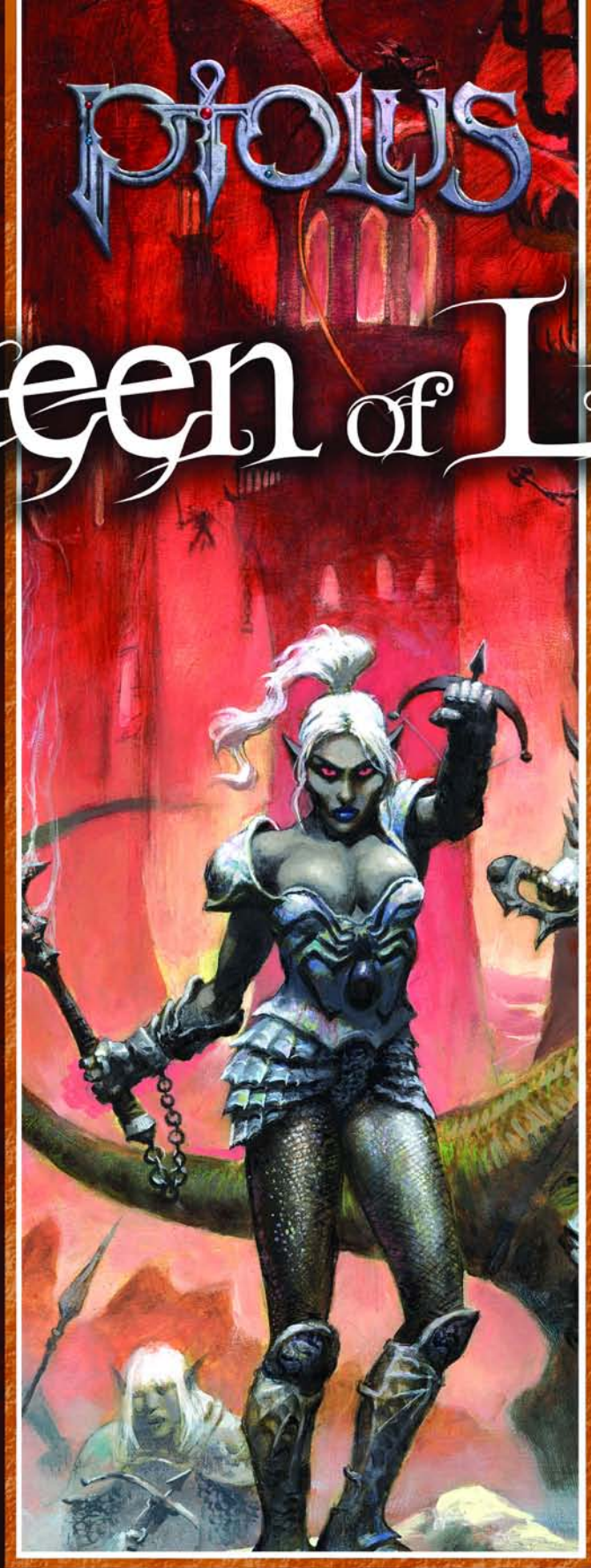


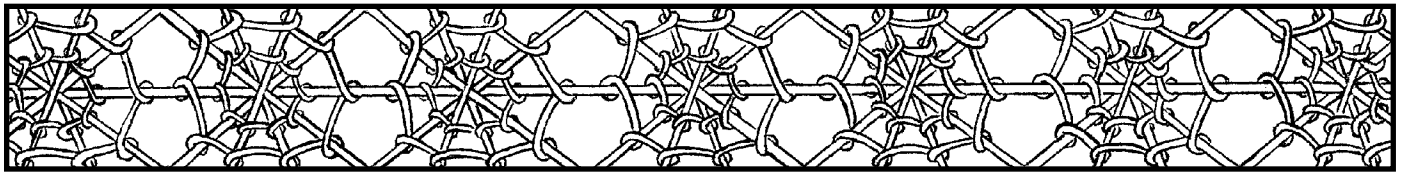
PIOLUS

Queen of Lies



by MONTE COOK

Fiercy Dragon



QUEEN OF LIES

A Fantasy Roleplaying Adventure for the D20 System
and *Ptolus: Monte Cook's City by the Spire*

Requires the use of the Dungeons and Dragons® *Player's Handbook*, v.3.5,
published by Wizards of the Coast®

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FDP4028: Ptolus: Queen Of Lies
ISBN: 1-894693-97-3



QUEEN OF LIES

INTRODUCTION BY MONTE COOK

Queen of Lies rests at (or very, very near) the very heart of what I'll call the "Ptolus Mythology." When people ask me about Ptolus, they often ask, "So did your all-elf PC group really raise an army to attack a dark elf stronghold?" And the answer, of course, is yes. The resulting set of sessions was so fun, so memorable, and so strikingly different, that I knew that the whole thing would have to be a product someday.

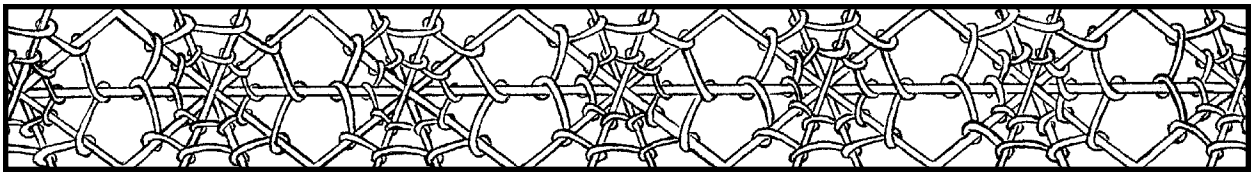
In the original campaign, as the players began creating their characters, the first few that started coming in were elves. The rest just decided to make it a theme, and make all elves, although one was a Harrow elf (the others didn't know that for most of the campaign, as Gaerioth wore a mask all the time). I knew from the outset that I would make the elf/dark elf conflict an ongoing premise. In fact, the "avenging surface elves go deep below the surface to fight against dark elves" campaign is something I've wanted to do since 1st Edition days. This adventure is very much a loving homage to those older dark-elf-themed modules of the late '70s/early '80s.

When the guys at Fiery Dragon Productions contacted me about writing an adventure for them, I'd only just barely started my own Malhavoc Press and was intrigued by the idea of working with them, since I'd enjoyed their products greatly. As we discussed a potential project, my group of PCs was in the thick of the whole adventure deep below Ptolus. It was all so fresh in my mind that, without even thinking, I immediately proposed *Queen of Lies* to James, Jason, and Todd. I was happy when they seemed as excited about the idea as I was. After that, it all happened very fast—the adventure was written very quickly, with changes based on the playtest that my players had just conducted (although at the time we'd had no idea it was actually a playtest). Before I knew it, I was looking at a preliminary version of Brian LeBlanc's cover and Claudio Prozas' interiors, which I was thrilled with.

So if the Company of the Black Lantern's foray against House Vrama was such a crux point of the Ptolus Campaign, why wasn't *Queen of Lies* originally a Ptolus-specific product? Well, originally, there was no *Ptolus* book to tie it to, and there never was going to be one. *Ptolus* as a product, or even a product concept, came long after *Queen of Lies*. Today, I'm happy to say that's no longer the case. Now, the far less generic *Queen of Lies* far more greatly resembles the original adventure, and I think it's the better for it.

Even if your players play the adventure "straight," without gathering a force of mercenaries like mine did, I think you'll find that this slim volume can provide you with many sessions of game play. In many ways, it's just a subterranean setting ready to explore. The actual course of the adventure is up to the PCs—there are many ways to approach the challenge before them, and a frontal assault is only one option. The DM has his work cut out for him, figuring out how the inhabitants of the main fortress react to the PCs' actions. I hope DM and players alike find it all challenging and fun.

Monte Cook



INTRODUCTION

Queen of Lies is a d20-compatible fantasy adventure for 11th-level player characters (PCs); it requires the use of the *Dungeons & Dragons® Player's Handbook, v.3.5*, published by Wizards of the Coast®. Included with this adventure are several pages of maps; new magic items; and a new monster, the arachnemass.

PREPARATION

The Game Master (GM) should be familiar with the entire adventure and, to a lesser extent, with the Ptolus setting in general before attempting to run *Queen of Lies*. She should also be familiar with the d20 System rules as a whole, particularly the spells at the PCs' disposal and those at the dark elves' command. The dark elves possess a deadly cunning and should be played very intelligently. Intelligent foes are quite often the most dangerous—and the most memorable.

The GM should be particularly aware of the fact that once the PCs journey underground, travel back to the surface is difficult at best; thus, the characters need to equip themselves well before they go. Optimally, the PCs should have a total party level of 40 to 45, with a good mixture of classes. More powerful groups are acceptable—they can simply use more straightforward tactics against their foes. Less powerful groups will probably suffer terrible losses. At least one elf should be present as a PC, if possible.

If you are planning on playing a character in this adventure, **STOP READING NOW!** The following notes are for the GM only, and reading them may spoil the secrets and fun found in *Queen of Lies*.

ADVENTURE BACKGROUND

For the last three hundred years, House Vrama of the dark elven court has been low in power and influence. Its nobles were weak and ineffectual, and its people were unmotivated, untrained, and poor. House Vrama's coffers were practically empty. The other dark elf noble houses did not bother to take over Vrama's holdings because nothing was left worth taking. This formerly great house had fallen lower than its founders could have ever imagined.

Yet less than a decade ago, a dark elf woman named Alevolenz arrived on the scene. No one was exactly sure where she came from, but she possessed wealth and power unseen in House Vrama for years. Calling herself the "Favored of the Spider Queen," she also possessed something perhaps more important than gold or magic: the drive and ambition of the House Vrama of old.

