original roll), as if using the Luck domain granted power. Once used, cross this item off of this Adventure Record.

Spider Dagger: This eight-pronged dagger-like weapon looks like a serrated spider. Drow use it in their horrific rituals, and it can be wielded as a fearsome weapon. A spider dagger is always sized for Medium creatures. Drow become enraged to see it in a non-drow's hands, and other elves find the dagger fearsome and abhorrent. This dagger always detects as a dim, lingering evil.

Spider Dagger (exotic one-handed melee weapon):
Dmg (M) 1d6; Critical 19-20; Range Increment –;
Weight 3 lb.; Type Piercing.

The magical enchantments upon this spider dagger, and its cost, vary by APL (see below).

Copy of Glorfindestra's Diary Notes: The drow seemed particularly interested in retrieving a diary discovered in Nulb by an elven scouting party. Although the drow escaped with the diary itself, the elven wizard Glorfindestra made several notes about the diary in the short time he possessed it. This character has made a copy of Glorfindestra's notes.
Market Price: 30 gp (Frequency: Adventure).

Appendix One: Non-Player Characters

Encounter Two: A Hunting We Will Go

All APLs

♣ **Taurindelas:** male elf Rgr3; CR 3; Medium humanoid (elf); HD 3d8+9; hp 25 (currently 21); Init +3; Spd 30 ft.; AC 15 (+3 Dex, +3 studded leather), touch 13, flat-footed 13; Base Atk +3; Grp +5; Atk +5 melee (2d4+3/18-20, falchion) or +6 ranged (1d6+2, javelin); SA favored enemy (orc) +2; SQ elf traits, wild empathy; AL NG; SV Fort +5, Ref +6, Will +2 (+4 against Enchantment spells and spell-like abilities); Str 14, Dex 17, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Heal +3, Hide +8, Listen +9, Move Silently +8, Search +2, Sense Motive +3, Spot +9, Survival +7; Diehard, Endurance, Rapid Shot, Toughness, Track.

Possessions: orcish studded leather armor, falchion, three javelins, tattered blue sash.

Fatigued: when the characters first meet Taurindelas for the first time, he is fatigued.

Encounter Six: An Opening in the Darkness

APL 2 (EL 5)

♣ **Drow Guards:** male drow Rgr1; CR 2; Medium humanoid (elf); HD 1d8+2; hp 10; Init +3; Spd 30 ft.; AC 19 (+3 Dex, +4 chain shirt, +2 masterwork large steel shield), touch 13, flat-footed 16; Base Atk +1; Grp +3; Atk +4 melee (1d6+2/19-20 and poison, masterwork short sword) or +4 ranged (1d4/19-20 and poison, hand crossbow); SA favored enemy (human) +2; SQ darkvision 120 ft., *dancing lights*, *darkness*, *faerie fire* 1/day as 1st level caster, wild empathy; SR 12; AL NE; SV Fort +4, Ref +5, Will +1 (+3 against spells and spell-like abilities); Str 14, Dex 17, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Concentration +4, Hide +5, Listen +7, Move Silently +5, Search +2, Sense Motive +2, Spot +7, Survival +5; Daylight Adaptation, Track.

Possessions: masterwork short sword (poisoned), masterwork heavy steel shield, masterwork chain shirt, hand crossbow with two bolts (both poisoned), thunderstone.

Poison (Ex): An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. Since this poison is not a magical effect, drow and other elves are susceptible to it.

