

ADP6-01

Living Greyhawk™



FANTASTIC LOCATIONS: FANE OF THE DROW™

ADAPTED ADVENTURE PACK FOR LIVING GREYHAWK™

Requires the *Fantastic Location: Fane of the Drow* product to play
A DUNGEONS & DRAGONS® adventure for characters level 3 to 5 (APL 4)

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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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RPGA SANCTIONED PLAY

Most likely you ordered this adapted adventure pack as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK™ campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

You must also have a copy of the *Fantastic Locations: Fane of the Drow* adventure, which you can find at your better game stores.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth four (4) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading this supplement now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point, or reading the *Fantastic Locations: Fane of the Drow* adventure makes you ineligible to do so.

PREPARING FOR PLAY

First and foremost, before you run this adventure you need to get a copy of *Fantastic Location: Fane of the Drow*. This packet gives you information to convert that published adventure for LIVING GREYHAWK play, but does not give you enough information to actually run the game.

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure supplement, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate.

Along with this adventure supplement you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions,

CR	1	2	3	4	
familiars	1/4 and 1/6	0	0	0	1
paladin's mounts)	1/3 and 1/2	0	0	1	1
or the warhorse of a	1	1	1	2	3
character with the	2	2	3	4	5
Mounted Combat	3	3	5	6	7
feat, use the sidebar	4	4	6	7	8
chart to determine	5	5	7	8	9
the number of levels	6	6	8	9	10
you add to the sum	7	7	9	10	11

of step one. Add

each character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

For this adventure, the average party level of the characters must be either 9 or 12. If the average party level is 8, 9, or 10, they can play this adventure at APL 9. If the average party level is 11, 12, or 13, they can play this adventure at APL 12.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

TIME UNITS AND UPKEEP

This is a multi-round core adventure set in the Crystallist Mountains. PCs pay seven (7) Time Units to play this adventure.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character that does not pay at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

ADVENTURE BACKGROUND

On the slopes of the Crystallist Mountains the dwarves of Stonehelm have a problem. Recently their mining

operation has suffered raids perpetrated by drow and their goblin thralls.

While these raids have been opportunistic, and seem too small to threaten the fortress of Stonehelm itself, Stonehelm's leaders fear that if they continue their mining output—and thus trade with the cities of Sterich—could suffer.

The Stonehelm dwarves are right to worry. The drow are led by an ambitious cleric of Lolth named Destra Darkweb.

Destra and a group of followers have recently fled from the city of Erelhei-Cinlu. An aspiring matron of House Aeval, Destra, rediscovered the abandoned enclave of Til'Asperna in the desire to unlock its magical secrets and to gain Lolth's favor. Her ultimate goal is to challenge House Aeval's matron, but in truth Destra's ambition knows no bounds. If she is able to accumulate enough power, this entire region of the Underdark could fall under her spiked heel.

Thus far her power, while a threat to Stonehelm's mining operation, is rather modest. While her drow forces are small, she has subjugated a tribe of goblins and struck an uneasy truce with a nearby clan of duergar. But even now she works to understand the deeper powers of the once-abandoned Til'Asperana enclave, and her favor with the Queen of Spider increases by the day. The time is ripe for a brave and bold band of adventures to quash her dark ambition before it plunges the region into deeper darkness.

ADVENTURE SUMMARY

While in the Sterich city of Bova, the PCs are approached by a dwarven representative from Stonehelm, a fortress on the Sterich frontier, some 10 miles into the Crystallist range. The dwarves beseech the PCs to help stop goblins and drow from raiding their mines.

Run the adventure as presented in *Fantastic Locations: Fane of the Drow* with the exceptions noted in this packet. This packet presents a standard and expanded introduction to the adventure, and minor changes and enhancements to the adventure text.

Running the Adventure

The APL of this adventure is 4, and the adventure is recommended for characters of levels 3-5. Characters of 6th level and higher may not find the adventure challenging enough, while 2nd-level characters could be overwhelmed by its challenges.

The experience and treasure, when relevant, is presented in each encounter below. There is a chance that the PCs could accumulate more experience and gold than the LIVING GREYHAWK maximum, but only award the maximum experience and gold that's listed at the end of this document and on the Adventure Record (AR).