It took little time and relatively few assassinations for Alevolenz to ascend to power within the house. Under her command, Vrama gained influential allies, not a few of them demons, and won important battles; it also re-occupied the fortress of Ul-Drakkan ("Citadel of the Lizard"), far below the surface, which Alevolenz took as her base of operations. Though the reasons for this decision were many, Alevolenz chose Ul-Drakkan mainly because it was

positioned below a major city on the surface—the great city of the surface-dwellers called Ptolus. Her schemes for domination, as it turned out, involved making inroads against the dark elves' hated cousins in the sunlit lands above.

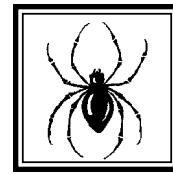
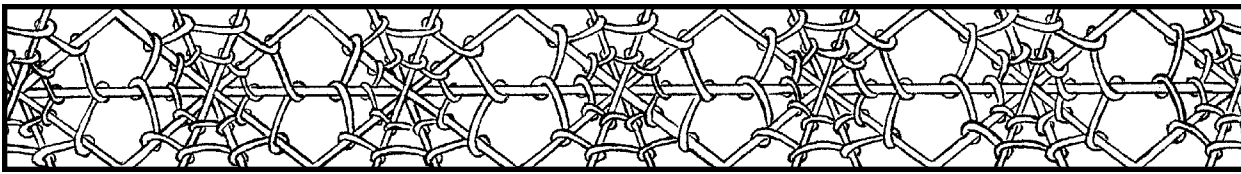
Alevolenz has secrets of her own, however. She is not actually a single dark elf, but two: Her mother, a matron of Vrama, gave birth to a pair of conjoined twins. Alevolenz was a normal-seeming dark elf girl . . . with a separate face and arm forming a bulge upon her right side. Not understanding what she had produced, Alevolenz's mother attempted to hide this "deformity" by dressing her daughter in loose-fitting garments; she even attempted more than once to remove the twin sister with spells or a sharp blade. Alevolenz's secret twin, however, was born with an adult's awareness and a sorcerous affinity for arcane magic: Even as a small child, the "secret Alevolenz" could thwart her mother's efforts. Eventually, when the twins were only seven years old, Alevolenz killed her mother and fled the dark elven city that once was home.

Wandering about the cavernous Netherdeep, she encountered a small cabal of zaug, horrifically evil and chaotic outsiders. Sensing more to the dark elf girl than a simple meal, the zaug took her in, hoping to study her. Instead, Alevolenz learned much from her new patrons. The zaug intended to condition her to become their "mole" within dark elf society. From their point of view, if humans are cattle, then dark elves are wolves—a potential danger to the zaug. Controlling Alevolenz would be like controlling the alpha wolf to ensure that they need not worry about the pack. They chose to equip her well with magic and knowledge so that she could take over a dark elf nation for them.

Yet Alevolenz, perhaps due to her strange dual nature, was not dominated by her mentors—a fact she proved able to hide from the zaug. She took their help and sought to do just as they asked, but not for their purposes. She did it for herself. Alevolenz's secret twin was born with some of the memories and awareness of dark elf nobility—Vrama nobility—already deeply ingrained within her. Horrified at what had happened to her ancient house, she now seeks to restore it to its former position: that of the chosen of the Spider Goddess. Alevolenz does what she must in order to accomplish her goals, even if that means starting a war with the surface.

And starting such a war is exactly what she intends. She is currently setting in motion a plot to draw surface-dwellers down into the Netherdeep; she thus hopes to convince the other houses that forces on the surface are conspiring to make war against them. Only under her control, she will argue, can their people hope to triumph. Her plan has merit, for, cunningly, she takes advantage of an ancient dark elf prophecy stating that, in this year (by their reckoning of time), sun-dwelling elves and humans will strike a terrible blow against the Spider Queen and her beloved. The dark elves of other houses have indeed witnessed her meteoric rise to power and the amazing way she has revitalized House Vrama. If they are in danger, they begin to ask, would not she be the best to command them? If she is truly the Favored of the Spider Goddess, perhaps *she* should be queen?





All Alevolenz needs to make her—or rather, their—plan work is for some surface-dwellers to attack her in Ul-Drakkan. This would be a simple matter, really, for the surface-dwellers are even more easily manipulated than her own people. An attack against a holy place, a few deaths, a few slaves taken, a few relics of importance stolen, and everything will transpire as she has foreseen . . .

ADVENTURE SYNOPSIS

The PCs are confronted with a mystery. A church in the elven community of Emerald Hill was attacked in the night, holy objects were stolen, and priests and other people related to the church were killed or kidnapped. Divinations and investigations show that the culprits were dark elves. Moreover, the PCs learn a secret most do not know—a dark elf fortress lies in caverns deep below the city itself.

An expedition must be mounted to deal with these foes. The PCs can attempt to go alone, as an elite strike force able to move quickly and without drawing much attention, or they can lead a force of warriors to confront the dark elf fortress directly.

Either way, the trip underground is long and arduous. Many dangers await, not the least of which is the fact that at least some of the dark elves know that the PCs are coming and try to stop them before they reach the fortress of Ul-Drakkan. The Vrama elves set an ambush in a large cave on the PCs' path, and they poison drinking water that they hope the PCs will find. And the dark elves have a watchtower the PCs must successfully bypass or eliminate on their way.

Once at Ul-Drakkan, the PCs can use guerrilla tactics or launch an open assault, although opportunities present themselves for a careful, stealthy strike at the leaders themselves. In any event, with luck and skill, the PCs can free the slaves held by the dark elves, including those taken from the city above; recover the stolen relics; and defeat Alevolenz, the Queen of Lies herself, once and for all.

SETTING THE STAGE

The PCs are in Ptolus, going about their business or resting after another adventure, when they hear terrible news: some murders were committed at an elven shrine and some important relics stolen. Most of the priests are dead; other people at the tiny temple are missing altogether. Whoever is responsible must be powerful and not without some magics, for they bypassed and disabled a number of potent magical wards and glyphs.

The chief elven deity, Celestan, is known as the Lord of the Silver Moon; he is a deity of the earth, protection, and joy, revered by all good elves. Many worshippers of Myliesha, Mistress of the Wind's Path (a deity of the air and travel), also used the shrine regularly. News of the attack comes as a terrible blow to the entire community and to elves throughout the city.

At this stage, the culprits are completely unknown, and most of the spellcasters available to do divinations are numbered among the murder victims. See "Investigating the Attack," below, for more information.

Encounter Descriptions

Descriptive text appearing in shaded boxes throughout this adventure should be read aloud or paraphrased to the players. Other text is for the GM's eyes only: it contains sensitive information regarding key encounters, traps, puzzles, magic, and treasure, as well as instructions on running the adventure as a whole.

Encounters involving monsters or NPCs list the basic information needed for that encounter (that is, the creature[s], the number appearing, and their individual hit points).

For a full description of each monster's or NPC's abilities, see Appendix I: Monsters & Generic NPCs or Appendix II: Featured Characters, as appropriate.

Plot Hooks

The GM should try very hard to make the connection to the PCs as personal as possible. At the beginning of the adventure, a small, but well-attended elven shrine is broken into. If the party has an elven cleric or paladin, then the connection is clear. Alternatively, substitute friends, acquaintances, or family members of any elven PC for some or all of the murdered or kidnapped victims.

If that tactic is not possible, then Nael Hargarett or an agent of Doraedian Mythlord (see page 5) can contact the PCs directly to find out if they would be willing to undertake the mission to recover the relics and the kidnapping victims. Nael and Doraedian (or his agent) play upon the PCs' sympathies as best they can, offering a reward of money, magic, or both—whatever will best motivate the PCs.

Investigating the Attack

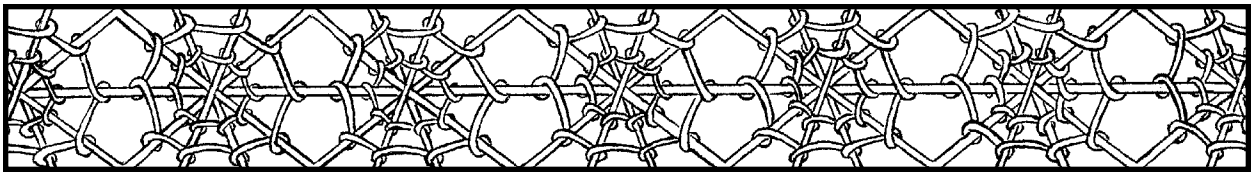
The elven shrine in question is located in a beautiful, forested part of the city called Emerald Hill, a mostly residential area for elves and half-elves of all kinds. The shrine itself is a single-story building of wood, built in traditional elven style; it has a garden planted on the roof, which can be reached easily by a staircase in the entrance hall.

The shrine clearly shows signs of a fight. Pools of blood stain the floor here and there, and countless shards from shattered holy vessels and other crystal and glass objects lie scattered about the place. By the time the PCs arrive, the murder victims have been moved to a back room in the shrine and laid out as delicately and carefully as they can be.

The young priest Nael Hargarett (**male half-elf Clr2, NG**) was not present at the church last night, so he is alive and well. If the PCs arrive and offer their aid, he welcomes it immediately. Nael is attempting to oversee the clean-up and the investigation. He is already at his wits' end, for he knows nothing more than he did when he first found the grisly scene early this morning.

A **Gather Information check** (with DCs as noted on the next page), however, provides a few clues if the PCs are willing to ask around the neighborhood.