APL 4 (EL 7)

♣ **Drow Guards:** male drow Rgr3; CR 4; Medium humanoid (elf); HD 3d8+6; hp 24; Init +3; Spd 30 ft.; AC 18 (+3 Dex, +5 chain shirt), touch 13, flat-footed 15; Base Atk +3; Grp +5; Atk +6 melee (1d6+2/19-20 and poison, masterwork short sword) or +6 ranged (1d4/19-20 and poison, hand crossbow); Full Atk +4/+4 melee (1d6+2/19-

20 and poison, masterwork short sword); SA favored enemy (human) +2; SQ darkvision 120 ft., *dancing lights*, *darkness*, *faerie fire* 1/day as 3rd level caster, wild empathy; SR 14; AL NE; SV Fort +5, Ref +6, Will +2 (+4 against spells and spell-like abilities); Str 14, Dex 17, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Concentration +4, Hide +8, Listen +9, Move Silently +8, Search +2, Sense Motive +3, Spot +9, Survival +7; Daylight Adaptation, Combat Reflexes, Endurance, Track, Two-Weapon Fighting.

Possessions: two masterwork short swords (both poisoned), +1 *chain shirt*, hand crossbow with two bolts (both poisoned), thunderstone.

Poison (Ex): An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. Since this poison is not a magical effect, drow and other elves are susceptible to it.

APL 6 (EL 9)

♣ **Drow Guards:** male drow Rgr5; CR 6; Medium humanoid (elf); HD 5d8+10; hp 38; Init +4; Spd 30 ft.; AC 19 (+4 Dex, +5 chain shirt), touch 14, flat-footed 15; Base Atk +5; Grp +7; Atk +8 melee (1d6+2/19-20 and poison, masterwork short sword) or +9 ranged (1d4/19-20 and poison, hand crossbow); Full Atk +6/+6 melee (1d6+2/19-20 and poison, masterwork short sword); SA favored enemy (human) +4, favored enemy (elf) +2; SQ animal companion (Medium viper), darkvision 120 ft., *dancing lights*, *darkness*, *faerie fire* 1/day as 5th level caster, wild empathy; SR 16; AL NE; SV Fort +6, Ref +8, Will +2 (+4 against spells and spell-like abilities); Str 14, Dex 18, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Concentration +6, Hide +11, Listen +11, Move Silently +11, Search +2, Sense Motive +3, Spot +11, Survival +9; Daylight Adaptation, Combat Reflexes, Endurance, Track, Two-Weapon Fighting.

Possessions: two masterwork short swords (both poisoned), +1 *chain shirt*, hand crossbow with two bolts (both poisoned), thunderstone.

Ranger Spells Prepared (1; save DC 11 + spell level): 1st—*entangle*.

Poison (Ex): An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. Since this poison is not a magical effect, drow and other elves are susceptible to it.

APL 8 (EL 11)

♣ **Drow Guards:** male drow Rgr7; CR 8; Medium humanoid (elf); HD 7d8+14; hp 52; Init +4; Spd 30 ft.; AC 19 (+4 Dex, +5 chain shirt), touch 14, flat-footed 15; Base Atk +7; Grp +9; Atk +12 melee (1d6+2/19-20 and poison, masterwork short sword) or +11 ranged (1d4/19-20 and

poison, hand crossbow); Full Atk +10/+10/+5/+5 melee (1d6+2/19-20 and poison, masterwork short sword); SA favored enemy (human) +4, favored enemy (elf) +2; SQ animal companion (Medium viper), darkvision 120 ft., *dancing lights*, *darkness*, *faerie fire* 1/day as 7th level caster, wild empathy, woodland stride; SR 18; AL NE; SV Fort +7, Ref +9, Will +3 (+5 against spells and spell-like abilities); Str 14, Dex 18, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Concentration +6, Hide +13, Listen +13, Move Silently +13, Search +2, Sense Motive +4, Spot +13, Survival +11; Daylight Adaptation, Combat Expertise, Endurance, Improved Two-Weapon Fighting, Track, Two-Weapon Fighting, Weapon Finesse.

Possessions: two masterwork short swords (both poisoned), +1 *chain shirt*, hand crossbow with two bolts (both poisoned), thunderstone.

Ranger Spells Prepared (2; save DC 11 + spell level): 1st—*entangle*, *resist energy*.