Fane of the Drow takes approximately 6-8 hours to play. Before you begin your event, make sure your player know this. If necessary, set up multiple sessions to complete the adventure, but even in this case, report it as only one session.

Home Game or Retail Event Only!

Fantastic Locations: Fane of the Drow can only be sanctioned for home games and retail events.

If you are running it as part of a retail event you may also want to think about running some D&D MINIATURES skirmishes to show off the duel nature of the product. You can find information on how to run and sanction official D&D MINIATURES skirmish games on the Wizards of the Coast website: wizards.com/default.asp?x=dnd/mini/tournaments.

INTRODUCTION

The adventure starts on the frontier of the beleaguered nation of Sterich, within the independent dwarven fortress of Stonehelm.

While in the city of Bova, the PCs were approached by Ottir Ironblade (male dwarf rogue 3 / expert 4; Cha 14), a member of Stonehelm's ruling Council of Elders. Ottir has lured the PCs to Stonehelm with the promise of lucrative employment.

Your stay in Sterich was unexpectedly cut short when an emissary of the dwarven enclave of Stonehelm made an especially lucrative offer. In Bova, he approached each of you and asked for aid in thwarting dangerous humanoid raiding parties.

Your travels to the dwarven fortress were free of danger, though you found that your patron was persistently closed mouthed about details of the mission. He amicably brushed off questions with hints that all would be explained in time.

Your appearance at the massive stone gates of Stonehelm caused quite a stir. Dwarves, typically known for their stoicism, greeted you with almost unsettling enthusiasm.

Once inside you were taken before the Council of Elders. In this grand stone hall, Ottir Ironblade and the ten other council members greeted you solemnly, and formally asked for your favor to help rid Stonehelm of what they called the "Til'Asperna Issue".

Til'Asperana. The word sounds vaguely Elven, but with the taint of evil and the Underdark. Apparently the dwarves' problems involve more than simple humanoid raiding.

The members of the council attempt to answer any questions the PCs have. The following is what they know about the drow in Til'Asperna.

- The raids have been going on for about five weeks now. Mostly, they consist of goblins led by a drow warrior or two.
- Scouts from Stonehelm have reported drow activity in and near the old abandoned enclave

known as Til'Asperna. Apparently, there is at least one drow priestess leading the warriors. The exact number of drow present at Til'Asperna is unknown.

- The mithral mines deep under Stonehelm have seen the most raiding. Stonehelm has halted their mining operation until the situation improves.

If asked about other possible Underdark reluctantly provides the following information. Their reluctance is borne from embarrassment that their darker cousins dwell so close to their mines.

- There are some duergar dwelling near the mithral mines, and have long coveted the mines for themselves, but they've never had the numbers to overtake the dwarves.

If the PCs ask about the Tomb of Queen Peregrine, later on in the adventure, the dwarves relate the following

- The tomb is not far from the drow enclave, and a guide can be sent with the PCs (a 1st-level expert with Survival +6 and the Track feat) to navigate through the tunnels to the ruin. The place is said to be haunted, and the dwarves consider the place taboo.

Stonehelm's Services

Stonehelm is a good base of operations. The PCs can purchase any normal goods and services up to 200 gp in value. They can also purchase any magic items that they have access to (treat this adventure as core) up to 200 gp in value. They can restock provisions upon returning to Stonehelm.

In addition to supplies, characters can obtain spellcasting services. There are 5th-level casters available, and characters can purchase spellcasting services as outlined in Chapter Six of the *Living Greyhawk Campaign Sourcebook* (under the heading "NPC Performed Spellcasting").

Resting: The PCs may find it helpful to rest after completing the Mithral Mines (adventure pages 3 to 5), but if they return to Stonehelm after completing clearing out the Drow Enclave (pages 5 to 9) the drow in Fane of Lolth (pages 9 to 12) flee, leaving nothing of value behind, and slaying the prisoners in area 20 before they go.

After the Fane is cleared, the characters can go back to Stonehelm and rest before going on to the Tomb of Queen Peregrine (pages 12 to 15).