- **DC 10:** A great commotion was heard at the shrine last night.
- **DC 15:** The lights around the temple were seen to go out all at once, shortly before midnight.
- **DC 20:** An hour before midnight, some strange figures were noted skulking around the church. They seemed to move in and out of the shadows.
- **DC 25:** A sewer grate near the shrine was wrecked and ruined.

A character with the **Track** feat may make a **DC 17 Survival check** to follow a thin trail of blood through the street to the sewer grate used by the dark elves to get up into the city. Each day that passes **increases the DC by +3** due to the amount of traffic.

Spells such as *divination* and *commune* also provide information based on the real facts of what happened the previous night.

The Real Facts

Last night, roughly an hour before midnight, a force of 11 dark elves—5 elite male fighters, 5 elite female fighters, and a female cleric named Quirilash—came up through the sewers using a

secret path from the cavernous Netherdeep. Breaking through a sewer grate, they snuck into the shrine and magically extinguished all the lights. In the ensuing melee, they caught the attendants in the shrine completely off guard and killed most, taking a young priest and three laypeople as slaves. They covered their tracks only peremptorily, since they want to be followed (at Alevolenz's orders), and scuttled back through the sewers and down into the Netherdeep.

The murdered victims include the following:

Darnesthi Dreamwatcher: A 9th-level female elf cleric, Darnesthi was a well-respected leader of both church and community. She was serene but generous. She died from a *slay living* spell.

Cardolaen Whitesong: A 7th-level male elf paladin, Cardolaen was Darnesthi's protector and assistant. Hardworking and charitable, he was liked by all who met him. He was killed in battle fighting too many foes at once in the dark.

Jeffers Mallory: A 5th-level male human cleric, Jeffers was a studious elf-friend known by only a few people beyond Emerald Hill. He was rendered unconscious by poison and then slain.

Marta Gerrit: A 4th-level female half-elf commoner, Marta was a leader of the lay community surrounding the church. She was known by all and liked by most. She was felled by a volley of hand crossbow bolts.

Those counted among the missing are Theron Thelonia (see Appendix I), Raelan Teranith (**male elf Com1**), Kistrac Neverwind (**female elf Com1**), and Cam Jaystone (**male halfling Com1**).

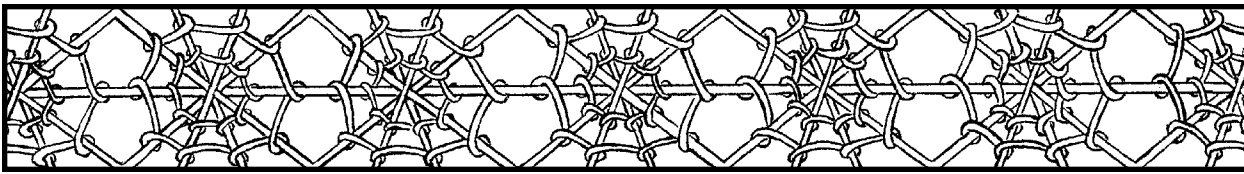
The dark elves also took three of the holy relics normally kept in the shrine—a few of them magical, but all of tremendous religious importance. The stolen relics are as follows:

Silver Circlet: Once worn by Vaniol, a legendary priest of Celestan, this circlet of ithildin grants anyone who wears it a **+4 enhancement bonus to Wisdom**.

Chalice of Reeds: Said to have once held the tears of Ardaen, the Dead God of Light, after the destruction of the great library dedicated to him on the far-off island of Oppalengar, this chalice has no magical powers but does radiate a very faint magical aura. It is made of woven reeds and appears extremely crude and fragile, although it is actually very sturdy.

Arrows of Righteousness: This quiver of 8 arrows is said to have been used by the goddess Sylvanae herself, long ago, to fight against some ravenous monsters. Three of the arrows are actually **+2 arrows**, but five are **+2 magical beast slaying arrows**. The quiver is magical only in that it is ageless.





Enter Doraedian Mythlord

If Nael learns that dark elves are involved in the attack, he immediately counsels the PCs to speak with Doraedian Mythlord, an aging elf known for his hatred of dark elves. Doraedian is likely the most renowned, and certainly the most respected elf in the city.

Doraedian's main concern is for the elves of the city. He feels responsible for them, as if he were their official leader (though he is not, at least not technically). Members of the elven community have a great deal of respect for him and tend to listen to his advice; they usually follow his suggestions, or—if the rare case arises where he actually gives them—his commands. Doraedian can be found at Irithdil's Home, a beautiful home of polished wood set among ancient trees (see "Iridithil's Home" in *Ptolus: Monte Cook's City by the Spire*). Doraedian has no family of his own, but there are usually several elves in his demesne at any given time.

If the PCs visit Doraedian, he listens to all they have to say and considers the information carefully. One PC should make a **DC 15 Diplomacy check** (the others can aid the primary PC). Anyone with elven blood gains a **+2 circumstance bonus** to this check. Success indicates that Doraedian helps the PCs with some information and advice.

A Diplomacy check that **beats the DC by 5 or more** means that Doraedian offers actual help in the form of a grant of money for equipment and provisions should the PCs decide to go into the Netherdeep to track down the dark elves. He offers the PCs 1,000 gp each, up front, to equip themselves and any other forces that they want to take down with them. If asked about raising forces or for help in the form of additional allies, Doraedian assures them that he can come up with some elves who would be eager to find some of their ancestral enemies and wipe them out in one of their foul lairs (see "Gathering Forces," right).

Doraedian also knows of someone who can tell the PCs about Ul-Drakkan: an elven woman named Thensia, who was held in Ul-Drakkan as a slave but escaped and made her way to the city about three months ago. He gives directions to Thensia's abode, and she readily divulges the following:

- She can give a general description of the place (see page 14). Until about 30 years ago, the place was abandoned. Now, the dark elves of House Vrama have returned to it.
- The leader of Ul-Drakkan is a dark elf priestess named Alevolenz, who apparently rose to power very quickly and very recently. She is often accompanied by her male consort, a wizard or sorcerer (whose name Thensia does not know).
- The most central of the three towers of the fortress is for the powerful and elite. It is also probably the most dangerous.
- A watchtower, hidden in a huge spider web, sits between the surface and Ul-Drakkan, about 6 to 8 hours' walk from the dark elf fortress.
- In the slave pen, located in some caves to the west of the towers, a secret door must lead to a guard area, for she never saw a guard area, yet the dark elf guards seemed able to show up quickly from somewhere nearby.

As well, Thensia can give the PCs general directions to Ul-Drakkan.

The Dupe

If some of the PCs (or the players!) believe that Thensia's presence is a little too convenient, they are correct. Alevolenz let the elf-woman go so that she could reach the surface and tell people about Ul-Drakkan. Thensia is entirely unaware of her being used as a ploy, and in fact could never believe such a thing. Doraedian himself also has difficulty believing she is a dupe, if it is brought up to him, because he cannot imagine what motive the dark elves could have in bringing down the considerable wrath of the surface.

Thensia is not interested in being a guide. Doraedian is also very leery of such a plan, which would put Thensia in grave danger when she has clearly already been through so much. A successful **DC 30 Diplomacy check**, however, can change their minds, as long as the PCs demonstrate what appears to be enough power and competence to protect her and return her to the surface safely when the mission is over.

Gathering Forces

If the PCs desire, Doraedian sends 5 elf warriors per PC along with them; it takes 3 days for him to muster this force. Overall, Doraedian strongly encourages the PCs to track down the dark elves. He sincerely regrets that he cannot go himself, due to his obligations on the surface.

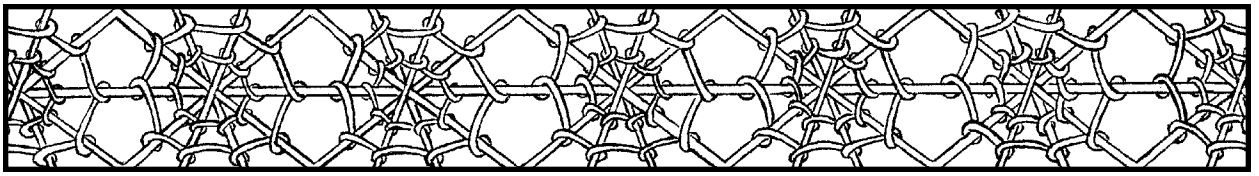
More warriors (mostly human, but perhaps a few more elves as well) can be recruited by the PCs on their own, assuming that they take at least a week and go about the standard ways of attracting such recruits—posted bills, word-of-mouth, and so on. The PC with the highest Diplomacy skill can make a **Diplomacy check** (aided by others if desired). The result of this check determines how many more troops can be recruited, as shown on the table below.

RESULT	TROOPS
11-15	1 human warrior per PC
16-20	2 human warriors per PC
21-25	2 human warriors per PC, plus 1 elf warrior per PC
26-30	3 human warriors per PC, plus 1 elf warrior per PC
30+	3 human warriors per PC, plus 2 elf warriors per PC

Thus, the best possible result is a total of 5 warriors per PC, in addition to the elves sent by Doraedian.

The troops, even those assigned by Doraedian, expect 3 sp per day, plus a bonus of 1 gp each upon returning. These recruits only come along for the current campaign against the dark elves—not for any other purpose. PCs attempting to gather troops beyond this campaign must use the **Leadership** feat or similar means.





If the PCs wish to recruit leaders for their forces, two NPC candidates would be willing to come along: Zaetra Stallinash, an elven bard, can lead the elf forces, while Jeren Thor, a human fighter, serves as the commander of any non-elves. However, each of these NPCs would require a half-share of any treasure that the PC group finds as payment.