Poison (Ex): An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. Since this poison is not a magical effect, drow and other elves are susceptible to it.

Medium Viper, Advanced: CR –; Medium animal; HD 4d8; hp 18; Init +4; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 18 (+4 Dex, +4 natural), touch 14, flat-footed 14; Base Atk +3; Grp +2; Atk +7 melee (1d4-1 plus poison, bite); SA poison; SQ scent, link, share spells, evasion; AL N; SV Fort +4, Ref +8, Will +2; Str 9, Dex 18, Con 11, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +12, Climb +11, Hide +13, Listen +6, Spot +6, Swim +7; Weapon Finesse.

Poison (Ex): Poisonous bite. Fort save (DC 11), initial and secondary damage 1d6 Con.

APL 10 (EL 13)

Drow Guards: male drow Rgr9; CR 10; Medium humanoid (elf); HD 9d8+18; hp 66; Init +4; Spd 30 ft.; AC 20 (+4 Dex, +5 chain shirt, +1 deflection), touch 15, flat-footed 16; Base Atk +9; Grp +11; Atk +14 melee (1d6+2/19-20 and poison, masterwork short sword) or +13 ranged (1d4/19-20 and poison, hand crossbow); Full Atk +12/+12/+7/+7 melee (1d6+2/19-20 and poison, masterwork short sword); SA favored enemy (human) +4, favored enemy (elf) +2; SQ animal companion (Medium viper), darkvision 120 ft., *dancing lights*, *darkness*, *faerie fire* 1/day as 9th level caster, evasion, swift tracker, wild empathy, woodland stride; SR 20; AL NE; SV Fort +8, Ref +10, Will +4 (+6 against spells and spell-like abilities); Str 14, Dex 19, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Concentration +8, Hide +15, Listen +15, Move Silently +15, Search +2, Sense Motive +4, Spot +15, Survival +13; Daylight Adaptation, Combat Reflexes, Dual Strike, Endurance, Improved Two-Weapon Fighting, Track, Two-Weapon Fighting, Weapon Finesse.

Possessions: two masterwork short swords (both poisoned), +1 *chain shirt*, *ring of protection* +1, hand crossbow with two bolts (both poisoned), thunderstone.

Ranger Spells Prepared (2; save DC 11 + spell level): 1st—*entangle*, *resist energy*.

Poison (Ex): An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. Since this poison is not a magical effect, drow and other elves are susceptible to it.

Medium Viper, Advanced: CR –; Medium animal; HD 4d8; hp 18; Init +4; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 18 (+4 Dex, +4 natural), touch 14, flat-footed 14; Base Atk +3; Grp +2; Atk +7 melee (1d4-1 plus poison, bite); SA poison; SQ scent, link, share spells, evasion; AL N; SV Fort +4, Ref +8, Will +2; Str 9, Dex 18, Con 11, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +12, Climb +11, Hide +13, Listen +6, Spot +6, Swim +7; Weapon Finesse.

Poison (Ex): Poisonous bite. Fort save (DC 11), initial and secondary damage 1d6 Con.

APL 12 (EL 15)

Drow Guards: male drow Rgr11; CR 12; Medium humanoid (elf); HD 11d8+22; hp 80; Init +4; Spd 30 ft.; AC 22 (+5 Dex, +5 chain shirt, +1 deflection, +1 natural), touch 16, flat-footed 17; Base Atk +11; Grp +13; Atk +17 melee (1d6+3/19-20 and poison, +1 *short sword*) or +17 ranged (1d4/19-20 and poison, masterwork hand crossbow); Full Atk +15/+15/+10/+10/+5/+5 melee (1d6+3/19-20 and poison, +1 *short sword*); SA favored enemy (human) +6, favored enemy (elf) +2, favored enemy (gnome) +2; SQ animal companion (Medium viper), darkvision 120 ft., *dancing lights*, *darkness*, *faerie fire* 1/day as 11th level caster, evasion, swift tracker, wild empathy, woodland stride; SR 22; AL NE; SV Fort +9, Ref +12, Will +4 (+6 against spells and spell-like abilities); Str 14, Dex 20, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Concentration +10, Hide +18, Listen +17, Move Silently +18, Search +2, Sense Motive +4, Spot +17, Survival +15; Daylight Adaptation, Combat Reflexes, Dual Strike, Endurance, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Track, Two-Weapon Fighting, Weapon Finesse.

