

DUNGEONS & DRAGONS[®]

The Sun Never Rises[™]



ROLEPLAYING GAME ADVENTURE

Shawn Merwin



Credits

Designer
Shawn Merwin

Editor
Dawn J. Geluso

Developer
Chris Sims

Managing Editor
Kim Mohan

Producer
Greg Bilsland

Senior Creative Director
Jon Schindehette

Art Director
Kate Irwin

Illustrator
Emrah Elmasli, Howard Lyon, Tyler Jacobson, William O'Connor, Chris Seaman, Ben Wootten

Graphic Production
Angie Lokotz

D&D Brand Team
Liz Schuh, Laura Tommervik, Shelly Mazzanoble, Chris Lindsay, Hilary Ross

Organized Play
Chris Tulach

Playtesters
Adam Beattie, John du Bois, John Flournoy, Jonathan Haynes, Sarah Haynes, John Kelley, James Klock, Yan Lacherité, Kit Libenschek, Rob Linxweiler, Timothy McCown Reynolds, Bill Newsome, Andrew Webb

DUNGEONS & DRAGONS, Wizards of the Coast, D&D ENCOUNTERS, *Web of the Spider Queen*, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast LLC in the USA and other countries. All Wizards characters and the distinctive likenesses thereof are property of Wizards of the Coast LLC.

©2012 Wizards of the Coast LLC.

Printed in the USA.

620A1063001EN

INTRODUCTION

Beneath the settlement of Dagger Falls, the deadly vanguard of an evil army crawls from the Underdark to threaten those who revere the light. *The Sun Never Rises™* is a DUNGEONS & DRAGONS® adventure for four to six players. This adventure uses pregenerated 1st-level characters whose backgrounds link directly to its story.

This short adventure is designed to introduce players to the threat presented in the *Web of the Spider Queen™* D&D ENCOUNTERS™ season, which is slated to begin on May 16, 2012. Successful completion of this adventure earns players benefits to assign to characters they play in the new D&D ENCOUNTERS season.

Adventure Background

In advance of a larger invasion of the Dalelands, a strike team serving drow House Jaelre has tunneled beneath the Temple of Lathander's Light in Dagger Falls. Her Radiance Dareen Travaskyr, the human priestess who leads this temple dedicated to the sun deity, Amaunator, has been intent on creating a holy symbol of great power. To form this object, which she calls the *visage of Lathander*, she needs a handful of rare rubies. (The exact number of rubies the priestess requires matches the number of players in your game, between four and six.) The adventurers have previously answered the priestess's calls individually, and each character has recently obtained a ruby.

Drow spies have learned about Dareen's plans to create a magic item that could hamper their invasion plans. However, they mistakenly believe she has already made it. The spies have been unable to discover the item's exact nature or form. Therefore, a drow commander has ordered a force of about two dozen drow and dwarf mercenaries to tunnel beneath the temple, enter the holy site from its cellar, seize the item, kill or capture all witnesses, and depart without arousing the suspicions of anyone who might be able to foil the larger invasion to come.

The drow team has successfully infiltrated the Temple of Lathander's Light, breaching the cellar and capturing Dareen and the other worshippers before anyone could make sense of the intrusion. However, the invaders have been unable to locate the magic item they seek. With their ability to make a swift exit in jeopardy, Mistress Silhouette, the strike team's leader, has ordered her underlings to poison their hostages and to dose the priestess last, warning Dareen to turn over the magic item or watch her fellow worshippers die in about two hours' time. Knowing that everyone would be swiftly slaughtered or sold into slavery if she were to admit that the holy symbol does not yet exist, and realizing that the adventurers she hired to collect the rubies are slated to bring the gemstones to her this morning, Dareen has refused to speak.

Now, as the invaders haul the hostages underground, the priestess prays the characters will arrive in time to thwart the drow and save the poisoned worshippers.

ADVENTURE SYNOPSIS

The adventurers arrive at the Temple of Lathander's Light, each in possession of a ruby that Dareen asked him or her to retrieve. The temple's entry hall is deserted, as are the temple's other chambers. After a brief investigation, the adventurers find signs of a struggle throughout the temple's rooms and corridors. In the kitchen, blood droplets indicate the presence of a hidden trapdoor, giving the adventurers access to the temple's forgotten cellar.

The cellar initially appears to be empty as well, but two dwarves and a drow archer confront the characters. Each of the dwarves uses a captive as a shield. After dealing with this rear guard and (ideally) rescuing the two captives, the characters learn about what is happening in the tunnels beneath the temple, where the rest of the hostages are being held.

The adventurers descend, emerging into an ancient Underdark complex. The blood trail continues to a room containing an altar to Lolth, upon which more than a dozen hostages are bound. The adventurers can use stealth, trickery, and their knowledge of stonework to help defeat the enemies and rescue the captives.

After learning that two hostages are still missing, the characters can infer that a secret doorway exists somewhere along the route they've just traveled. Armed with this knowledge, they can more easily locate the hidden way. At the end of the secret passageway, a magically alarmed rune awaits the unwary. Disabling the alarm could give the adventurers the opportunity to surprise the leader of the strike team and her bodyguards. But the rune can also be used to summon a water elemental. Summoning the elemental gives the characters a useful ally in the final fight.

If the characters succeed in saving the hostages and defeating the drow, Dareen Travaskyr creates the *visage of Lathander*. She then rewards the adventurers with treasure, as well as information that ties into the *Web of the Spider Queen* D&D® ENCOUNTERS season.

RUNNING THE ADVENTURE

When the players are ready to begin, spread the pre-generated character sheets on the table. If four players are at your table, use Belgos, Brandis, Fargrim, and Valenae. If you have five players, add Keira. If you have six players, add Jarren.

Hand out the adventurer background sheets at the end of this adventure booklet after the players have chosen their characters. Each sheet describes an adventurer's history, motivations, personality, and impressions about the other characters. Thus, they should be kept private. The background sheets are designed to help players jump into roleplaying.

In this adventure, the characters have a variety of tactics they can use to succeed at rescuing the worshippers and defeating the drow strike team. Since the play experience is meant to run for only two hours, it is important to let the characters' plans succeed to some degree whenever possible. If every encounter in this adventure turns into a full combat without the characters having managed to weaken the enemy beforehand, the game will run longer than expected.

ADJUSTING DIFFICULTY

If you're running this event for new or casual players, you might want to decrease the adventure's difficulty. If you have experienced players who crave a greater challenge, or a full complement of six characters, you might want to make it a little more difficult.

You can add or subtract monsters, and increase or decrease monster hit points. (This latter tactic can be used on the fly, making the monster go down early or take an extra hit.) Raising or lowering skill check DCs by 2 can change task difficulty.

You can also adjust how players come by important information. You could tell inexperienced players, without having them roll any skill checks, that the ceiling in Area 3 looks weak in two places. You might require experienced players to take minor actions and roll skill checks to notice the same weak ceiling sections.

Area 1: The difficulty is low enough. To raise the difficulty, add another drow archer.

Area 3: To decrease the difficulty, increase the collapsing ceiling's damage output by reducing the enemies to one-quarter of their maximum hit points. To increase the difficulty, decrease the collapsing ceiling's damage output by reducing the enemies to three-quarters of their maximum hit points instead of their bloodied values.

Area 4: The difficulty doesn't really need to change, although you can adjust skill DCs.

Area 5: To decrease the encounter's difficulty, remove one Shadowdale drow scout. To increase the difficulty, add one Shadowdale drow scout.



AREA 4



AREA 2

This passage is 1,000 feet long.



AREA 1



AREA 3

Arrival at the Temple

[10 minutes]

The characters arrive at the Temple of Lathander's Light at sunrise and find it deserted. Clues throughout the temple sketch out what has happened, leading to the temple's hidden cellar.

Light: Bright (skylights and windows).

When the characters enter the temple, read:

You arrive at the Temple of Lathander's Light at dawn, as Her Radiance Dareen Travaskyr instructed. You notice several other adventurers here as well. Perhaps you were not the only one Her Radiance called upon.

Allow each player to introduce his or her character. Encourage players to describe their characters' physical traits and to engage in some roleplaying.

When the introductions are concluded, read:

The temple's antechamber, which should be bustling with activity during the sunrise prayers to Amaunator, is empty and silent. As the sun's rays chase the shadows from the room, they reveal broken furniture, scattered parchment, and spilled blood.

Investigation reveals that all the temple's rooms, from the sleeping quarters to the kitchen to the smallest storage chambers, are deserted. Furthermore, any areas that were likely to be inhabited at this time of the morning show signs of struggle, such as disturbed surroundings and splatters of blood.