Note: See Appendix I: Monsters & Generic NPCs for stats for both elf and human warriors, and Appendix II: Featured Characters for Zaetra and Jeren.

Maintaining Forces

Moving a large force underground is difficult and slow. In many places, particularly early on in the trip, the group will need to form a single-file column to make its way through narrow passages. At times, having these low-level characters with them will be more of a burden for the PCs than a help, for, while traveling, the troops are quite vulnerable.

As time passes underground, the morale of the troops diminishes. If they do not have adequate supplies of food and water, morale gets even worse. PCs should take steps to rally their troops with inspiring speeches and perhaps the occasional extra reward or bonus.

Each day, a PC should make a **DC 15 Diplomacy check** (other PCs may aid this check). The following is a list of modifiers to such Diplomacy checks.

- +2 Each PC with the **Leadership** feat
- +1 Zaetra Stallinash is present
- +1 Jeren Thor is present
- +1 Troops are granted bonus pay
- +1 PCs use resources (e.g., magical healing) to help troops
- +2 PCs show that they are willing to sacrifice for the troops (such as always making sure that the PCs confront the most powerful foes)
- +2 PCs appear to be capable leaders (GM's call)
- +5 PCs use magic to raise slain warriors
- 1 Each PC or leader NPC that has died
- 1 Every 5 warriors that have died
- 4 Troops do not have adequate food or water
- 2 Troops were demoralized yesterday
- 1 Each day that has passed underground, after the first two

Failure on this check means that the troops are demoralized for that day. Troops with low morale suffer a **-1 morale penalty to attack and damage rolls, saving throws, skill checks, and ability checks**. If the troops are demoralized for 3 days in a row, they refuse to fight. If they are demoralized for 5 days straight, they attempt to go back to the surface on their own.

Playing the Troops

So why on earth would a GM want to allow the PCs to bring a couple dozen NPCs along—handling them would be a nightmare, would it not?

Actually, no. There are options for handling the troops that neither bog down play nor force you to run dozens of extra characters and keep track of all their stats.

One option is to have the players control the warriors in battle. This tactic is particularly useful in “Ambush at Lost River Cavern” (see page 9), a simple two-armies-clashing sort of encounter. Divide the troops into groups equal to the size of the PC group (or, if the players do not mind playing two characters at once, double that size). Assign each player one warrior. Play through a round of combat for those troops, and then switch to another. Since the warriors do not have many options or any special abilities, these rounds should go by quickly. This option also serves as a nice change of pace.

Toward the end of the adventure, when the PCs get to Ul-Drakkan, they may wish to employ their troops to stage an attack as a diversion while they themselves get inside. This is a viable tactic, but one that will probably result in the loss of a great many of their troops. This action can be dealt with “off stage” if desired, with the players not knowing the ultimate fate of their NPC forces until their characters somehow learn of it. This is the second method of handling the troops: the GM simply decides the outcome, based on the situation, and relates that information to the PCs only when they become aware of it.

For example, in “Ambush at Lost River Cavern,” the GM may decide that the troops face overwhelming forces and thus lose the battle, suffering 1/3 casualties before retreating, unless the PCs either seriously decrease the numbers of their foes (by at least half) or kill the leaders of the dark elves within the first 5 rounds of the combat. If the PCs succeed, the troops suffer only 1/10 casualties and overcome their foes.

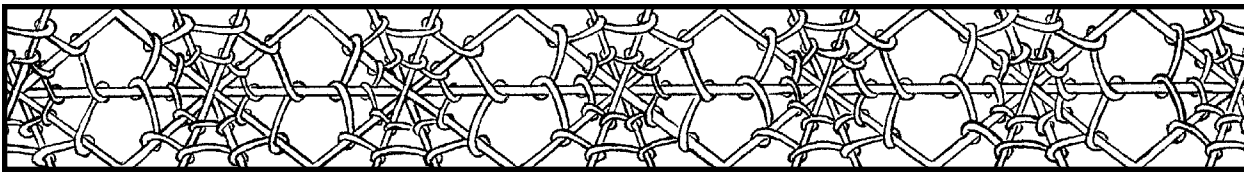
Dark Elves of Ul-Drakkan

When the goddess Gorgoth-Lol corrupted those elves who would eventually follow her underground, her most faithful became the first true dark elves, or *vrama*. At least, so say the legends of House Vrama. It is true that, moreso than other dark elves, the females of House Vrama are slightly more powerful and capable. Thus, House Vrama is even more clearly a matriarchy. Males are obviously inferior and suffer for it, although those who are wizards may still become quite powerful.

These dark elves are as cruel, debased, and vile as can be imagined. They delight in pain—sometimes, perversely, their own. They freely consort with undead and evil outsiders.

In battle, the Vrama are eager to take prisoners, but only because they can use these prisoners in their torture dens and as slaves. They use subjugated creatures such as bugbears for menial and dangerous tasks, but treat them just well enough to make sure that they do not revolt.





The House Vrama dark elves utilize a poison called *sintrin* (**Injury, Fortitude DC 16; initial damage unconscious for 1 minute, secondary damage unconscious for 1 hour**). Heavy use of this poison against other races allows the dark elves to take more prisoners. However, each dark elf of House Vrama is raised imbibing small doses of *sintrin*, so that they themselves develop a complete immunity to it.

The Vrama dark elves compulsively hide at least some of their valuables about their person rather than simply storing them in their bag or pouch. When a Vrama dark elf is searched, the seeking character must make a **Search check**. At least one of the pieces of equipment listed for the dark elf is hidden in one of the ways described below (pick an appropriate one, or roll 1d12 until an applicable result comes up).

ROLL	Item/Location/Search DC
1	Hollow weapon hilt hides coins (DC 25)
2	Hollow weapon hilt hides potion (DC 25)
3	Key/gem/wand hidden in hair (DC 20)
4	Key/gem/wand sewn into clothing (DC 25)
5	Key/gem/wand sewn into flesh (DC 30)
6	Key/gem/wand hidden in armor (DC 25)
7	Dagger hidden in boot (DC 20)
8	Potion vial hidden in boot (DC 25)
9	Coins hidden in boots (DC 20)
10	Potion hidden within a false object (hollow rock, bottle that appears to store ink, false bottom of scroll tube, etc.) (DC 25)
11	Scroll rolled up in pant leg (DC 20)
12	Key/gem/wand hidden in body cavity (DC 28)

Some of the most intense dark elves actually trap their own possessions. Each of these traps is minor, but they are meant to discourage theft or tampering—living in an evil society encourages devious behavior. Choose from the following list or roll 1d12 to determine what sorts of personal traps a dark elf might have:

ROLL	Item/Location/DC
1-6	No trap
7	Weapon hilt hides pop-out spring needle with poison. Poison Needle Trap: CR 2; pricked automatically (no damage), poison (Fort DC 17; initial damage 1d6 Con, secondary damage 1d6 Con); Search DC 24; Disable Device DC 20.
8	Bag or pouch spurts poison gas. Gas Cloud Trap: CR 2; 5-ft. cloud (Fort DC 16; initial damage 1d6 Con, secondary damage 1d6 Con); Search DC 23; Disable Device DC 20.

- 9 Armor or clothing hides hidden, poisoned needles. **Poison Needle Trap: CR 2; pricked automatically (no damage), poison (Fort DC 17; initial damage 1d6 Con, secondary damage 1d6 Con); Search DC 24; Disable Device DC 18.**
- 10 Armor rigged to seize or move awkwardly unless certain straps and wires are properly adjusted. **Armor Trap: CR 1; armor imposes additional -6 armor check penalty; Search DC 24; Disable Device DC 28.**
- 11 Bag is magically fire-trapped. **Fire trap: CR 4; 5-ft. burst (1d4+7 fire); Reflex DC 16 half; Search DC 29; Disable Device DC 29.**
- 12 Armor interior has a *glyph of warding*. **Glyph of Warding: CR 3; 5-ft. burst of acid, cold, electricity, fire, or sonic energy (3d8); Reflex DC 14 half; Search DC 28; Disable Device DC 28.**

All dark elves of House Vrama have the following racial traits (these traits replace the standard dark elf traits from the MM, where applicable, and thus are in addition to standard high elf traits):

Ability Scores:

- Female: +2 Dex, +2 Int, +2 Cha
- Male: +2 Int, -2 Cha

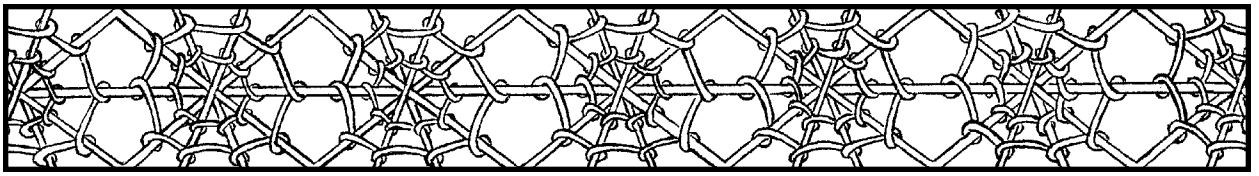
Spell-Like Abilities (Sp) (all once per day, with caster level equal to the elf's total class levels):

- Female: *Clairaudience/clairvoyance, dancing lights, darkness, discern lies, dispel magic, faerie fire, suggestion.*
- Male: *Dancing lights, darkness, faerie fire.*

Other Traits (Ex):

- Darkvision out to 120 feet
- Spell resistance equal to 11 + class levels
- +2 racial bonus on Will saves against spells and spell-like abilities
- +1 racial bonus to Hide and Move Silently checks
- Weapon Proficiency: Proficient with short swords and with all crossbows (including exotic ones)
- Automatic Languages: Dark Elvish, Elvish, and Undercommon
- Favored Class: Cleric (female), wizard (male)
- Light Blindness: Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Vrama elves for 1 round. In addition, they are dazzled while operating in bright light.
- CR (female): HD 1-4, +2; HD 5 or more, +1
- CR (male): +1
- LA: +3 (female) or +1 (male)





Dark Elf Tactics

Dark elves are very intelligent, a fact that shows when they fight. They set up encounters so that some of their force approaches foes in melee while others stand back to use ranged weapons and spells. They are accustomed to fighting in small spaces, so they use tactics such as sniping from a doorway with their crossbows and then moving away to hide. If possible, large groups of dark elves spread out so they are not all caught in a single spell's radius.