Possessions: two +1 *short swords* (both poisoned), +1 *chain shirt*, *ring of protection* +1, masterwork hand crossbow with two bolts (both poisoned), two thunderstones.

Ranger Spells Prepared (2/1; save DC 11 + spell level): 1st—*entangle*, *resist energy*, 2nd—*bear's endurance*

Poison (Ex): An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. Since this poison is not a magical effect, drow and other elves are susceptible to it.

☛ **Medium Viper, Advanced:** CR —; Medium animal; HD 4d8; hp 18; Init +4; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 18 (+4 Dex, +4 natural), touch 14, flat-footed 14; Base Atk +3; Grp +2; Atk +7 melee (1d4-1 plus poison, bite); SA poison; SQ scent, link, share spells, evasion; AL N; SV Fort +4, Ref +8, Will +2; Str 9, Dex 18, Con 11, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +12, Climb +11, Hide +13, Listen +6, Spot +6, Swim +7; Weapon Finesse.

Poison (Ex): Poisonous bite. Fort save (DC 11), initial and secondary damage 1d6 Con.

Encounter Ten: The Final Battle

APL 2 (EL 5)

☛ **Drow Priestess:** female drow Clr3; CR 4; Medium humanoid (elf); HD 4d8+4; hp 27; Init +3; Spd 20 ft.; AC 21 (+3 Dex, +6 breastplate, +2 shield), touch 13, flat-footed 18; Base Atk +2; Grp +2; Atk +3 melee (1d6/19-20/x3 plus poison, masterwork spider dagger) or +5 ranged (1d4/19-20 and poison, hand crossbow); SQ spells, darkvision 120 ft., *dancing lights*, *darkness*, *faerie fire* 1/day as 3rd level caster, rebuke undead; SR 14; AL CE; SV Fort +5, Ref +5, Will +8 (+10 against spells and spell-like abilities); Str 10, Dex 16, Con 12, Int 10, Wis 18, Cha 10.

Skills and Feats: Bluff +6, Concentration +7, Listen +6, Search +2, Spot +6; Daylight Adaptation, Exotic Weapon Proficiency (spider dagger).

Possessions: masterwork spider dagger (poisoned), +1 breastplate, heavy steel shield, cloak of resistance +1, holy symbol of Lolth, hand crossbow with two bolts (both poisoned), torture implements.

Cleric Spells Prepared (4/3+1/2+1; save DC 14 + spell level): 0—*guidance* (2), *light*, *read magic*; 1st—*bless*, *entropic shield*, *inflict light wounds**, *shield of faith*; 2nd—*hold person* (2), *shatter**.

*Domain spell. *Domains:* Destruction (once per day, may declare a smite on a single melee attack. This adds +4 to hit and the cleric's level to damage), Trickery (Bluff, Disguise, and Hide are cleric class skills).

Poison (Ex): An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. Since this poison is not a magical effect, drow and other elves are susceptible to it.

Pre-cast Spells: If the priestess hears the guards' thunderstone, she immediately casts, in the following order: *entropic shield*, *shield of faith*, *bless*, and *guidance*. All of these spells remain active for 3 minutes except *guidance*, which lasts for one minute.