When the initial search is over, read:

Further investigation of the temple turns up no one alive or dead. Not a soul is left inside.

Now the adventurers must use their abilities and deeper thinking to progress.

- ◆ Questioning citizens outside the temple reveals that nothing strange was seen or heard in or near the temple recently.
- ◆ The adventurer who has the highest passive Insight realizes that valuables remain in the temple despite disheveled drawers, shelves, closets, and similar spaces. This fact tells of a swift and thorough search for something specific.
- ◆ The character who has the highest Heal modifier knows the blood was spilled about an hour ago.
- ◆ The character who has the highest passive Perception spots drops of a green substance splattered near some bloodstains. A successful DC 12 Heal check or Nature check reveals that the drops are a poison created through the distillation of an Underdark fungus. The substance kills its victims within a few hours. It is hard to counteract without the antidote, and if anyone was poisoned with it when the blood was spilled (see above), that person has about two hours to live.
- ◆ If the poison is identified, a successful DC 19 Dungeoneering check reveals it is a favorite of drow who dwell beneath the Dalelands. Drow who use this poison usually keep the antidote handy.
- ◆ With a DC 19 History check, an adventurer knows that drow who worked their way up from the Underdark originally inhabited this entire region. Also, this temple's original design included a cellar.
- ◆ The adventurer who has the highest passive Perception finds a pool of blood cut sharply in half in the far corner of the kitchen, revealing a trapdoor in the floor. Beneath the door, a ladder descends into a dark cellar.

DEFEAT OR SURRENDER

If a fight goes badly, the characters might surrender. (Crafty players might attempt to surrender as a way to infiltrate the areas below.) If a party is defeated or surrenders, its members are bound, poisoned, taken to Area 3, and dumped beside the other captives. The adventurers' equipment is stored in sacks in a corner of the same room.

The party can then try to escape. A character can escape using a DC 19 Thievery check to undo the bonds, a DC 19 Athletics check to break the bonds, a DC 19 Acrobatics check to slip out of the bonds, or a DC 19 Bluff or Diplomacy check to convince the dwarves to defect or release the characters.

GROUP CHECKS

When you call for a group check, have each adventurer roll against the indicated DC. If at least half the characters succeed, the group succeeds.

When the adventurers piece together the clues, they can use the trapdoor to reach the forgotten cellar. The kitchen has two lanterns the characters can use for light if they need to.

Area 1: Forgotten Cellar

Encounter Level 1 [20 minutes]

In the cellar, a drow and two dwarves, the rear guard of House Jaelre's strike team, confront the characters.

Light: Bright (one dwarf has a lantern).

Monsters: 2 dwarf warriors (D), Shadowdale drow archer (A).

Other Creatures: 2 human acolytes of Lathander.

When the adventurers first enter the cellar, the room contains no creatures.

When the adventurers can see the cellar, read:

The wooden ladder connects the trapdoor to the floor of a cool cellar 10 feet below. The chamber is dusty but shows signs of lots of recent foot traffic. Ancient inscriptions dedicating the site to Lathander decorate the floor. Four pillars bearing the holy visage of Lathander support the ceiling.

Brandis, Jarren, and Valenae instantly recognize the power held within the columns, which is described in the "Columns of Lathander" section, page 6.

When the adventurers enter, read:

Double doors on the far wall fly open. Two dwarves, each gripping the neck of a blindfolded, robed human in one hand and a crossbow in the other, stride inside. The dwarves' faces are tattooed with spiderweb patterns. They have intricately braided red hair.

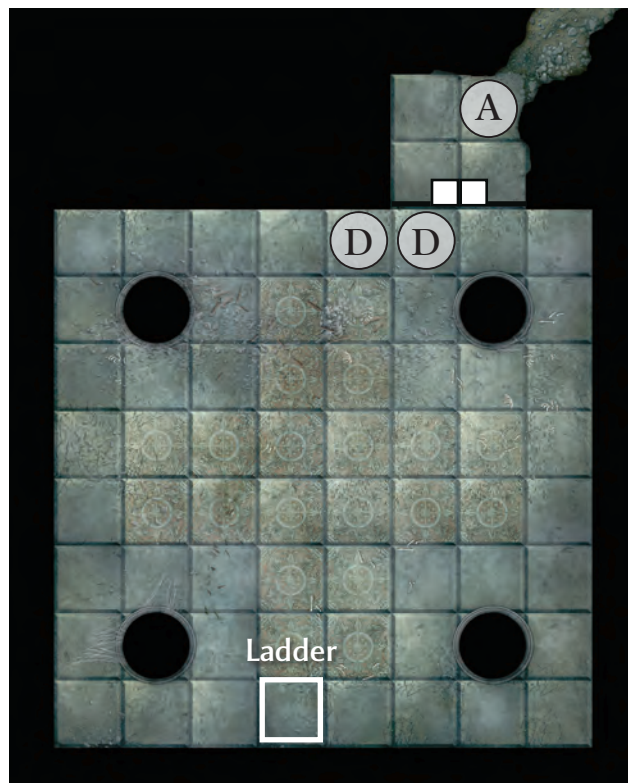
A drow stands behind the dwarves, his crossbow trained on you. He smirks and then draws condescendingly in Common, "We have many captives. Leave immediately, or we will kill them all."

The two humans, clearly temple acolytes or priests, whimper and tremble.

Heal DC 12: *The two hostages are pale and sweaty. They are sick or otherwise unwell.*

Group Insight DC 12: *These enemies are confident and do not expect attack. Immediate action might surprise them.*

Before the players act, tell Fargrim's player that Fargrim realizes these dwarves belong to his clan. If Fargrim talks to the dwarves, addressing them as clanmates, they



laugh and reveal that they work for the drow, helping to wipe out the weak remnants of the Ketterhold Clan.

This talk doesn't prevent the party from gaining a surprise round if the group Insight check succeeded. If the conversation occurs, though, Fargrim is enraged and gains a +2 power bonus to his damage rolls against these dwarves for the rest of the adventure.

2 Dwarf Warriors (D) Level 1 Minion Artillery

Medium natural humanoid

HP 1; a missed attack never damages a minion. **Initiative** +3
AC 15, **Fortitude** 14, **Reflex** 12, **Will** 14 **Perception** +2
Speed 5 **Low-light vision**

TRAITS

Dwarf Solidarity

The dwarf gains a +4 bonus to AC and Reflex while adjacent to a dwarf ally.

Stand the Ground

The dwarf can move 1 square fewer than the effect specifies when subjected to a pull, a push, or a slide.

Steady-Footed

The dwarf can make a saving throw to avoid falling prone when an attack would knock it prone.

STANDARD ACTIONS

⊕ Warhammer (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 4 damage, or 6 while the dwarf is adjacent to a dwarf ally.

⊖ Crossbow (weapon) ♦ At-Will

Attack: Ranged 30 (one creature); +8 vs. AC

Hit: 4 damage, or 6 against a target that doesn't have cover.

Str 13 (+1) **Dex** 16 (+3) **Wis** 15 (+2)
Con 15 (+2) **Int** 10 (+0) **Cha** 10 (+0)

Alignment unaligned **Languages** Common, Dwarven

Equipment chainmail, warhammer, crossbow, 20 bolts

Shadowdale Drow Archer (A)		Level 1 Artillery
Medium fey humanoid		
HP 24; Bloodied 12	Initiative +3	
AC 15, Fortitude 12, Reflex 15, Will 13	Perception +0	
Speed 6	Darkvision	
STANDARD ACTIONS		
⚔ Rapier (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 1d8 + 3 damage.		
⚔ Crossbow (weapon) ♦ At-Will		
Attack: Ranged 20 (one creature); +8 vs. AC		
Hit: 1d8 + 5 damage.		
🏹 Felling Shot (weapon) ♦ Recharge when first bloodied		
Attack: Ranged 20 (one creature); +8 vs. AC		
Hit: 2d8 + 3 damage, and the target falls prone.		
MINOR ACTIONS		
🏹 Darkfire ♦ Encounter		
Attack: Ranged 10 (one creature); +6 vs. Reflex		
Hit: Until the end of the drow's next turn, the target grants combat advantage and cannot benefit from invisibility or concealment.		
Skills Stealth +8		
Str 10 (+0)	Dex 16 (+3)	Wis 10 (+0)
Con 12 (+1)	Int 11 (+0)	Cha 13 (+1)
Alignment evil	Languages Common, Elven	
Equipment leather armor, rapier, crossbow, 20 bolts		

Tactics: The dwarves hold their captives in front of them. Hostages provide partial cover to the dwarves (as well as the drow while he remains behind the warriors) against ranged attacks. While a dwarf warrior is grabbing a captive, the dwarf's speed is 2, but the hostage moves with the dwarf. If the adventurers attack, each dwarf warrior uses his second turn to try to slay his hostage (all defenses 10, hp 1).