Because they possess spell resistance, dark elves sometimes risk catching their comrades in the areas of their own spell effects (though perhaps this tactic also relates to their evil nature . . .).

Dark elves hate fighting invisible foes. Most dark elf spellcasters of high enough level prepare *see invisibility* or *invisibility purge* and are quick to use it in a fight. In general, dark elf spellcasters are quick to cast *dispel magic* to rid foes of their magical advantages. They also make good use of counterspelling.

The dark elves do not forget that even the lowest-level female Vrama can cast *dispel magic* and *suggestion*, and that both genders can cast *darkness*. These magical abilities, especially when coordinated with other spells, tend to make every fight against them into a very strange and sometimes unexpected encounter.

Dark Elf Houses

The dark elves are separated into factional noble houses. Most dark elves pledge allegiance to one house or another, and occasionally an individual will switch these allegiances (but a reputation for switching too often is a sure way to get killed for being untrustworthy—ironic, of course, as *all* dark elves are untrustworthy).

Most of the time, a dark elf is born into a familial allegiance with a particular noble house and never wavers from it. In an evil society, one needs what allies one can muster, and the mutual protection network that the noble houses provide—not unlike the way street gangs in surface cities might work—is one good way to stay alive in their incredibly dangerous culture.

Dark elves wear pins with their house symbol, showing their allegiance. Although they are supposed to wear these pins openly, not all do.

Vrama: Vrama is a powerful dark elf house that has quickly risen from a lowly position because of Aevolenz. It was once a great house, its people the chosen of the Spider Goddess. From Elder Elvish, the name *vrama* means “true dark elf,” or more literally “true child of the Spider Queen.” Vrama’s symbol is a skull-shaped mushroom with a sword thrust into its top.

Yurganth: This house is a rival to House Vrama. While there is no open conflict between the two, all dark elves know well that a sign of weakness by either house will bring a swift attack from the other. The symbol of House Yurganth is a skull with spider legs.

Leisarn: Neutral to both Vrama and Yurganth, this house uses as its symbol a curved knife against a spider-web background.

Thess: Thess is a minor house allied with (and owing fealty to) House Vrama. The symbol of House Thess is a leering demon face on a background of reptilian scales.

THE NETHERDEEP

Beneath the surface of the world lies a vast network of caves and underground passages. Many are naturally occurring; others were delved from the earth itself by the creatures and peoples who live in this strange underworld. Dark elves, zaug, locathah, troglodytes, and other creatures dwell in this subterranean land. Most of the Netherdeep’s inhabitants are quite evil and make war against each other frequently.

The passages that lead to Ul-Drakkan are uneven and twisting near the surface—natural limestone caves and tunnels. Travel through these passages is slow and difficult (natives of the Netherdeep such as dark elves have less difficulty than surface-dwellers). Once a traveler passes through the Lost River Cavern, the passages become more regular. The dark elves have, over many centuries, worn and worked these passages into veritable highways.

Movement underground through these passages, up to the Watch Tower, is about 1.5 miles per hour for any character of **less than Huge size, and with speed of 30 feet**. This rate increases to 2.5 miles per hour from the Watch Tower to Ul-Drakkan.

For travelers with a **speed of 20 feet**, these rates decrease to 1 mile per hour and 1.5 miles per hour, respectively—which is also the rate of the PC group with a large number of troops.

The trip, on the whole, takes a group of PCs about 6 days to reach Ul-Drakkan, 9 to 10 days with troops.

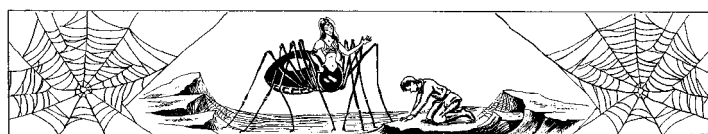
Random Encounters: Traveling in the Netherdeep

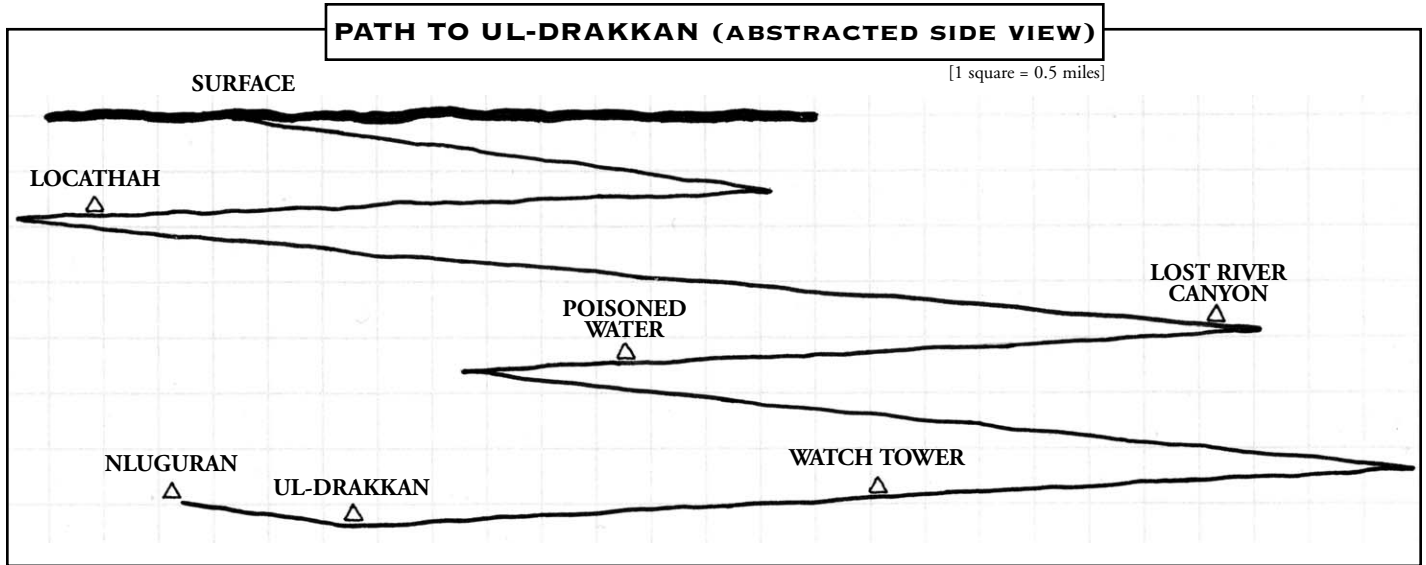
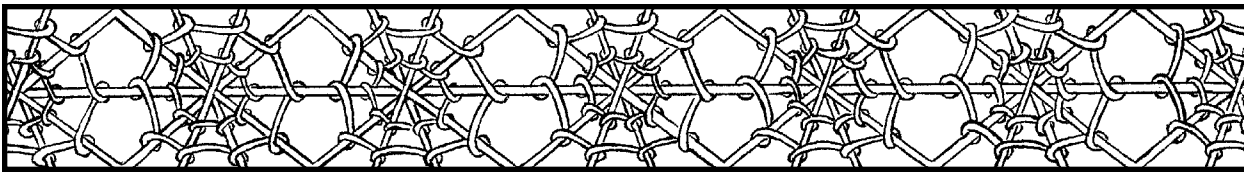
Use this table if more encounters are desired for the trip to Ul-Drakkan. Check each day.

D20

ROLL Item/Location/DC

1-8	No encounter
9-10	Bats, an interesting patch of fungus, a narrow passage past a chasm, or some other intriguing but relatively harmless encounter
11	1d6+4 bugbears, patrolling (50% of the time, they are allied with dark elves)
12	1d3 trolls, hunting
13-14	1d4+3 locathah hunters
15-16	Dark elf merchants (1d4+1 commoners, 1d3 guards, 1d4 pack lizards)
17	Dark elf fungus gatherers (1d4 commoners, 1d6 bugbears, 1d4 random slaves)
18	Dark elf military party (1d4+2 male guards, 1d3 female guards, 1 elite male, and 1 elite female)
19	Mounted military party (1d2+1 elite female guards, each on a giant lizard—use deinonychus stats)
20	Mounted nobles (1 elite male and 1 elite female, each on an hieracosphinx)





CHAPTER I: THE JOURNEY

Beginning of the Trip

The first part of the journey simply involves trudging through the sewers. Tracking the dark elves through the sewers requires a character with the **Track** feat to make a **DC 25 Survival check**. Just a few hours of poking around, however, reveals a break in the wall of the sewer that leads down through a worked passage and eventually reaches natural passages. With Thensia's story, this is even easier (+5 bonus to the **Survival check**) and takes very little time.

Simply following the passages gets the PCs to Ul-Drakkan. Another **DC 25 Survival check** allows the PCs to note that the tunnel has recently been traveled by others. (A tracker who **beats the check by 5 or more** is certain that the others are dark elves.)