APL 4 (EL 7)

☛ **Drow Priestess:** female drow Clr5; CR 6; Medium humanoid (elf); HD 6d8+6; hp 39; Init +3; Spd 20 ft.; AC 21 (+3 Dex, +6 breastplate, +2 shield), touch 13, flat-footed 18; Base Atk +3; Grp +3; Atk +4 melee (1d6/19-20/x3 plus poison, masterwork spider dagger) or +6 ranged (1d4/19-20 and poison, hand crossbow); SQ spells, darkvision 120 ft., *dancing lights*, *darkness*, *faerie fire* 1/day as 5th level

caster, rebuke undead; SR 16; AL CE; SV Fort +6, Ref +5, Will +9 (+11 against spells and spell-like abilities); Str 10, Dex 16, Con 12, Int 10, Wis 19, Cha 10.

Skills and Feats: Bluff +8, Concentration +9, Listen +6, Search +2, Spot +6; Daylight Adaptation, Exotic Weapon Proficiency (spider dagger).

Possessions: masterwork spider dagger (poisoned), +1 breastplate, heavy steel shield, cloak of resistance +1, holy symbol of Lolth, hand crossbow with two bolts (both poisoned), torture implements.

Cleric Spells Prepared (5/4+1/3+1/2+1; save DC 14 + spell level): 0—*create water*, *guidance* (2), *light*, *read magic*; 1st—*bless*, *entropic shield*, *inflict light wounds**, *protection from good*, *shield of faith*; 2nd—*hold person* (2), *shatter**, *sound burst*; 3rd—*dispel magic*, *nondetection**, *prayer*.

*Domain spell. *Domains:* Destruction (once per day, may declare a smite on a single melee attack. This adds +4 to hit and the cleric's level to damage), Trickery (Bluff, Disguise, and Hide are cleric class skills).

Poison (Ex): An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. Since this poison is not a magical effect, drow and other elves are susceptible to it.

Pre-cast Spells: If the priestess hears the guards' thunderstone, she immediately casts, in the following order: *nondetection*, *entropic shield*, *shield of faith*, *bless* and *guidance*. All of these spells remain active for 5 minutes except *nondetection*, which lasts for 5 hours, and *guidance*, which lasts for one minute.

APL 6 (EL 10)

☛ **Drow Priestess:** female drow Clr6; CR 7; Medium humanoid (elf); HD 6d8+6; hp 45; Init +3; Spd 20 ft.; AC 21 (+3 Dex, +6 breastplate, +2 shield), touch 13, flat-footed 18; Base Atk +4; Grp +4; Atk +5 melee (1d6+1/19-20/x3 plus poison, +1 spider dagger) or +7 ranged (1d4/19-20 and poison, hand crossbow); SQ spells, darkvision 120 ft., *dancing lights*, *darkness*, *faerie fire* 1/day as 6th level caster, rebuke undead; SR 17; AL CE; SV Fort +7, Ref +6, Will +10 (+12 against spells and spell-like abilities); Str 10, Dex 16, Con 12, Int 10, Wis 19, Cha 10.

Skills and Feats: Bluff +9, Concentration +10 (+14), Listen +6, Search +2, Spot +6; Combat Casting, Daylight Adaptation, Exotic Weapon Proficiency (spider dagger).

Possessions: +1 spider dagger (poisoned), +1 breastplate, masterwork heavy steel shield, cloak of resistance +1, holy symbol of Lolth, hand crossbow with two bolts (both poisoned), torture implements.

Cleric Spells Prepared (5/4+1/4+1/3+1; save DC 14 + spell level): 0—*create water*, *guidance* (2), *light*, *read magic*; 1st—*bless*, *entropic shield*, *inflict light wounds**, *protection from good*, *shield of faith*; 2nd—*hold person* (2), *owl's wisdom*, *shatter**, *sound burst*; 3rd—*dispel magic*, *invisibility purge*, *nondetection**, *prayer*.

*Domain spell. *Domains*: Destruction (once per day, may declare a smite on a single melee attack. This adds +4 to hit and the cleric's level to damage), Trickery (Bluff, Disguise, and Hide are cleric class skills).