The drow archer prefers to remain behind the dwarves and the captives, attempting to convince the characters to surrender. If combat begins, the archer uses his first turn to attack with *felling shot*. If the adventurers are clearly winning by the archer's second turn, he takes another shot and then runs into the tunnel, intent on warning his allies (see "Exit Tunnel" below).

Columns of Lathander

Anyone who has training in History or Religion knows that when Amaunator appeared and proclaimed that he and the god Lathander were one, Lathander's worshipers feared they might be persecuted for continuing to worship Lathander. They began using hidden areas, such as this underground room, for their rites. When Amaunator proved truthful, Lathander's followers came out to worship the sun god where they could bathe in his rays.

Arcana or Religion (DC 19 as a minor action; DC 12 as a standard action): The character causes every column to release a burst of blinding radiance. Any enemy within 2 squares of any pillar when this energy is triggered is blinded until the end of its next turn. The pillars then continue to glow for a time, bathing the area in bright, warm light for an hour.

Exit Tunnel

The rough tunnel on the map represents a passageway 1,000 feet (200 squares) in length. It is recently dug and is difficult terrain. The downward slope of the passage makes it impossible to see a target that is more than 8 squares away.

The characters can chase the drow archer if he flees this way. If he escapes, wary of revealing the secret door in Area 2 to his pursuers, he joins his allies in Area 3. Those allies choose to wait in ambush in the same positions, unaware of the faulty stonework over their heads.

Poisoned Hostages

If the adventurers rescue the hostages, Violeta and Strauk, the acolytes reveal that they have been poisoned. If the hostages both perished, the characters might still discover that the two were poisoned. If the characters found the poison during the search of the temple, they realize the humans are (or were) suffering the effect of that poison. Otherwise, the characters are again allowed a DC 10 Heal or Nature check to identify the poison, the task made easier by seeing the poison's effects.

The adventurers cannot cure the poison without the antidote. However, a successful DC 19 Dungeoneering check reveals that the poison is a favorite of drow that dwell beneath the Dalelands. Drow that use this poison keep the antidote handy.

Questioning Survivors

Acolytes: Violeta and Strauk were blindfolded as soon as they reached the cellar. They and their fellow captives were forced to trek down a long passageway, which ended in a flat area. The acolytes estimate the attackers first breached the temple an hour ago.

Violeta, the braver of the two, reports that all the prisoners were either forced to drink poison or cut with poisoned weapons. From what she saw during the attack, about twenty-five attackers—mostly drow and dwarves—rounded up twenty captives. She suspects the dwarves are mercenaries, since they obey the drow.

A female drow, who seemed to be the leader, kept questioning Her Radiance Daren Travaskyr about an object the drow believe the priestess possesses. The leader threatened to allow the poisoned captives to die if Her Radiance did not hand over the object. Daren remained calm and silent, despite being poisoned and beaten. The drow have so far failed to find whatever they were looking for.

Enemies: If captured, the drow archer provides no information, refusing even to give his name. The dwarves, Kroham and Wrought, identify themselves but then refuse to speak further. An adventurer can bully them into talking with a successful DC 19 Intimidate check. The dwarves reveal they are mercenaries whom

FAKE-PRISONER TRICK

After defeating enemies in Area 1, the adventurers might decide to pretend to be guards and prisoners. Belgos and Fargrim could easily play the parts of strike team members. Others could pretend to be prisoners.

This trick could work on the enemies in Area 3. DC 12 Bluff checks, Diplomacy checks, and Insight checks (individually or as a group) are the most relevant for playing out such a scene. If successful, the ploy definitely gains the characters a surprise round against their enemies. Furthermore, with the right story, the characters might be able to learn a lot and move all the prisoners out of the area without a fight.

Using such a ruse against Mistress Silhouette is much less likely to work. However, with DC 19 Bluff checks, Diplomacy checks, and Insight checks, the adventurers might be able to gain a favorable position in Area 5 before their deception is discovered.

the drow regularly hire. They are part of a force of about a dozen dwarves and a dozen drow that attacked with orders to subdue everyone in the temple. They don't know the raid's purpose. However, the leader of the raiding party, a female drow who calls herself Mistress Silhouette, was searching for something she has been unable to find.

Area 2: Secret Room

[5 minutes]

Deep beneath Dagger Falls, the newly carved tunnel connects the temple's cellar to drow passages.

Light: None.

After traversing the exit tunnel (which takes about five minutes at a normal pace), the adventurers arrive in a small chamber.

Read:

The tunnel slopes into a 10-foot-square room of smooth, whorled stone. Inside is a faint trail of blood leading toward a closed stone door on the far wall.

Dungeoneering DC 12: *This room is drow work, but it was carved with the help of water.*

If the characters search the room, a successful DC 19 Perception check reveals a secret door in the wall (see the map). If the characters find the secret door right away, they might tackle Areas 4 and 5 before arriving in Area 3. That's fine—it won't affect the adventure's outcome to run the encounters in that order.

If the characters return here after learning that two captives, one of whom is Her Radiance Dareen Travaskyr, are still missing, give them a +4 bonus to their Perception checks to search for the door if they don't know it's here. (They might learn about it in Area 3.)



Area 3: Spider Altar

Encounter Level 1

[30 minutes]

Light: Bright (torches).

Ceiling: The ceiling is 20 feet above the main floor and 10 feet above the raised altar.

Monsters: Shadowdale drow informant (I), deathjump spider (J), 3 dwarf clan guards (G).

Other Creatures: 16 poisoned captives.

Read:

This corridor of smooth, whorled stone eventually opens into a large, torchlit chamber. You hear an occasional gasp or whimper, as well as a few voices in muffled conversation. You can't make out what they are saying.

Group Stealth DC 12: If the group is successful, the party reaches the altar room unnoticed.

When the party can see the room, read:

Torchlight illuminates swaths of thick webs. The densest webs hang over a 10-foot-high platform with carved stairways leading to its top. Other webs hang down and obscure the lower parts of the room farthest from you. (The ceiling is still visible above the webs.)

Sounds of movement and the moaning of people in pain are come from atop the platform. Quiet conversations come from beyond the webs. However, no creature can be seen.

Dungeoneering DC 12 or Perception DC 19:

The stonework above the two corners of the chamber farthest from you is weak and cracked. Damaging the ceiling could collapse it, raining stone down on anyone beneath. The quiet conversations come from areas where such a collapse is likely to occur.

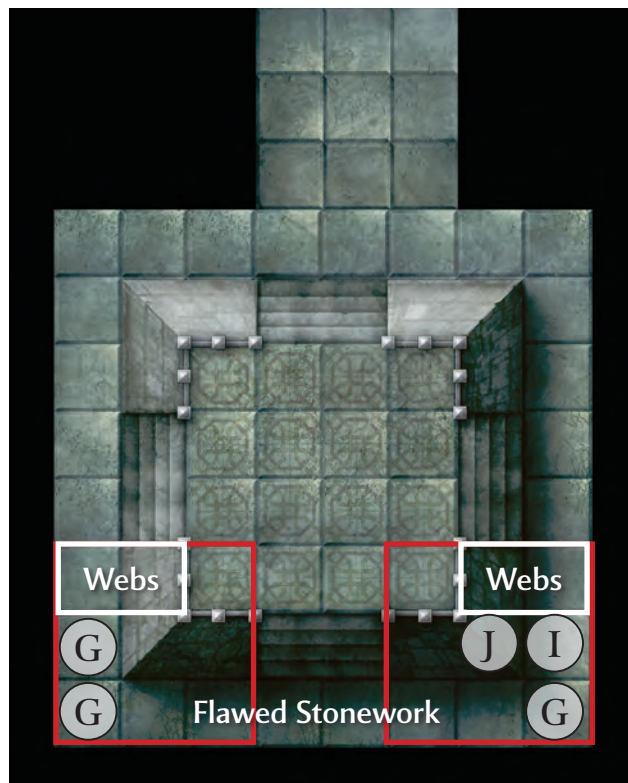
Webs

As shown on the map, thick webs extend from the chamber's walls to the altar and floor. The webs block line of sight and are difficult terrain. If the ceiling falls, however, the webs also fall.

Flawed Stonework

Each character has a chance to spot the flawed stonework. An adventurer who does notice realizes that if either of the weakened ceiling sections takes any damage from an attack that targets AC, Reflex, or Fortitude, those 9 squares of stonework will collapse on the area directly below them.

The defenses for the weakened ceiling sections are AC 10, Reflex 8, Fortitude 12. Any nonminion creature in a square beneath collapsing stone becomes bloodied and falls prone. The area becomes difficult terrain full of rubble. (Minions, such as the captives, are killed.)