Use the abstracted side view map to track the PCs' progress, but keep in mind that the passages wind, ascend, and descend in and out of natural caves; they are generally very uneven. In general, moving faster than one's base speed in these passages and caverns requires a **DC 12 Balance check** to avoid slipping and falling (the caverns are also uniformly damp).

The Locathah Hunters (EL 8)

The winding passages do not allow for quick or easy travel. This trip is already long and harsh, and you have just barely started. Lowering yourselves down a passage with a steep decline, you come to a crossroads where a minor tunnel intersects yours. Standing at this intersection are eight humanoids. Their pale green scales glitter in your light, their wide, white eyes startled by it. They hoist their spears defensively. One croaks and gurgles what sounds like a command.

The PCs literally stumble into a small hunting party of locathah. This can be a straightforward combat encounter; however, if the PCs attempt to communicate with the locathah, they may be able to learn some valuable information. Assuming that they can somehow communicate and make a **DC 25 Diplomacy check**, or offer at least 500 gp worth of treasure, the locathah can reveal the following information:

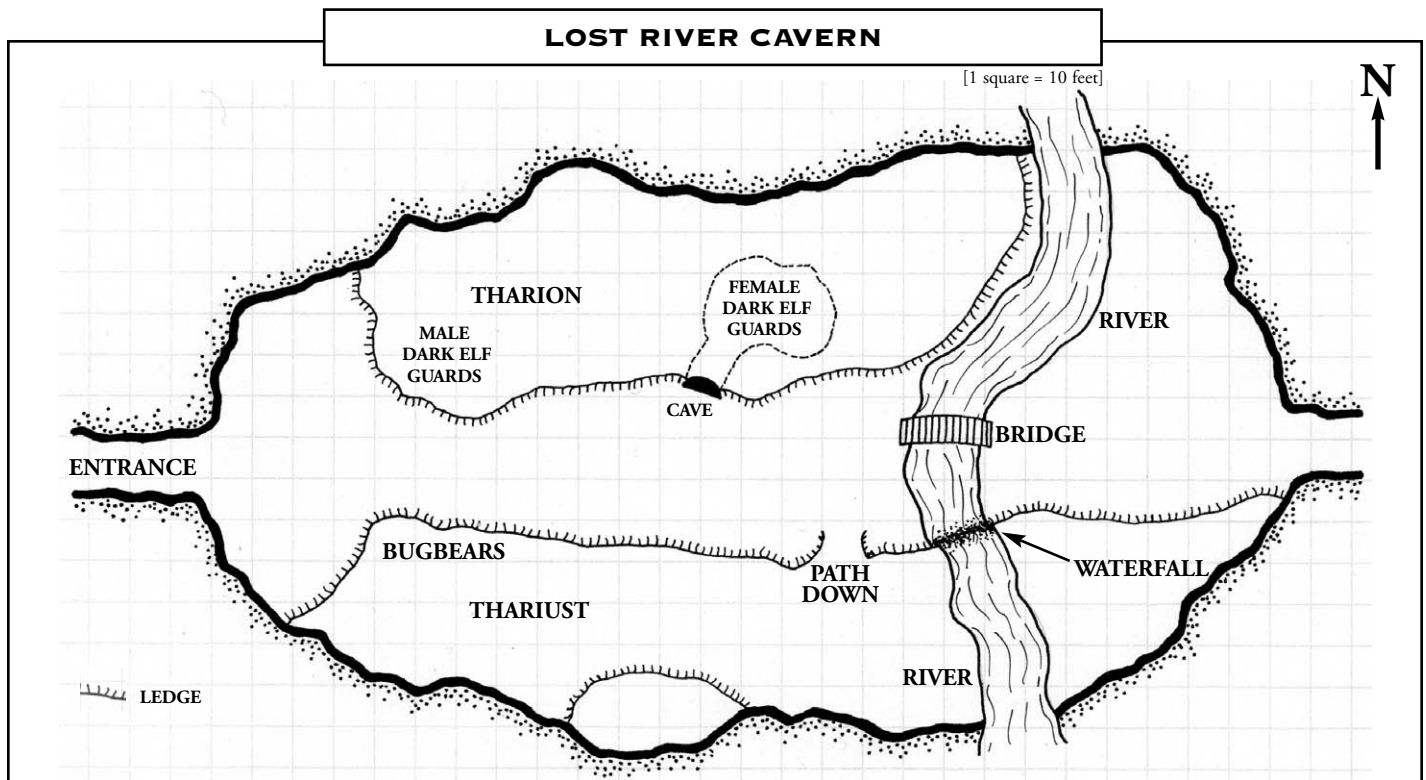
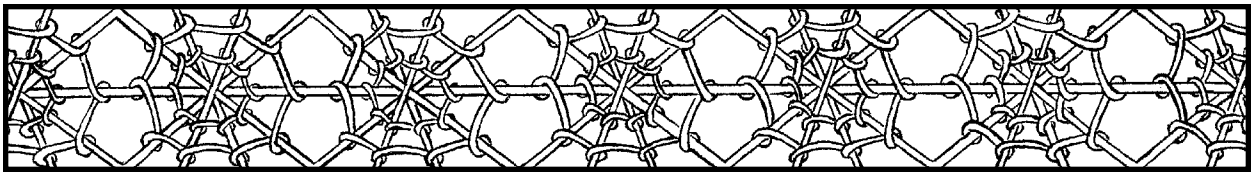
- "Dark elvessss more active in this area noooow. Fortress of Three Towers wassss abandoned, now not. House Vraaaama in charge of fortress. House Vraaaama active now."
- "New Vraaaama leader iss very powerful. Very croooool. Something straaange about her."
- "Other dark elf housesss not like new leader. Afraaaaay-id. House Yurgaaanth, enemy of Vraaaama. If weaken House Yurgaaanth, House Vraaaama attack. If weaken House Vraaaama, House Yurgaaanth attack."

Locathah (8): hp 10, 11, 11, 12, 14, 14, 15, 16.

Ambush at Lost River Cavern (EL 14 or 15)

A glittering limestone cave stretches two hundred feet or more ahead of you. The natural cavern floor has a well-worn path through the center. The rough floor rises sharply upward in a twelve- to thirteen-foot ridge on either side; each of these shelves is about forty feet across, and they are roughly thirty feet apart. In the distance, you can hear rushing water splashing against rocks. The stone throughout the cavern appears wet and slippery.





If the dark elves know that the PCs are coming, they set up an ambush for them here. Otherwise, the large cave is empty.

Alevolenz appoints Tharion and Thariust, dark elf siblings, to be in charge of the ambush. Tharion and Thariust are arrogant and severe. They both have long, black hair framing their dark faces, and both wear dark black and dark blue cloaks and clothes—it is, in fact, often difficult to tell the two apart.

They command 5 typical male and 3 typical female dark elf guards, the latter mounted on giant lizards, along with 8 bugbear footmen. If the PCs brought troops with them, the opposition includes 8 more typical male and 5 more typical female dark elf guards, as well as 10 more bugbears.

The troops are positioned and hidden at the places marked on the map. The idea is that the intruders come into the cave and pass through the raised areas. When this happens, the male guards and the bugbears spring out and fire ranged weapons down upon their foes (+1 attack bonus for attacking from above). The bugbears are each armed with 5 javelins and with morningstars. After 1 round of this pelting, the female guards come out of the cave marked on the map, charging on their lizard mounts, and enter into melee.

Before the battle, Tharion casts *mage armor* and *fly* on himself; once fighting starts, he supports with spells such as *fireball* and *acid arrow*, and possibly a *wall of fire* to protect a weakened flank or to cut off enemy troops. Thariust prepares for battle by casting *bear's endurance* on both herself and her brother, as well as *protection from energy (fire)* on herself and *resist energy (fire)* on Tharion; during

the fight, she uses *hold person*, *bles*, *doom*, and *chaos hammer*. If the dark elves hear the PCs and/or their troops approach, Tharion uses the intervening time to cast *shield* and *displacement* on himself and Thariust casts *invisibility purge*, *shield of faith*, and *divine favor*.

Tharion and Thariust do not know it, but Alevolenz does not want them to succeed in stopping the PCs. She merely wants the ambush to give the appearance that she is handling the situation well so that the dark elves of the other houses ultimately accept her as their leader against the “invading armies of the surface.”

Tharion: hp 22 (36 with *bear's endurance*).

Thariust: hp 32 (48 with *bear's endurance*).

Typical male dark elf guards (5): hp 5, 6, 7, 7, 8.

Typical female dark elf guards (3): hp 11, 11, 12.

Giant lizards [as deinonychus] (3): hp 32, 34, 35.

Bugbears (8): hp 12, 14, 16, 16, 17, 18, 18, 20.

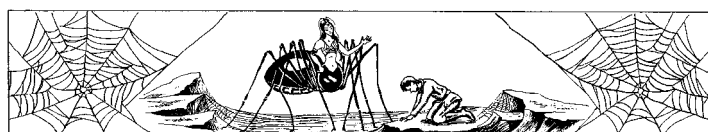
Typical male dark elf guards (8): hp 4, 5, 6, 6, 7, 8, 8, 10.

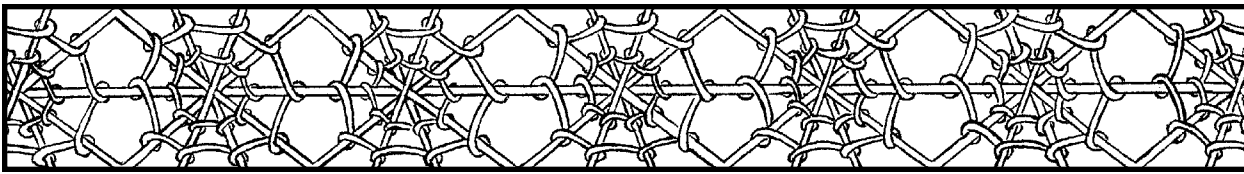
Typical female dark elf guards (5): hp 9, 10, 12, 13, 15.