Poison (Ex): An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. Since this poison is not a magical effect, drow and other elves are susceptible to it.

Pre-cast Spells: If the priestess hears the guards' thunderstone, she immediately casts, in the following order: *nondetection*, *entropic shield*, *protection from good*, *shield of faith*, *invisibility purge*, *owl's wisdom*, *bless* and *guidance*. All of these spells remain active for 6 minutes except *nondetection*, which lasts for 6 hours, and *guidance*, which lasts for one minute.

APL 8 (EL 12)

Drow Priestess: female drow Clr9; CR 10; Medium humanoid (elf); HD 9d8+9; hp 63; Init +3; Spd 20 ft.; AC 22 (+3 Dex, +6 breastplate, +3 shield), touch 13, flat-footed 19; Base Atk +6; Grp +6; Atk +7 melee (1d6+1/19-20/x3 plus poison, +1 spider dagger) or +9 ranged (1d4/19-20 and poison, hand crossbow); Full Atk +7/+2 melee (1d6+1/19-20/x3 plus poison, +1 spider dagger); SQ spells, darkvision 120 ft., *dancing lights*, *darkness*, *faerie fire* 1/day as 9th level caster, rebuke undead; SR 20; AL CE; SV Fort +8, Ref +7, Will +12 (+14 against spells and spell-like abilities); Str 10, Dex 16, Con 12, Int 10, Wis 20, Cha 10.

Skills and Feats: Bluff +12, Concentration +13 (+17), Listen +7, Search +2, Spot +7; Combat Casting, Daylight Adaptation, Exotic Weapon Proficiency (spider dagger), Spell Focus (Necromancy).

Possessions: +1 spider dagger (poisoned), +1 breastplate, +1 heavy steel shield, cloak of resistance +1, holy symbol of Lolth, hand crossbow with two bolts (both poisoned), torture implements, *pearl of power* (1st level), *bead of force*.

Cleric Spells Prepared (6/5+1/ 5+1/4+1/ 3+1/2+1; save DC 15 + spell level, DC 16 + spell level for Necromancy spells): 0—*create water*, *detect magic*, *guidance* (2), *light*, *read magic*; 1st—*bless*, *divine favor*, *entropic shield*, *inflict light wounds**; *protection from good*, *shield of faith*; 2nd—*bear's endurance*, *hold person* (2), *owl's wisdom*, *shatter**; *sound burst*; 3rd—*bestow curse*, *dispel magic*, *invisibility purge*, *nondetection**; *prayer*; 4th—*confusion**; *divine power*, *freedom of movement*, *giant vermin*; 5th—*mass inflict light wounds**; *righteous might*, *slay living*.

*Domain spell. *Domains*: Destruction (once per day, may declare a smite on a single melee attack. This adds +4 to hit and the cleric's level to damage), Trickery (Bluff, Disguise, and Hide are cleric class skills).

Poison (Ex): An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain

unconscious for 2d4 hours. Since this poison is not a magical effect, drow and other elves are susceptible to it.

Pre-cast Spells: If the priestess hears the guards' thunderstone, she immediately casts, in the following order: *nondetection*, *freedom of movement*, *entropic shield*, *shield of faith*, *invisibility purge*, *bear's endurance*, *owl's wisdom*, and *bless*. She recalls her *shield of faith* with her *pearl of power* and then casts it on the drider. All of these spells remain active for 9 minutes except *nondetection*, which lasts for 9 hours, and *freedom of movement*, which lasts for 90 minutes.

There is also a *symbol of sleep* (Will DC 20) set into the wall above the exit from her sacrificial chamber (it is not visible until the room is entered), triggered whenever any good character passes under it. The priestess and all the denizens of the room are attuned to the *symbol*.