The Drow of House Aleva

The drow in the enclave are cunning foes, but in addition to their natural guile, the House Aleva drow have been trained from an early age to focus their innate *darkness* ability into something far more useful. All of the drow in this adventure lack the *darkness* spell-like ability, but rather can use *veil of shadow* as a spell-like ability once a day. This does not change the CR of the drow.

VEIL OF SHADOW

Spell Compendium page 228

Evocation [Darkness]

Level: Assassin 2, blackguard 2, cleric 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Swirling wisps of darkness obscure your form, granting you concealment. The 20% miss chance is in effect even if the attacker has darkvision.

This spell is dispelled in daylight or in the area of a light spell of 3rd level or higher.

See *invisibility* does not counter a *veil of shadow's* concealment effect, but a *true seeing* spell does.

ENCOUNTER ADJUSTMENTS

These brief encounter sections give you to things. First and foremost it gives you the experience points and treasure that LIVING GREYHAWK characters can earn while playing this adventures. Secondly it gives you any changes needed to run this adventure for the LIVING GREYHAWK campaign. Sometimes this includes minor but helpful errata for the adventure itself.

Encounters in the Mithral Mines

2. Bloodweb Goblin Raiders

XP: 70

Treasure: *Loot:* 160 gp; *Coin:* 0 gp; *Magic:* *potion of cure moderate wounds* (25 gp per character), *potion of invisibility* (25 gp per character); *potion of spider climb* (25 gp per character); *Total:* 214 gp

3. Duergar Treaty Breakers

XP: 70

Treasure: *Loot:* 95 gp; *Coin:* 0 gp; *Magic:* 0 gp
Total: 95 gp

5. Refuse and Clutter

XP: 40

Treasure: *Loot:* 95 gp; *Coin:* 0 gp; *Magic:* 0 gp
Total: 95 gp

Encounters in the Drow Enclave

9. Guard Post (EL 6)

XP: 180

Treasure: *Loot:* 115 gp; *Coin:* 0 gp; *Magic:* 0 gp; *Total:* 115 gp

12. Wizard's Laboratory (EL 5*)

XP: 150

Treasure: *Loot:* 68 gp; *Coin:* 0 gp; *Magic:* *wand of magic missiles* (62 gp per character), *potion of cure light wounds* (4 gp per character), *potion of cure moderate wounds* (25 gp per character), *cloak of resistance +1* (83 gp per character); *Special:* Amandrucul's Notes (see below); *Total:* 242 gp

***Errata:** Amandrucul's CR should be 5 instead of 6, so the EL of the encounter is also reduced.

Amandrucul's Notes: The drow wizard Amandrucul left scattered notes vividly describing terrible anatomical experiments he conducted upon various creatures. The notes can be bound into a book, allowing easy reference. If properly referenced, the notes grant a +2 circumstance bonus to Knowledge (nature) checks. To gain the bonus you must be able to read Drow and spend 10 minutes referencing the work each time you wish to gain the benefit. **Weight:** 5 lbs. **Price:** 100 gp.

13. Summoning Chamber (EL 4)

XP: 120

Errata: Use the following chart to determine which creatures are summoned into this chamber. Defeating these creatures are challenges without reward; don't award experience points for their defeat.

Spell Level	Creature Summoned
0 or 1st	Spider of Lolth (adventure page 8)
2nd	1d3 spiders of Lolth
3rd and 4th	Draegloth (adventure page 9)
5th+	Drider (<i>MM</i> 89)

14. Spider Pen (EL 4)

XP: 120

15. Torture Chamber (EL 5)

XP: 150

Encounters in the Fane of Lolth

18. Inner Fane of Lolth (EL 7)

XP: 210

Treasure: *Loot:* 290 gp; *Coin:* 0 gp; *Magic:* *potion of see invisibility* (25 gp per character); *Total:* 315 gp

Errata: The *unhallow* description lacks an alignment or faith that the *dispel magic* affects. The *dispel magic* affects non-Lolth worshipers with an area *dispel magic* (*PH* 223).

Errata: Kaellera's CR is 4 not 5.