The problem with collapsing the stonework is that it sounds like hostages might be atop the platform and could be under those ceiling sections. Characters have only to ascend the platform to see that this theory is accurate.

Platform

Stairways in the platform are difficult terrain, and the sloped sides are smooth (DC 12 Athletics to climb). Each square of the 4-by-4-square platform top contains one hostage, and for that reason, each square is difficult terrain.

When a character moves up the steps, read:

Amid tattered webs, captives lie on the platform, their wrists and ankles bound with rope. Their pale, sweaty faces are etched with pain. As you take in the structure's markings, you realize this platform is an altar to Lolth, the Spider Queen, goddess of the drow.

Those who know about the faulty stonework can see that two captives, a halfling in leather clothing and a robed priest, are beneath the hazard. Anyone can see that dropping the ceiling is likely to kill those two.

Helping the Captives

The captives include humans, elves, halflings, and half-elves. A halfling trapper named Stottler, who happened to be at the temple to say a prayer to Amaunator before a hunt, is in the platform square closest to the chamber's bottom left corner (as viewed on the map). Brother Broadwine, a human priest of Amaunator, is in the platform square nearest to the room's bottom right corner. Despite having been poisoned, both captives are still conscious, but they are bound and prone.

Stealth: The adventurers have total cover from their enemies, thanks to the platform and the webs. Moaning and shifting captives cover some noise and confuse the spider's tremorsense. The party can move onto and about the altar unnoticed as long as they remain quiet (DC 12 group Stealth check). There, they have a chance to move Stottler and Brother Broadwine out of danger.

Make a Captive Move: A character can take a minor action to attempt a DC 12 Bluff check or Diplomacy check to urge a captive to move. As long as the character succeeds on a DC 12 Stealth check, too, he or she can do so quietly enough to attract no attention from the foes here. The player's description of the action might preclude the need for a Stealth check.

Move a Captive: A character can take a minor action to grab a captive and a move action to slide him out of the way.

Shielding a Captive: An adventurer can use his or her body to shield a captive. If this is done, the character takes damage equal to his or her healing surge value if the ceiling falls. The shielded captive takes no damage.

Shadowdale Drow Informant (I)		Level 1 Lurker
Medium fey humanoid		
HP 25; Bloodied 12	Initiative +7	
AC 15, Fortitude 12, Reflex 14, Will 13	Perception +1	
Speed 6	Darkvision	
STANDARD ACTIONS		
⚔ Dagger (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 2d4 + 3 damage, or 4d4 + 6 if the drow was invisible to the target when the drow attacked.		
☁ Vanish (illusion) ♦ At-Will		
Effect: The drow becomes invisible, then shifts up to 3 squares. It remains invisible until the end of its next turn or until it hits or misses with an attack.		
MINOR ACTIONS		
☁ Cloud of Darkness (zone) ♦ Encounter		
Effect: Close burst 1. The burst creates a zone that lasts until the end of the drow's next turn. The cloud blocks line of sight for all creatures except the drow. While entirely in the cloud, any creature other than the drow is blinded.		
Skills Acrobatics +8, Stealth +8, Thievery +8		
Str 13 (+1)	Dex 16 (+3)	Wis 12 (+1)
Con 13 (+1)	Int 12 (+1)	Cha 14 (+2)
Alignment evil		
Languages Common, Elven		
Equipment black cloak, dagger		

3 Dwarf Clan Guards (G)		Level 1 Soldier
Medium natural humanoid		
HP 33; Bloodied 16	Initiative +3	
AC 17, Fortitude 15, Reflex 13, Will 15	Perception +8	
Speed 5	Low-light vision	
TRAITS		
Stand the Ground		
The dwarf can move 1 square fewer than the effect specifies when subjected to a pull, a push, or a slide.		
Steady-Footed		
The dwarf can make a saving throw to avoid falling prone when an attack would knock it prone.		
STANDARD ACTIONS		
⚔ Warhammer (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 1d10 + 3 damage, and the dwarf can push the target 1 square. The dwarf can then shift 1 square to a square the target vacated.		
Effect: The dwarf marks the target until the end of the dwarf's next turn.		
🔪 Throwing Hammer (weapon) ♦ At-Will		
Attack: Ranged 10 (one creature); +6 vs. AC		
Hit: 1d6 + 4 damage, and the dwarf marks the target until the end of the dwarf's next turn.		
⚔ Double Hammer Strike (weapon) ♦ Recharge ☞☞☞☞		
Effect: The dwarf uses warhammer and then uses throwing hammer. The dwarf does not provoke opportunity attacks for this use of throwing hammer.		
Str 16 (+3)	Dex 12 (+1)	Wis 17 (+3)
Con 17 (+3)	Int 10 (+0)	Cha 10 (+0)
Alignment unaligned		
Languages Common, Dwarven		
Equipment plate armor, heavy shield, warhammer, 4 throwing hammers		

Deathjump Spider (J)		Level 4 Skirmisher
Medium natural beast (spider)		
HP 52; Bloodied 26	Initiative +5	
AC 18, Fortitude 17, Reflex 16, Will 15	Perception +7	
Speed 6, climb 6 (spider climb)	Tremorsense 5	
Resist 5 poison		
TRAITS		
Web Walk		
The spider ignores difficult terrain composed of webs.		
STANDARD ACTIONS		
⚔ Bite (poison) ♦ At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 1d6 + 3 damage, and the target takes ongoing 5 poison damage (save ends).		
⬇ Death from Above ♦ Recharge ☞☞☞☞		
Effect: The spider jumps up to 6 squares. This movement does not provoke opportunity attacks. After the jump, the spider uses bite, knocking the target prone on a hit.		
MOVE ACTIONS		
🦟 Prodigious Leap ♦ Encounter		
Effect: The spider jumps up to 10 squares. This movement does not provoke opportunity attacks.		
Skills Athletics +9, Stealth +8		
Str 14 (+4)	Dex 12 (+3)	Wis 10 (+2)
Con 12 (+3)	Int 1 (-3)	Cha 8 (-1)
Alignment unaligned		
Languages –		

Tactics: Until the drow, the dwarves, and the spider are alerted to the characters' presence, the creatures remain in place. When they notice the adventurers, the drow informant orders the dwarves and the spider to attack. If the characters remain unnoticed until they decide to attack, they gain a surprise round.

The spider uses *prodigious leap* to pounce on the least armored character in range. It then uses *bite*.

Meanwhile, the dwarves heft their weapons and use *double hammer strike* against foes clearly aligned with Amaunator.

The drow uses *vanish* and moves into a good position to attack. If a character takes a minor action to make a successful DC 19 Perception check, that character knows which square the invisible drow occupies. If the ceiling has fallen, dust in the room grants a +2 bonus to this check.

When the informant is near death, she turns invisible again and flees the room. She heads for the secret door in Area 2 and runs to Area 5 to alert Mistress Silhouette to the goings-on in the altar room. If she makes it, she joins the fight there.

Questioning Survivors

Captives: The captives know that Her Radiance Daren Travaskyr and her personal assistant, a human called Brother Rhobart (with whom Jarren is friends), were taken somewhere else. If Brother Broadwine is alive and awake, he tells the characters that the drow are here searching for the *visage of Lathander*, but Daren has yet to create the item. He explains that Her Radiance denied the drow this knowledge because she feared they would kill the worshipers or sell them into slavery if they knew. He emphasizes how important it is that the attackers continue to believe the object exists.

These captives also know of the poison. If the characters have yet to identify it, Stottler (if alive) can tell them all about it.

Enemies: The drow informant refuses to answer questions or identify herself. The dwarves also decline to talk. However, an adventurer can compel them to spill what they know with a successful DC 19 Intimidate check. The dwarves—Abril, Seelya, and Pruiitt—tell the characters that a secret door exists in Area 2, and the passageway behind the door leads to the Underdark crevice the strike team used to reach this area. With amused looks, the clan guards also tell the characters that the force's troops rode up from Underdark on giant spiders. (This is true, although the spiders are now gone.)

Treasure: One of the dwarf clan guards has a *potion of healing* carried in a pewter hip flask.

Area 4: Alarm and Water

[10 minutes]

At the end of the passage beyond the secret door, a rune has been carved into the floor on the edge of a pool.

Light: None. (Dim when the rune starts to glow.)

When the characters can see this area, read:

A corridor stretches ahead of you, dead-ending against a pool filled with still, clear water. A narrow ledge surrounds the pool, and a blue rune is etched into the floor between you and the water. It glows as you approach.