APL 10 (EL 14)

Drow Priestess: female drow Clr11; CR 12; Medium humanoid (elf); HD 11d8+11; hp 75; Init +3; Spd 20 ft.; AC 22 (+3 Dex, +6 breastplate, +3 shield), touch 13, flat-footed 19; Base Atk +8; Grp +8; Atk +9 melee (1d6+1/17-20/x3 plus poison, +1 keen spider dagger) or +11 ranged (1d4/19-20 and poison, hand crossbow); Full Atk +9/+4 melee (1d6+1/17-20/x3 plus poison, +1 keen spider dagger); SQ spells, darkvision 120 ft., *dancing lights*, *darkness*, *faerie fire* 1/day as 11th level caster, rebuke undead; SR 22; AL CE; SV Fort +9, Ref +7, Will +13 (+15 against spells and spell-like abilities); Str 10, Dex 16, Con 12, Int 10, Wis 20, Cha 10.

Skills and Feats: Bluff +14, Concentration +15 (+19), Listen +7, Search +2, Spot +7; Combat Casting, Daylight Adaptation, Exotic Weapon Proficiency (spider dagger), Spell Focus (Necromancy).

Possessions: +1 keen spider dagger (poisoned), +1 breastplate, +1 heavy steel shield, cloak of resistance +1, holy symbol of Lolth, hand crossbow with two bolts (both poisoned), torture implements, *pearl of power* (1st level), *bead of force*.

Cleric Spells Prepared (6/6+1/5+1/5+1/4+1/ 3+1/1+1; save DC 15 + spell level, DC 16 + spell level for Necromancy spells): 0—*create water*, *detect magic*, *guidance* (2), *light*, *read magic*; 1st—*bless*, *divine favor*, *entropic shield*, *inflict light wounds**; *protection from good*, *shield of faith*; 2nd—*bear's endurance*, *hold person* (2), *owl's wisdom*, *shatter**; *sound burst*; 3rd—*bestow curse*, *dispel magic*, *invisibility purge*, *nondetection**; *prayer*; 4th—*confusion**; *divine power*, *freedom of movement*, *giant vermin*, *spell immunity*; 5th—*mass inflict light wounds**; *flame strike*, *righteous might*, *slay living*; 6th—*harm**; *heal*.

*Domain spell. *Domains*: Destruction (once per day, may declare a smite on a single melee attack. This adds +4 to hit and the cleric's level to damage), Trickery (Bluff, Disguise, and Hide are cleric class skills).

Poison (Ex): An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain

unconscious for 2d4 hours. Since this poison is not a magical effect, drow and other elves are susceptible to it.

Pre-cast Spells: If the priestess hears the guards' thunderstone, she immediately casts, in the following order: *nondetection*, *freedom of movement*, *spell immunity* (against *magic missile*, *dispel magic*, and *flame strike*), *entropic shield*, *shield of faith*, *invisibility purge*, *bear's endurance*, *owl's wisdom*, and *bless*. She recalls her *shield of faith* with her *pearl of power* and then casts it on the drider. All of these spells remain active for 11 minutes except *nondetection*, which lasts for 11 hours, and *freedom of movement* and *spell immunity*, which last for 110 minutes.

There is also a *symbol of persuasion* (Will DC 21) set into the wall above the exit from her sacrificial chamber (it is not visible until the room is entered), triggered whenever any good character passes under it. The priestess and all the denizens of the room are attuned to the *symbol*.

APL 12 (EL 16)

◆ **Drow Priestess:** female drow Clr13; CR 14; Medium humanoid (elf); HD 13d8+13; hp 87; Init +3; Spd 20 ft.; AC 22 (+3 Dex, +6 breastplate, +3 shield), touch 13, flat-footed 19; Base Atk +9; Grp +9; Atk +10 melee (1d6+1/17-20/x3 plus poison, +1 keen spider dagger) or +12 ranged (1d4/19-20 and poison, hand crossbow); Full Atk +10/+5 melee (1d6+1/17-20/x3 plus poison, +1 keen spider dagger); SQ spells, darkvision 120 ft., *dancing lights*, *darkness*, *faerie fire* 1/day as 13th level caster, rebuke undead; SR 24; AL CE; SV Fort +10, Ref +8, Will +14 (+16 against spells and spell-like abilities); Str 10, Dex 16, Con 12, Int 10, Wis 23, Cha 10.