19. Destra Darkweb's Quarters (EL 5)

XP: 150

Treasure: *Loot:* 70 gp; *Coin:* 25 gp; *Magic:* +1 full plate (220 gp per character), *potion of spider climb* (25 gp per character), *potion of see invisibility* (25 gp per character), *potion of cure moderate wounds* (25 gp per character); *Special:* House Aleva Seal (see below); *Total:* 390 gp

◆ **House Aleva Seal:** This non-magical platinum ring is decorated with a spider signet. The seal of the drow House Aleva from the city of Erelhei-Cinlu, this ring provides a +10 bonus on Forgery checks to create papers from House Aleva. An immensely important item, there is no doubt that House Aleva would appreciate—or pursue—its return.

20. Prisoner Cells

XP: 90

Treasure: *Loot:* 47 gp; *Coin:* 0 gp; *Magic:* 0 gp; *Total:* 47 gp

Development: While Thurgeon Vell is only a poor farmer with only gratitude to offer for freedom, Granikar Flinthammer is the son of an influential member of the Stonehelm Miners' Fellowship, a small but powerful workers' union in the fortress. His rescue and return to Stonehelm is cause for great celebration, and the Flinthammer family throws a feast in the PCs' honor.

During the course of this feast, a powerful member of the Flinthammer family makes an unexpected but fortuitous appearance. The great adventuring cleric Ryndol Flinthammer is so grateful to the PCs for the rescue of his nephew, that he blesses them with a *heroes' feast* (PH 240) before they continue their adventure.

21. Lolth's Vengeance (EL 4)

XP: 120

Encounters in the Tomb

23. Queen's Tomb (EL 7)

XP: 210

Treasure: *Loot:* 33 gp; *Coin:* 233 gp; *Magic:* *dust of appearance* (150 gp per character), *wand of false life* (10 charges) (37 gp per character), *potion of eagle's splendor* (25 gp per character); *Total:* 478 gp

24A. Argul's Tomb (EL 4)

XP: 120

24B. Bellorin's Tomb (EL 3)

XP: 90

24C. Caliope's Tomb (EL 3)

XP: 90

24D. Dharzon's Tomb (EL 5)

XP: 150

25A. Alioth's Tomb (EL 5)

XP: 150

Treasure: *Loot:* 211 gp; *Coin:* 11 gp; *Magic:* 0 gp; *Special:* Spellbook of Alioth the Magical (see below); *Total:* 222 gp

◆ **Spellbook of Alioth the Magical:** This spellbook, found in the Tomb of Queen Peregrine, contains the following spells: 0—all cantrips in the PH; 1st—*nightshield*, *ray of clumsiness*, *spell flower*, *weapon shift*; 2nd—*veil of darkness*. All 1st- and 2nd-level spells are from the *Spell Compendium*.

25B. Brey's Tomb

Treasure: *Loot:* 0 gp; *Coin:* 57 gp; *Magic:* 0 gp; *Total:* 57 gp

27A. Anwar's Tomb

Treasure: *Loot:* 30 gp; *Coin:* 10 gp; *Magic:* 0 gp; *Total:* 40 gp

27C. Crannoc's Tomb (EL 5)

XP: 150

Treasure: *Loot:* 2 gp; *Coin:* 37 gp; *Magic:* 0 gp; *Total:* 39 gp

CONCLUSION

If the PCs clear out the mithral mines and rid Til'Asperna of drow, the dwarves grant them the following favor.

‡ **Favor of the Dwarves of Stonehelm:** For ridding their mithral mines of drow and goblins, the Stonehelm dwarves provide you with the bounty of their mining labors. After any one core adventure, you may purchase one of the following items for half the listed cost: mithral light shield, mithral heavy shield, mithral chain shirt, mithral breastplate, or mithral full plate. You may only use this favor once; cross off this favor once used.

Note the PCs need not clear out the Tomb of Queen Peregrine to earn this favor.

EXPERIENCE AND TREASURE SUMMARY

Roleplaying Experience	450 XP
Encounter Experience	2,430 XP
Maximum Experience	2,360 XP
Total Treasure	2,254 gp
Maximum Treasure	2,275 gp