Arcana or Perception DC 12: *The rune is active and magical. It might be a trap.*

The rune glows with dim blue light when the adventurers move within 2 squares of it.

Water Passage

The water is difficult terrain.

Pool Ledge: With a successful DC 12 Acrobatics check, a character can move along the ledge at full speed. If an adventurer fails the check, he or she can move along the ledge at half speed, unless the check result is 7 or lower. Then the character falls prone in the water, ending the movement and alerting the enemies in Area 5 to the party's presence.

Stealth: If the characters wish to move quietly through the water, or past it on the ledge, they must succeed on a DC 12 group Stealth check to do so. Failure indicates that one of Mistress Silhouette's scouts hears the party's movement in the water and alerts his allies in Area 5 to the approach of intruders.

Alarm Trap

A successful DC 19 Arcana check, Religion check, or Thievery check is required to remove the trap from the rune. If the trap is disarmed, the alarm fails to sound when someone steps on the rune.

If an adventurer enters a rune square while the trap is still armed, or the check result to disable the trap is 13 or lower, a bell rings throughout the chamber. The loud peals alert Mistress Silhouette and her bodyguards, making it impossible to surprise them.

Arcana DC 12 (after the alarm goes off or is disarmed): Magic remains in the rune. This magic is connected to the pool just ahead.



Summoning Rune

Stepping into a rune square causes the pool to swirl.

Arcana, Nature, or Religion DC 12: The rune can be used to summon a lesser water elemental.

History DC 19: Ages ago, magic-wielding drow used summoned water elementals to erode stone and help them create tunnels. The smooth, whorled stone in this underground area must have been carved using such elementals.

Summoning: While standing in a rune square, an adventurer can summon an elemental by making a successful DC 19 Arcana check, Nature check, or Religion check. (Jarren gains a +2 bonus to such checks.) Up to three adventurers, each of whom must also stand in a rune square, can assist the primary summoner.

If the primary summoner fails a skill check to summon an elemental, the whole party loses the ability to use that skill to summon an elemental during this adventure.

If the summons is successful, an elemental appears, and the primary summoner can mentally command it as a minor action. Once commanded, the elemental acts independently (but the players make its rolls). It defends itself if attacked. The elemental remains until the end of the next encounter, until it is dismissed (a minor action), or until it is killed.

Only one elemental can be summoned in this way.

Lesser Water Elemental		Level 1 Controller
Small elemental natural beast (aquatic, water)		
HP 29; Bloodied 14	Initiative +2	
AC 15, Fortitude 14, Reflex 13, Will 12	Perception +0	
Speed 6, swim 6		
TRAITS		
Aquatic		
The elemental can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.		
Sensitive to Cold		
Whenever the elemental takes cold damage, it gains vulnerable 5 against the next attack that hits it before the end of its next turn.		
STANDARD ACTIONS		
⊕ Slam ♦ At-Will		
Attack: Melee 1 (one creature); +4 vs. Reflex		
Hit: 1d6 damage, and ongoing 5 damage (save ends).		
↵ Whelm ♦ Encounter		
Attack: Close blast 3 (enemies in the blast); +4 vs. Fortitude		
Hit: 2d6 + 2 damage, and the elemental pushes the target up to 2 squares and knocks it prone.		
MINOR ACTIONS		
⊕ Drowning Essence ♦ At-Will (1/round)		
Effect: The elemental slides each creature taking ongoing damage from its <i>slam</i> 1 square.		
Str 16 (+3)	Dex 14 (+2)	Wis 11 (+0)
Con 13 (+1)	Int 5 (-3)	Cha 8 (-1)
Alignment unaligned	Languages understands Primordial	

Area 5: Strike Team

Encounter Level 1
[40 minutes]

The drow strike team's breaching of this area started in this chamber, which contains a deep crevice.

Light: Bright (fiery mist). If the mist is dissipated, the room becomes dark.

Monsters: Mistress Silhouette (Shadowdale drow totemist) (T), 2 Shadowdale drow scouts (S), 4 bone spiders (B).

Other Creatures: The lesser water elemental might be present. Two captives are also here: Her Radiance Dareen Travaskyr and Brother Rhobart.

If the characters successfully approached stealthily from Area 4, the characters have a surprise round, presupposing that they know the foes here are present and no other event has prevented the chance of surprise. If the characters enter the room openly without using the surprise round to attack (for instance, because the characters are unaware of any enemies) the bone spiders spot them and combat begins normally.

When the adventurers enter the room, read:

This chamber contains a peculiar red mist in the area before you. The mist spans the room, blocking sight beyond it. Tracks in the dust on the floor reveal that numerous human-sized creatures have passed through here.

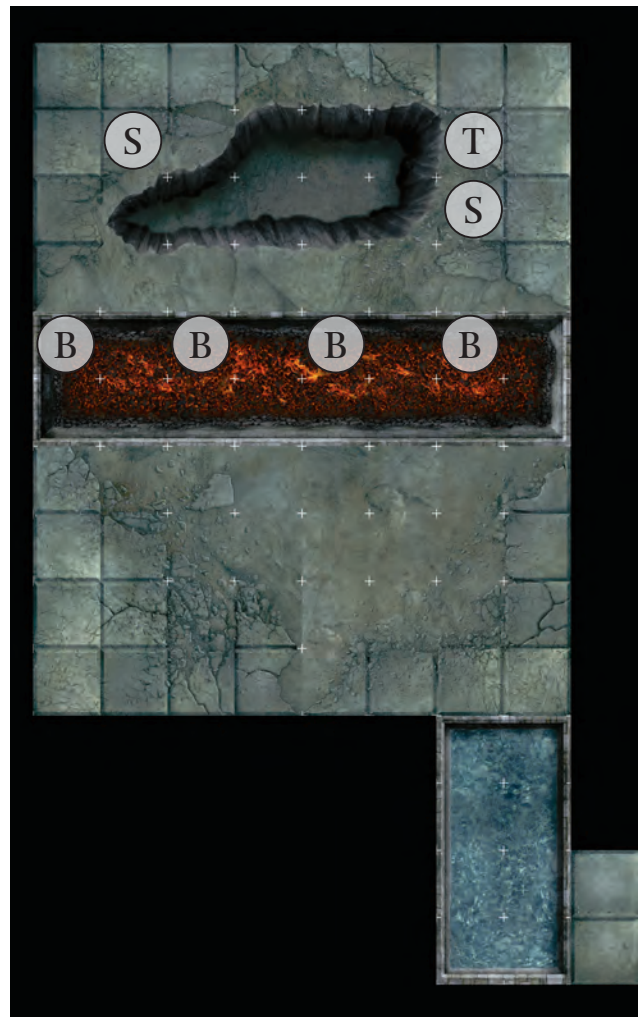
Perception DC 12: *Dancing tongues of fire flare up from place to place inside the mist.*

Perception DC 19: *Spidery shapes lurk in the mist.*

After the temple was taken, most of the strike team returned to the Underdark on their spiders. A few guards and Mistress Silhouette remained behind. They have been torturing Brother Rhobart and Dareen Travaskyr in an effort to compel the priestess to reveal the location and the nature of the magic object they believe she has created. The two priests are weak, but they remain conscious.

Fiery Mist

Mistress Silhouette used a ritual to create an area of fiery mist that protects the strike team's staging area. When she created the mist, she ensured that drow, dwarves, and spiders could pass through it without damage. Therefore, Belgos and Fargrim are immune to the mist's effect.



Effect: The mist contains elemental fire energy. Any any creature that is not a drow, a dwarf, or a spider that enters the mist or starts its turn there takes 3 fire damage. A creature can take this damage only once per turn.

Obscured: The mist's area is lightly obscured (providing partial concealment). However, it blocks line of sight (total concealment) if the line goes through 2 squares of it.

Water Elemental: With a successful DC 19 Arcana check or Nature check (free action), an adventurer knows that sending the water elemental into the fiery mist will cause the mist to dissipate. If the elemental enters the mist, both the mist and the elemental disappear.

Underdark Crevice

The crack in the floor of this chamber is more than 100 feet deep, but it doesn't descend straight down. Creatures forced into this fissure fall only 10 feet before landing on a ledge, taking 1d10 damage. With a DC 12 Athletics check, a creature can climb out of the crevice.