Bugbears (10): hp 11, 12, 13, 14, 16, 17, 17, 18, 19, 20.

Poisoned Water

Probably three days after the ambush at Lost River Cavern, the PCs come to a cavern with a large pool of water fed by a spring. The dark elves, however, have contaminated this water. Anyone drinking it must make a **DC 17 Fortitude save: initial and secondary damage 1d4 Constitution**.





CHAPTER II: THE APPROACH

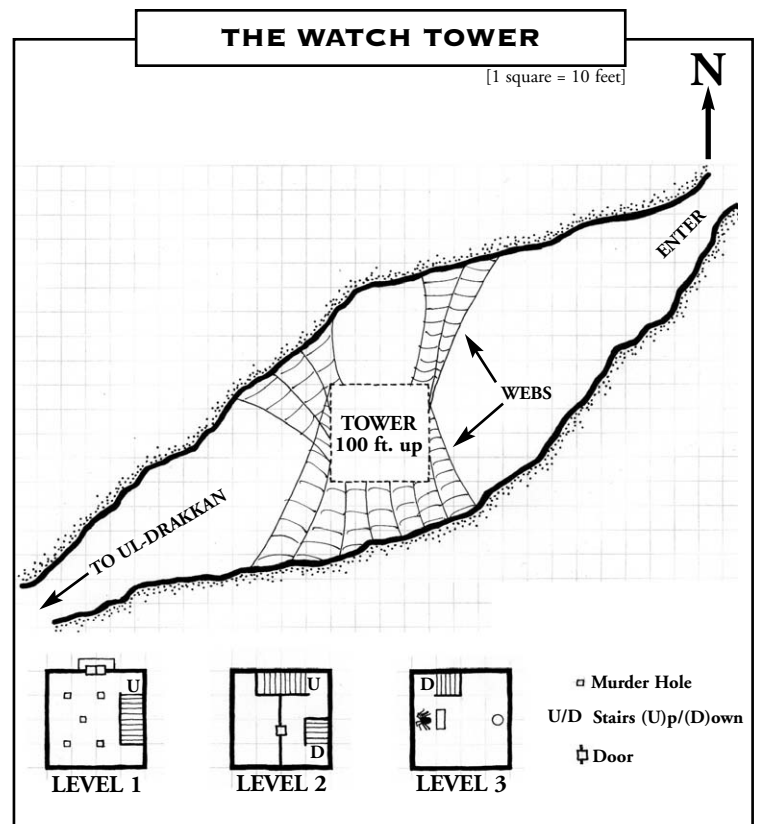
The Watch Tower

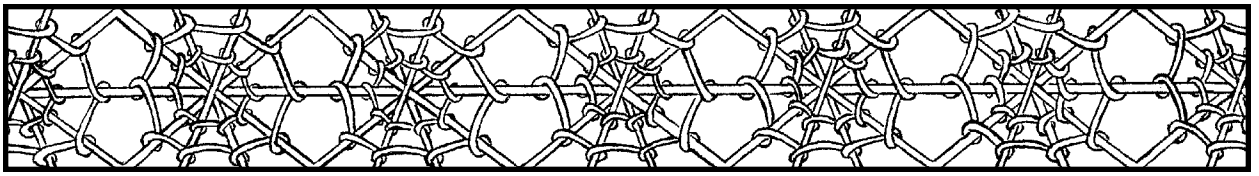
The passage widens into a long cave. A well-worn path runs through the middle of this cave around ancient boulders and stalagmites. The cave is quiet—not even a hint of a fluttering bat’s wings stirs the air.

This cave holds the main outpost of Ul-Drakkan, commanded by Quirilash, Alevolenz’s chief rival within House Vrama. The watchtower is not at all noticeable unless characters look for it carefully. The cave’s ceiling is incredibly high—almost 200 feet. About 100 feet above the cave floor, massive webs crisscross the entire cave in a tight pattern and fill the cave up to the ceiling. The strands are each about 8 to 12 inches in diameter, and they do not burn (they are multiple bebilith web strands, woven together: **Hardness 5; hp 70; Break DC 45**).

Suspended within the cave is a stone tower, completely supported by the strength of the hundreds of web strands connecting it to the walls and ceiling. The tower has three levels, detailed below.

When intruders enter the cave, they are attacked if the guards in Level 1 or Quirilash (looking into the crystal sphere on Level 3) sees them. By the time combat begins, Quirilash already has *bull’s strength* and *bear’s endurance* cast upon herself (+2 to attack and damage rolls in melee, and adding +18 hp and +2 Fort saves).





Round 1: The male guards remain in the tower and fire crossbows down at intruders. Quirilash uses her *Spider Goddess pin* to create a *major image* of herself floating down from the webs, taunting the intruders (and hopefully drawing their attacks).

Round 2: The male guards continue to fire. Quirilash casts *protection from energy (electricity)* on herself.

Round 3: The male guards cast *darkness* on pebbles and drop them into the midst of the intruders.

The female guards reach the platform on Level 1, taking the trained monstrous spiders with them. They coax the spiders to lower themselves down into the cave by their web strands, with the guards hanging on. They attempt to drop right down into melee with the intruders. This is a **full-round action** for each spider and a **move action** for each dark elf.

Quirilash moves down into Level 1.

Round 4: The male guards continue to fire. Quirilash casts *flame strike*. One female guard casts *dispel magic* while the others fight.

Round 5: The male guards continue to fire. Quirilash casts *spiritual weapon*. A female guard casts *dispel magic* while the others fight.

If at any point it appears that the PCs are on their way up the tower, Quirilash casts (in this order, depending on time) *divine favor*, *shield of faith*, and *protection from good*.

Level One (EL 7)

Outside this level, a 10-foot-by-5-foot platform stands before the stone double doors leading into the tower.

Barred Stone Doors: 4 in. thick; **Hardness 8; hp 60; Break DC 28.**

This level is a single 40-foot-square chamber. Five murder holes covered with iron hatches are built into the floor of this level, for guards to watch the floor below as well as to fire crossbows or drop alchemist's fire.

A grimly decorated chamber, this square room contains four beds, a long table covered with stone dishes, a few boxes, and swords and shields hung on the walls alongside a large black banner embroidered with a green sword-in-a-mushroom-skull symbol. Five hinged metal plates are attached to the floor. A staircase leads up to a level higher in the structure.

The male guards live here, keeping a rotating shift watching out of the murder holes (which provide **improved cover: +8 AC, +4 Reflex saves, improved evasion**). They attack and fight to the death for fear of Quirilash's wrath if they do not.

The boxes contain clothing and random personal gear. The swords and shields bear dark elf devices, but are mostly decorative. Near the door is a 100-foot-long rope ladder made of (spider) silk.

Typical male dark elf guards (4): hp 5, 6, 6, 8.

Elite male dark elf guard (1): hp 27.

Level Two (EL 9)

The scent of incense and perfume is quite strong as you enter this room. A single stone door leads out of here, although a staircase climbs higher still beyond this level. The floor is covered in a well-worn black and purple carpet. The walls are decorated in an intricately carved spiderweb pattern. Four violet curtains are pulled back, but it is clear that when they are not, they each conceal a small area with a silk-covered bed and a small dresser.

The female guards live here. A Small monstrous spider lives under each bed. The spiders are trained pets, each imprinted upon a single guard.

If a PC makes a **DC 20 Search check**, she notices that four carved spiders are hidden here and there amid the spiderweb carvings on the walls. Each spider marks a hidden cache that contains 3d10 pp, 5d10 gp, and a single (random) potion rolled on the minor column of the potion chart in the DMG.

Typical female dark elf guards (3): hp 8, 11, 13.

Elite female dark elf guard (1): hp 28.

Small monstrous spiders (4): hp 3, 4, 6, 7.

The additional room on this level is the personal chamber of Quirilash. The door is locked (**Open Lock DC 30**; Quirilash has the key), trapped by a *glyph of warding*.

Glyph of Warding: CR 3; 5-ft. **sonic blast (4d8)**; **Reflex DC 17 half**; **Search DC 28 (rogues only)**; **Disable Device DC 28.**

Black curtains and carpets cover this dark chamber. A large, circular bed lies in the middle of the room, covered in black silk sheets strewn messily across it. A spider-shaped crystal chandelier hangs from the ceiling, although it appears to be for burning incense rather than candles.

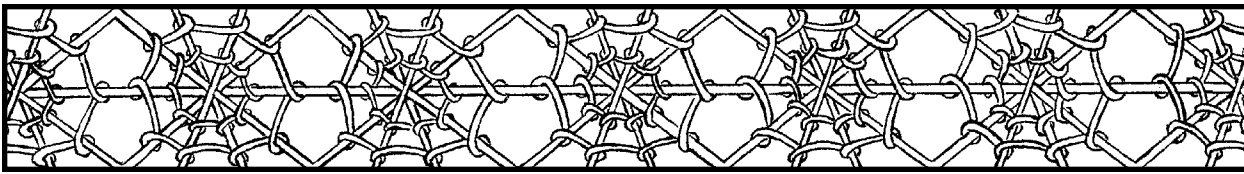
Quirilash is unlikely to be encountered here. She is more likely to be on Level 3.

A curtain hides a small alcove (**Search DC 13** to find) that contains a chest. The chest is locked (**Open Lock DC 30**; Quirilash has the key) and trapped by another *glyph of warding*.