Skills and Feats: Bluff +16, Concentration +17 (+21), Listen +8, Search +2, Spot +8; Combat Casting, Daylight Adaptation, Exotic Weapon Proficiency (spider dagger), Greater Spell Focus (Necromancy), Spell Focus (Necromancy).

Possessions: +1 keen spider dagger (poisoned), +1 breastplate, +1 heavy steel shield, cloak of resistance +1, special silver unholy symbol of Lolth (focus for *destruction* spell), hand crossbow with two bolts (both poisoned), torture implements, *pearl of power* (1st level), *bead of force*, *periapt of wisdom* +2.

Cleric Spells Prepared (6/6+1/6+1/5+1/5+1/4+1/3+1/1+1; save DC 16 + spell level, DC 18 + spell level for Necromancy spells): 0—*create water*, *detect magic*, *guidance* (2), *light*, *read magic*, 1st—*bless*, *divine favor*, *entropic shield*, *inflict light wounds**, *protection from good*, *shield of faith* (2); 2nd—*bear's endurance* (3), *hold person*, *owl's wisdom*, *shatter**, *sound burst*, 3rd—*bestow curse*, *dispel magic* (2), *invisibility purge*, *nondetection**, *prayer*; 4th—*confusion**, *divine power*, *giant vermin*, *freedom of movement*, *poison*, *spell immunity*; 5th—*mass inflict light wounds**, *flame strike*, *righteous might*, *slay living*, *true seeing*; 6th—*harm**, *harm*, *heal*; 7th—*blasphemy*, *disintegrate**.

*Domain spell. **Domains:** Destruction (once per day, may declare a smite on a single melee attack. This

adds +4 to hit and the cleric's level to damage), Trickery (Bluff, Disguise, and Hide are cleric class skills).

Poison (Ex): An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours. Since this poison is not a magical effect, drow and other elves are susceptible to it.

Pre-cast Spells: If the priestess hears the guards' thunderstone, she immediately casts, in the following order: *nondetection*, *freedom of movement*, *spell immunity* (against *magic missile*, *dispel magic*, and *flame strike*), *entropic shield*, *shield of faith* (on herself and one bebilith), *invisibility purge*, *true seeing*, *owl's wisdom*, *bear's endurance* (on herself, then on the two bebiliths) and *bless*. She recalls her *shield of faith* with her *pearl of power* and then casts it on the other bebilith. All of these spells remain active for 13 minutes except *nondetection*, which lasts for 13 hours, and *freedom of movement* and *spell immunity*, which last for 130 minutes.

There is also a *symbol of stunning* (Will DC 23) set into the wall above the exit from her sacrificial chamber (it is not visible until the room is entered), triggered whenever any good character passes under it. The priestess and all the denizens of the room are attuned to the *symbol*.

Appendix 2: New Rules Items

Dual Strike [General] (from Sword and Fist)

Your combat teamwork makes you a more dangerous foe.

Prerequisites: Base attack bonus +3, Combat Reflexes.

Benefit: If you and an ally both have this feat and are flanking your opponent you both get a +4 bonus on your attack roll.

Normal: The standard flanking attack roll bonus is +2.

Daylight Adaptation [General] (from the Forgotten Realms Campaign Setting)

Through long exile from the shadowed homelands of your kind, you have learned to endure the painful sunlight of the surface world.

Benefit: If you are a type of creature that suffers circumstance penalties when exposed to bright light (such as drow or duergar), you no longer suffer those penalties, whether the light comes from natural or magical sources of illumination.

APPENDIX 2 " THE MAPS OF THE MINES"
ENCOUNTERS 7-10