Shadowdale Drow Totemist (T)		Level 3 Controller	
Medium fey humanoid			
HP 46; Bloodied 23		Initiative +2	
AC 17, Fortitude 14, Reflex 16, Will 15		Perception +8	
Speed 6		Darkvision	
TRAITS			
☼ Dark Pact Mobility ◆ Aura 5			
Bloodied allies in the aura automatically succeed on saving throws against slowing effects and immobilizing effects.			
STANDARD ACTIONS			
⬇ Totem Bite (poison, weapon) ◆ At-Will			
Attack: Melee 1 (one creature); +8 vs. AC			
Hit: 1d6 + 3 damage, and ongoing 5 poison damage (save ends).			
☞ Venom Ray (implement, poison) ◆ At-Will			
Attack: Ranged 5 (one creature); +6 vs. Reflex			
Hit: 1d12 + 5 poison damage, and the target is immobilized until the end of its next turn.			
MINOR ACTIONS			
☞ Spider Swarm (poison, zone) ◆ Recharge ☹ ☹			
Effect: Close burst 2. The burst creates a zone that lasts until the end of the encounter or until the totemist uses <i>spider swarm</i> again. Enemies grant combat advantage while in the zone, and any enemy that ends its turn there takes 5 poison damage.			
Skills Arcana +10, Intimidate +9			
Str 11 (+1)	Dex 12 (+2)	Wis 14 (+3)	
Con 14 (+3)	Int 18 (+5)	Cha 16 (+4)	
Alignment evil		Languages Common, Elven	
Equipment robes, spider totem			

2 Shadowdale Drow Scouts (S)		Level 2 Skirmisher	
Medium fey humanoid			
HP 38; Bloodied 19		Initiative +6	
AC 16, Fortitude 14, Reflex 15, Will 13		Perception +6	
Speed 6		Darkvision	
TRAITS			
Combat Advantage			
The drow deals ongoing 3 poison damage (save ends) against any creature granting combat advantage to it.			
STANDARD ACTIONS			
⬇ Longsword (weapon) ◆ At-Will			
Attack: Melee 1 (one creature); +7 vs. AC			
Hit: 1d8 + 6 damage.			
Effect: The drow can shift 1 square.			
⬇ Short Sword (weapon) ◆ At-Will			
Attack: Melee 1 (one creature); +7 vs. AC			
Hit: 1d6 + 5 damage.			
Effect: The drow can shift up to 2 squares.			
⬇ Two-Weapon Attack ◆ Recharge when first bloodied			
Effect: The drow uses <i>longsword</i> and <i>short sword</i> .			
MINOR ACTIONS			
☞ Cloud of Darkness (zone) ◆ Encounter			
Effect: Close burst 1. The burst creates a zone that lasts until the end of the drow's next turn. The cloud blocks line of sight for all creatures except the drow. While entirely in the cloud, any creature other than the drow is blinded.			
Skills Stealth +9			
Str 12 (+2)	Dex 17 (+4)	Wis 11 (+1)	
Con 14 (+3)	Int 11 (+1)	Cha 13 (+2)	
Alignment evil		Languages Common, Elven	
Equipment leather armor, longsword, short sword			

4 Bone Spiders (B)		Level 2 Minion Skirmisher	
Small fey animate (construct, spider)			
HP 1; a missed attack never damages a minion.		Initiative +6	
AC 16, Fortitude 13, Reflex 15, Will 14		Perception +3	
Speed 6		Darkvision	
STANDARD ACTIONS			
⬇ Bite (poison) ◆ At-Will			
Attack: Melee 1 (one creature); +7 vs. AC			
Hit: 5 poison damage, or 7 poison damage against a target granting combat advantage to the spider.			
MOVE ACTIONS			
Skitter ◆ At-Will			
Requirement: The spider must have taken no actions this turn.			
Effect: The bone spider shifts up to half its speed.			
Str 12 (+2)	Dex 17 (+4)	Wis 14 (+3)	
Con 9 (+0)	Int 1 (-4)	Cha 7 (-1)	
Alignment unaligned		Languages –	

Tactics: The bone spiders lurk in the mist, watching the approach corridor. (The mist prevents them from having a clear view.) They wait in ambush unless they are spotted. In that case they retreat to entice enemies into entering the mist. A bone spider uses *skitter* to gain combat advantage over a creature before using *bite*.

When Mistress Silhouette realizes the adventurers are approaching, she and her drow ready their attacks. They want to force their foes to enter the mist and remain there. If the mist is still active when combat takes place, Mistress Silhouette favors using *venom ray* to immobilize foes inside it.

Mistress Silhouette uses *spider swarm* so a drow scout can gain combat advantage against enemies, causing the scout's *combat advantage* trait to kick in. If a scout cannot gain combat advantage another way, it uses *cloud of darkness* before unleashing *two-weapon attack* to wallop an enemy adjacent to it.

CONCLUSION

[5 minutes]

If they defeat Mistress Silhouette, the adventurers find enough antidote to save all the captives. Regardless, if the adventurers fail to defeat the drow force before the end of the second hour of play, the poison kills the captives. If any prisoners survive, Her Radiance asks the adventurers to help escort the weakened innocents back up to the temple.

After Dareen and Brother Rhobart have settled the worshipers and healed the injured, including each other, the priestess collects the rubies from the adventurers. She places the rubies on a plain gold symbol and begins the ritual to create the *visage of Lathander*. After a few hours, she succeeds in doing so. When the item is finished, she removes the rubies, sets each into a small medallion, and gives them back to the adventurers as payment for their bravery. She tells them the rubies are now infused with magical energy that can help them in their battle against the drow (see “The Adventure Continues at Your Store” below).

If a player decides not to play in the *Web of the Spider Queen* D&D ENCOUNTERS season but still wants to keep his or her character, Dareen can instead embed the gem in a piece of gear, granting that player’s character one of the following items.

- ◆ *Flaming weapon* (*Dungeon Master’s Book*, page 257)
- ◆ *Armor of durability* (*Dungeon Master’s Book*, page 255)
- ◆ *Amulet of health* (*Dungeon Master’s Book*, page 266)

In addition to the selected magic item, each player who successfully completes this adventure can start the *Web of the Spider Queen* D&D ENCOUNTERS season with 175 experience points.

Dareen then tells the adventurers she has been having vivid dreams of a drow invasion of the Dalelands, and she believes the incursion is going to happen soon. She asks the characters to travel to Shadowdale and speak to Ghessla Silvermane, proprietor of the Old Skull Inn. Perhaps from there, they can learn more about the impending invasion. Dareen also mentions that if the characters tell Ghessla that Her Radiance sent them, the innkeeper might offer them free meals, free lodging for a night, and, most important, free access to the Underdark.

The Adventure Continues at Your Store

If this adventure was run at a convention during April or May 2012, your convention organizer should have received special redemption slips to hand out to all



participants (including DMs). Hand out the redemption slips to your players, and let them know to bring them to the next season of D&D Encounters, entitled *Web of the Spider Queen*. They’ll receive a ruby medallion of Lathander, which will aid their characters in the adventure to come!



BELGOS, MALE DROW RANGER

You were born and raised in the forest of Cormanthor, where you lived among drow who came to the surface after being kicked out of their houses for various reasons. You and your extended family managed to establish an uncomfortable but lasting truce with some surface dwellers.

Your frequent forest explorations quickly taught you how to navigate the woodlands as easily as your ancestors did the caverns of their homeland. Eventually, you gained a reputation as a skilled hunter and tracker, and you struck out on your own, accepting work as a guide, hunter, and mercenary.

Lately, you have begun exploring caverns and underground tunnels. While you love the forest, you are beginning to appreciate the underground realm your forebears called home. You have come into contact with a handful of Underdark-dwelling drow and learned a bit about that dark world's rumors and intrigues.

A priestess of Amaunator, Her Radiance Daren Travaskyr, recently hired you to track down a rare ruby that was within a treasure cache rumored to have been lost in the forest. Using the directions the priestess provided, you easily found the treasure and pocketed the ruby.

During your journey back to Dagger Falls, you encountered drow trekking through the forest. You hid before they could see you, watching and listening as they passed. You could tell these drow were not forest dwellers as your people are, and it sounded like they were speaking of an attack. You believe they are members of House Jaelre, a community of dark elves that left the surface several years ago to return to the Underdark and take its self-proclaimed rightful place among the greatest houses. You know that House Jaelre drow are ruthless and conniving.

Night is fading as you approach the Temple of Lathander's Light in Dagger Falls in Daggerdale. The priestess asked you to bring the gem to her at dawn.

Personality

You are keenly aware that most surface dwellers think—often rightfully—drow to be cruel and duplicitous. For that reason, you make every attempt to be jovial, likable, and kind to others. You keep your word, and you seek out those who do the same.

However, when you are injured or see evil forces bullying or hurting creatures, the darkness in your soul bleeds into your countenance and actions. Your former allies in arms have learned that when life is on the line, a terrifying and vicious fighter usurps control of the pleasant comrade they thought they knew.



BELGOS, MALE DROW RANGER

The Others

Fargrim: You are accustomed to people looking at you with fear, caution, or dislike. However, the unfiltered hatred in this dwarf's eyes when he glares at you is downright unsettling. Maybe if you work extra hard at making him like you, he will see you are nothing like other drow. Maybe you should try complimenting his carefully braided red hair and beard.

Brandis: This guy is big. Wow. And he looks like he knows how to use that sword. He wears a holy symbol similar to the ones this temple's priests wear, but he doesn't have a priest's appearance, and he doesn't seem perfectly comfortable here either.

Valenae: This eladrin cleric of Amaunator looks extremely nervous. Her hand goes to her mace at the slightest noise. You wonder what has jangled her nerves.

Keira: This elf appears to be quiet and unassuming, but you suspect a lot of thinking is going on beneath her placid exterior.

Jarren: Obviously a wizard, this human wears a bored expression. It is hard to tell whether this look is normal or if he feels he is above these mundane worldly concerns.

BRANDIS, MALE HUMAN PALADIN

You were born and raised in Shadowdale. Your kin proudly serve in the militia when not attending to the farm your family has owned for generations. However, the farming life did not excite you, and mere militia duty was not your destiny. Showing promise as a warrior and diplomat, you trained with an order of paladins dedicated to Amaunator, the sun god. You finished that training, and since then, you have fought bravely against many of civilization's enemies.

Recently, your commander sent you to Dagger Falls in Daggerdale, near your homeland, to perform a task for Her Radiance Dareen Travaskyr. Your commander warned you that the priestess and worshipers at the Temple of Lathander's Light held to some old traditions, including calling your god Lathander instead of Amaunator. He assured you, however, that in all ways these people should be considered your spiritual kin.

When you arrived at the Temple of Lathander's Light, Her Radiance asked you to search an ancient ruin for a ruby. Although she did not tell you why she needed it, you know these rare gemstones are considered holy to Amaunator. You secured the gem and began making your way back to the Temple of Lathander's Light.

Since you came into possession of the ruby, your dreams have been troubled. You see visions of dark creatures crawling out of a great gouge in the earth, their fangs dripping vile poison. It is difficult to tell whether Amaunator is trying to give you a warning or if the mutton stew you supped on recently did not settle properly.

Night is fading as you approach the Temple of Lathander's Light. Her Radiance asked you to bring the gemstone to her at dawn.

Personality

You know you are not perfect, but you are a natural leader. Every group needs one. You don't attempt to solve everything yourself, but you are particularly adept at finding the best person to solve the problem and positioning him or her to do so.

The Others

Belgos: You know that some of the drow who settled in the forest of Cormanthor have lived peacefully with others for years. They don't display the evil tendencies of their Underdark compatriots. This archer must be one of those peaceful drow. After all, he is at a temple of Amaunator.

Fargrim: You've dealt with people like this dwarf before. He knows how to wield a greataxe and take a blow well enough, but he is lacking something inside.

Amaunator could fill that hole within him, making the fighter a true warrior in body and spirit. Maybe if you told him about the glory of the sun god, the dwarf would awaken.

Valenae: You have a strong affinity for people who have chosen a path similar to yours. Thus, you are determined to use your zeal, holiness, and skill to support and impress this eladrin cleric of Amaunator.

Keira: A few weeks ago, you and your fellow warriors of Amaunator received word that a Shadovar spy was seen skulking around the Dalelands. You apprehended him and found with him an elf who appeared to be his captive. You never found out why the evil Netherese had seized the dark-haired female. Now that elf is here with you, and you do not trust her.

Jarren: If there's one thing worse than a wizard, it's a wizard who thinks he knows everything. Something tells you this guy fits that bill and is not afraid to foist his opinions on everyone. Sure, the wizard might know a lot of facts and figures. But until he's tasted an enemy's cold steel, he should not presume to lead.



FARGRIM, MALE DWARF FIGHTER

You were born into the Ketterhold Clan, which had spent generations mining the Desertsouth Mountains' depths. When you were a child, a drow army raided your clan's territory. Your people fought bravely, but the drow force was too strong. Some of your people escaped, but most were killed or dragged off into the Underdark, presumably to be used as slaves. Those dwarves who escaped hired out as miners for various outfits, but you wanted more. You trained as a mercenary, and soon you became an adventurer.

You happened to be passing through Dagger Falls in Daggerdale when Her Radiance Daren Travaskyr, a priestess of Amaunator, approached you. She asked if you had any knowledge of gemstone mining, which you did from your youth. She told you she needed a ruby, a rare gemstone the sun god favors. She offered you a good bit of reward if you could secure one for her.

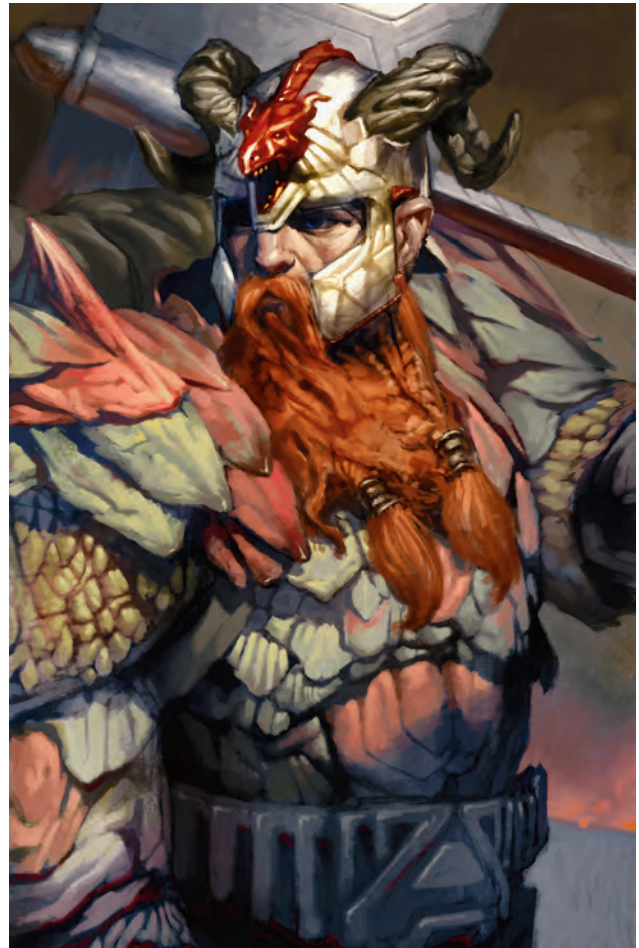
After consulting your kinfolk who still mine the earth, you secured a ruby and returned to Dagger Falls to turn it over to the priestess.

Night is fading as you approach the Temple of Lathander's Light. Her Radiance asked you to bring the gemstone to her at dawn.

Personality

The treacherous sundering of your clan by drow rankles you constantly, making you angry and sullen. Since you started training as a fighter, you have dedicated yourself to becoming as strong as possible, to bring honor to your family name and to be ready to spill blood when next you see those murderous tunnel rats.

You carefully braid your red hair and red beard in the way of your clan. Everyone you take to and adventure with knows you are the last of Clan Ketterhold's mighty warriors and that you intend to do whatever you must to see the clan's fortunes rise again.



FARGRIM, MALE DWARF FIGHTER

The Others

Belgos: You cannot believe that a vile drow would defile a holy place with his presence. Your gut tells you he must be embroiled in mischief or mayhem even as he stands there smiling at you in that creepy, annoying way. The only thing keeping you from attacking him outright is that everyone else seems okay with him.

Brandis: For Moradin's sake, if this guy mentions his god once more, you are going to have to bury your axe in his skull. Surely that would stop the human's blathering. Hopefully his sword works as well as his mouth.

Valenae: In your journeys through the Dalelands, you have crossed paths with this eladrin before. Even though you have never fought shoulder to shoulder together in combat, she offers a sympathetic ear as easily as a battle brother would. She clearly enjoys hearing about Clan Ketterhold and your dream of leading your people back to their ancestral mines.

Keira: This elf seems like a kindred spirit. She has the look of someone who has been displaced from her home and forced to wander in search of a purpose.

Jarren: A wizard is a wizard is a wizard. As long as he stays out of your way and doesn't blow you up with an errant spell, you'll have no trouble with him.

VAENAE, FEMALE ELADRIN CLERIC (AMAUNATOR)

You were born and raised in Myth Drannor and were taught at a young age about the majesty of the sun god, Amaunator. Positioned for a life of service and contemplation in the city, you longed for more. You wanted to adventure, to serve your god in a more direct and exciting manner. Finally, after much training, you gained your superiors' trust and permission to leave, and you headed out on your own.

So far, you haven't had much opportunity to strike a blow against evil on Amaunator's behalf. You show up either in the wrong place or just moments too late to dive into your first grand adventure. Recently, a priest of your deity took pity on you, telling you that Her Radiance Dareen Travaskyr of the Temple of Lathander's Light in Dagger Falls might have a mission for you. Although some people whisper that the temple worshipers' insistence on using the old beliefs tied to Lathander is strange, you have no issue with it. Besides, everyone knows Amaunator and Lathander are two faces of the same god.

So you set off on the first real task of your new career. When you arrived, Her Radiance asked you to travel to Sembia to collect a rare ruby from a particular merchant and return the gemstone to her. The priestess said she thinks she can use it and other rubies to create a powerful magic item. Disappointed that what you thought would be your first true fight turned out to be a simple errand, you completed the mission nonetheless.

Night is fading as you approach the Temple of Lathander's Light. The priestess asked you to bring the gemstone to her at dawn. You hope Her Radiance might have a more exciting task for you this time.

Personality

Nervous, excitable, and easily perturbed, deep down inside you doubt your ability to be brave when you face your first real battle. You are both slightly anxious and terribly enthusiastic at the prospect of smashing something in the face with your mace. Your innate nervousness prevents you from speaking up until you have complete confidence in the accuracy of what you intend to say.

You have the habit of running your fingers over your prized possession, a gold holy symbol of Amaunator that your favorite teacher gave you.

The Others

Belgos: When you were an acolyte, you accompanied an elder into the heart of Cormanthor to speak to the drow community there. Most of the residents were standoffish at best. A few drow were accepting of your words, though, despite not converting to worship of Amaunator. This ranger reminds you of the nicer drow you met there.

Fargrim: You and Fargrim have crossed paths before, and he has never shown himself to be anything other than a brave and dedicated fighter. He does go on about his clan, but that is just the dwarf in him.

Brandis: This paladin makes you nervous. Every time he looks at you, it seems like he is judging you. Perhaps he is waiting for you to mess up so he can suggest to your superiors that you be sent to a shrine to live out your days holding afternoon services for dirt farmers. You are simply going to have to show him.

Keira: This poor elf looks lost. She tries to appear relaxed, but it is clearly a show. She obviously has led a hard existence. Maybe you could act as a calming force in her life, if only for the short time you are together.

Jarren: This human is strikingly handsome, and you can almost feel the magical power within him crackling under his skin. It would be interesting to hear about his experiences as an adventurer.



KEIRA, FEMALE ELF ROGUE

You have spent much of your wayward life moving between locales in the Dalelands, staying one step ahead of the people you have swindled. You tell yourself you've done most of your illegal deeds in order to survive, but you secretly acknowledge that thieving, cheating, bluffing, and running are a great deal of fun.

You come from a family of respected Archendale merchants, and your many trips to Sembia taught you the value of coin and good business sense. With such a heritage, you didn't need to become the person you are. But this nature has always been a part of you. Your trickster's spirit had you slipping away from your nurses to steal cakes and cut loose purses almost as soon as you could walk.

Then one day, you stole from the wrong person, and soon the entire Shadovar network was after you. It tracked you down on several occasions, but each time you managed to wiggle away. Then your luck ran out when a Shadovar agent caught you. But as he was taking you back to the Netherese noble you had swindled, followers of Amaunator swooped in and freed you. Your rescuers introduced you to their leader, Her Radiance Dareen Travaskyr.

Even though she disapproved of your thieving ways, the priestess appreciated your skills. She had you perform a few simple tasks for her in return for some coin, enough to allow you to live honestly and stay out of trouble. Recently, Dareen charged you with reclaiming a rare ruby from a temple to Amaunator that the Netherese had sacked. She said she needed the ruby so she could complete an important ritual. You slipped past the Netherese, swiped the gemstone, and swiftly returned to Dagger Falls.

Night is fading as you approach the Temple of Lathander's Light. Dareen asked you to bring the gemstone to her at dawn.

Personality

You have lived a fun-loving, adventure-seeking, devil-may-care life. You have acted first and worried about the consequences later. However, since that Netherese agent captured you, you haven't felt quite right. Physically you are fine, but mentally you fear you might be unraveling.

You still have urges nudging you to do whatever you want without worrying about the ramifications of those actions. But you have become your own nemesis, sometimes announcing what you intend to do before stealing something or blurting out, "I am lying to you," after telling a fib. You are beginning to fear that the Shadovar might have cursed you with some honesty hex. Nothing could be worse for a rogue.



KEIRA, FEMALE ELF ROGUE

The Others

Belgos: You've met enough drow in your travels to know they are not all cold-blooded killers. This drow seems civilized and friendly enough.

Fargrim: The worst trait in a potential mark is a nasty temper. If you're caught filching from a calm person, you can talk your way out of it. But angry people are always dangerous. Given this dwarf's sharp tongue, narrowed eyes, and frequent sneers, you are sure the slightest provocation will unhinge him.

Brandis: When you were rescued from that Netherese agent, a lot of armor-clad Amaunator worshipers charged in. This human looks familiar, so you suspect he was among them.

Valenae: This eladrin cleric habitually runs her fingers over a gold holy symbol she wears. It's stunning. You bet it would fetch more than a few gold pieces at the markets.

Jarren: These wizard types have powers that can pull your thoughts from your brain. He probably knows what you are thinking right now. And he is likely cataloging all the terrible things you have ever done. What does he think of the fact that you've traipsed through life snatching whatever you pleased from whomever you liked? Don't look at him!

JARREN, MALE HUMAN WIZARD

You were born in Baldur's Gate, a child of unskilled laborers. Your parents were employed by a lumber company and were killed when orcs attacked their work site. You spent several seasons at an orphanage before your guardians realized you had magical abilities that irregularly manifested themselves in unsettling ways. Fortunately for you, one of the orphanage overseers knew a wizard who offered to take you on as an apprentice.

Although your master did not mistreat you, he did not love you as a parent might. However, your education in magic was second to none. You have traveled the world, from the crowded streets of Waterdeep to the majestic earthmotes of Akanûl to the barren plains of Narfell. Your journeys—first as an apprentice to a powerful mage and then as an accomplished evoker—have taught you that friendship and trust are wonderful luxuries, but you must be self-reliant to survive.

Your most recent studies took you to Netheril, where you were offered a rare opportunity to learn from a Shadow evoker who practically hummed with power and knowledge. Your ability to wield fire and ice improved tremendously under his tutelage.

You have made a few friends during your travels, including Brother Rhobart, a priest of Amaunator. The two of you spent time traveling together, indulging in philosophical debates concerning arcane power, divine power, and the dangers of summoning, among other topics. When Rhobart asked you—on behalf of Her Radiance Daren Travaskyr the priestess of his temple—to procure an item that had been lost in the Shadow Sea, he already knew you would appreciate the challenge. He wasn't wrong, and you enjoyed testing yourself as you fetched the ruby from an island.

Night is fading as you approach the Temple of Lathander's Light. Rhobart asked you to bring the gemstone to the priestess at dawn.

Personality

Most adventurers try to hack through every problem with the most overt display of power they can muster, whether it be spell, sword, or prayer. You have learned, however, that a little bit of knowledge goes a long way, even in adventuring.

You are accustomed to working alone. But when you work with a group, you are the best prepared to don the leader's mantle. After all, you are almost always the most knowledgeable person in the room about a variety of subjects.

The Others

Belgos: Judging a person by his race is thoughtless. You had a fulfilling experience studying with a



Netherese mage, so you could surely have a gratifying meeting with a dwarf. Besides, this dwarf seems a lot like the other people who arrived here within moments of you. In fact, he appears rather pleasant.

Fargrim: Given the way this dwarf wears his beard and hair, you are sure he is a descendant of the now-extinct Clan Verigran. Its wizards were considered the preeminent summoners among the dwarves for centuries before a volcanic eruption killed all but a few of the clan. The survivors quickly dispersed to seek their fortunes elsewhere.

Brandis: If there's one thing worse than a paladin, it's a paladin who thinks he knows everything. Something tells you this guy fits that bill and is not afraid to foist his opinions on everyone. Until a person has stared into the dark, pulsating heart of magic, he is in no position to assume a leader's authority.

Valenae: You don't like the holier-than-thou attitude that many of Amaunator's divine followers have, but this cleric has a refreshing approach to communicating with people outside her faith. Unlike the pontificating and pushy paladin Brandis, this young eladrin remains quiet until her opinion is needed.

Keira: This elf bears a striking resemblance to the rogue your Netherese teacher told you swindled him out of a great deal of wealth. The thief had promised to sell your master rare arcane equipment. Maybe she is the same person, but maybe she isn't. If you can make a positive identification, you can give her real name and location to your teacher.