Glyph of Warding: CR 3; 5-ft. **acid spray (4d8)**; **Reflex DC 17 half**; **Search DC 28 (rogues only)**; **Disable Device DC 28.**

The chest contains clothing and other personal gear belonging to Quirilash, as well as an ornate silver hand mirror (250 gp), a black metal and ivory jewelry box (100 gp), and a gold scroll tube (80 gp). The jewelry box contains 6 pairs of gold or silver earrings (25 gp each), a gold bracelet (75 gp), 2 platinum rings (20 gp each), and a platinum and onyx necklace (800 gp). The scroll tube contains a scroll of 3 spells (*unhallow*, *monster summoning IV*, *remove blindness*).





Level Three (EL 12)

A vaulted ceiling rises above this chamber, filled with wisps of incense. A huge statue looms over one end of the chamber, a giant spider ten feet high and fourteen feet across. It has the head of an angry, ebony-skinned elven woman. Beneath the statue is a long basin, about six feet long and half as wide and high. Opposite the statue is a crystal sphere mounted atop a brass tripod; the sphere is two feet in diameter and flanked by a pair of brass incense burners. The floor is covered in a black carpet with a stitched silver pattern resembling a spider's web spreading out from the statue.

This is a temple to Gorgoth-Lol, where Quirilash spends most of her time. The basin beneath the statue is for living sacrifices, one of which must be made in the name of the Spider Goddess each week to power the crystal sphere.

The sphere serves three purposes. (1) It can be made to scry anywhere in this cave (and is usually trained on the entrance), and (2) it can be used to communicate with the similar crystal sphere in Ul-Drakkan (see Chapter IV: The Towers, Area T1-25). Lastly, (3) it can be used to call upon Gorgoth-Lol once: As a standard action, gazing through the crystal at the statue, Quirilash can call upon her goddess to send a pair of driders. These driders do as Quirilash asks and stay for up to 1 hour. Since she can use this power only once, the dark elf priestess is hesitant to use it.

Quirilash: 56 (74 with *bear's endurance*).

Driders (2): hp 60 each.

In the Webs (EL 9)

If the PCs attack the tower, they probably need to enter the webs around it first. If they do anything other than move directly to the platform at the base of the tower and go in through the door, the creator of the webs, a bebilith, skitters quickly toward them and attacks.

This bebilith, a gift from the Spider Queen, maintains and protects the webs, letting dark elves come and go unmolested, but the dark elves have no direct command over it. If it is reduced to 15 hp or less, it tries to escape via the Astral Plane.

Bebilith (1): hp 150.

Savinian (EL 3)

This encounter occurs after the PCs have passed the Watch Tower. This should seem like a random encounter on the well-traveled passages nearest Ul-Drakkan.

Two dark elves approach, cautiously but not stealthily. One, a male, wears a chain shirt and bears a short sword. The other, a female, bears no obvious weapons; she wears a purple hooded cloak. These two seem little more than travelers.



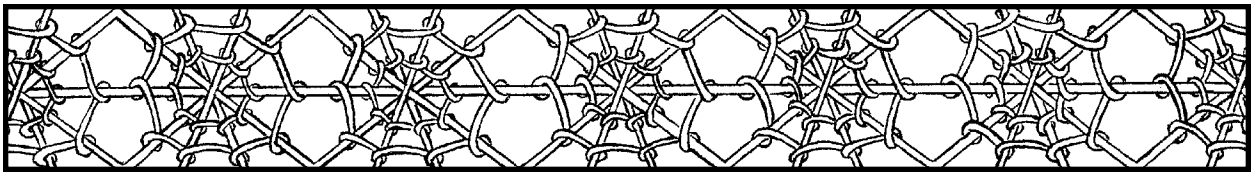
These two dark elves are indeed travelers who have no knowledge of the PCs or their approach to Ul-Drakkan. They are not at all expecting a fight.

Savinian, the male, is really a spy from House Yurganth traveling with Vissan, a Vrama dark elf female who is seeking Ganthau, the dark elf loremaster in Ul-Drakkan (see Chapter IV: The Towers, Area T1-16). Vissan has no idea that Savinian is from an enemy house—she believes him a friend and a good traveling companion.

If the PCs confront Savinian and Vissan, the former is quick to betray Vissan if he thinks it will save his life. In exchange for his life, he offers to tell the PCs about Ul-Drakkan. Unfortunately, Savinian has never actually been there. He does know, however, that he has contacts from his house there, and that a secret way leads into the stronghold (he does not know what it is, but he thinks he can find out).

Savinian seeks to meet with Ganthau—whom he has never met before—because House Yurganth believes that the loremaster would be willing to defect, join their house, and give them secrets from House Vrama. If the PCs are looking for a way to get into Ul-Drakkan in disguise, doing so in Savinian's company is not a bad option (they must provide their own disguises, however). Savinian





is truly willing to work with the PCs, since he sees them as fellow enemies of Vrama and potential allies with a lot of power who are unlikely to betray him as quickly as dark elves.

Savinian's contact within Ul-Drakkan is a female guard named Daerane (see Chapter IV: The Towers, Area T1-2).

Savinian: hp 14.

Vissan (dark elf female): hp 3.

Ganthau the Traitor

Meanwhile, Ganthau the loremaster—who has been scrying Savinian—now begins to scry the PCs if possible. He is interested in helping them, although if they plan to go onward with Savinian and enter Ul-Drakkan in secret, he will wait to talk with them when they arrive. (See Chapter IV: The Towers, Area T1-16, for more information.)

Otherwise, Ganthau sends the PCs messages using the *whispering wind* spell in order to tell them about the secret entrance in the stables. Such messages provide brief directions, and they also mention the *teleportation circle* as a way to get no more than eight people into the main tower: for example, "To find magical gate into Ul-Drakkan, go to stables east of towers. Find reptile keeper's quarters. Secret door to south. Eight people only."

Ganthau does not strive to meet characters teleporting in. He assumes that they will do enough damage on their own once they're inside. Meanwhile, he attempts to flee the tower as discreetly as possible. He does, however, leave the PCs a note in his chamber, should they come in, in Elvish:

Kill, kill, kill, my friends. I let you in to kill the Vrama. Well done.
—Ganthau of House Yurganth.

CHAPTER III: UL-DRAKKAN

The Cavern of Ul-Drakkan

This huge cave is one thousand feet long and almost as wide. The cavern ceiling, covered in stalactites, is over three hundred feet above you. The entire cavern pulses with a luminous violet glow, coming from the phosphorescent fungus that grows throughout. Multiple patches of fungus on the floor of the cave seem almost more like great copses of trees than underground growths, despite their white, milky blue, and violet colors.

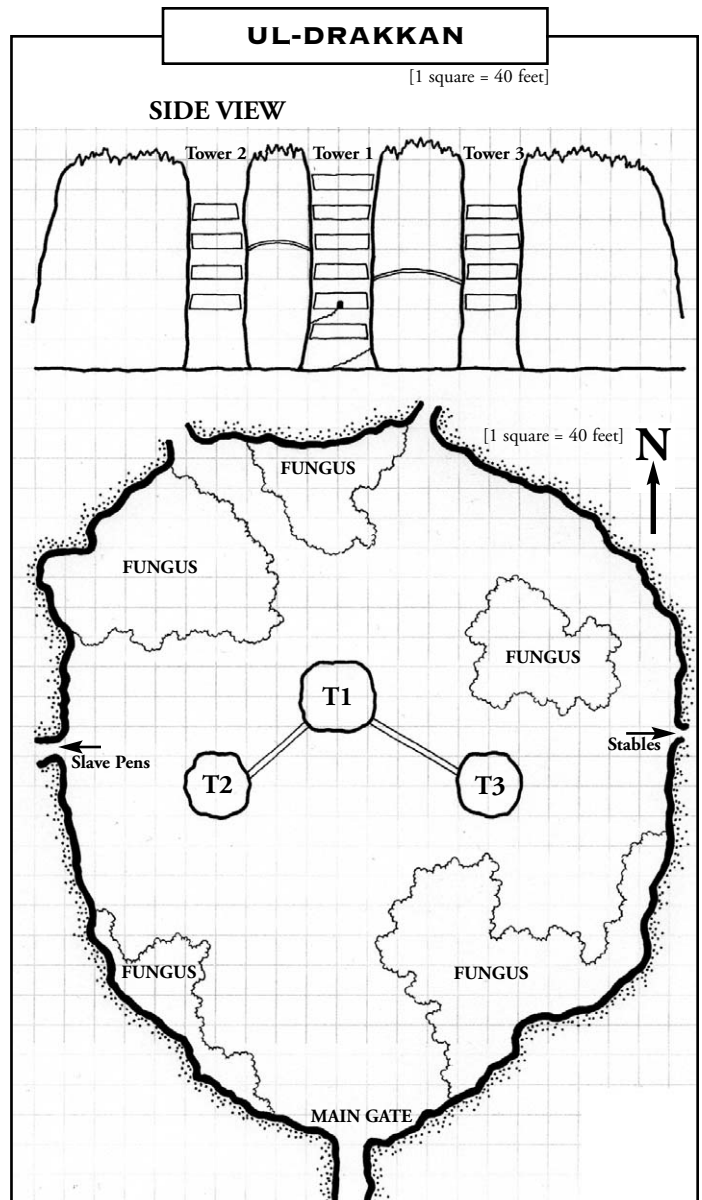
In the center of the cavern, three massive columns stretch from floor to ceiling. Each of these is dotted with glowing specks that appear to be windows. Stairs climb around the bases of all three, rising to doors high above the floor. Thin bridges connect the larger central column to the smaller ones.

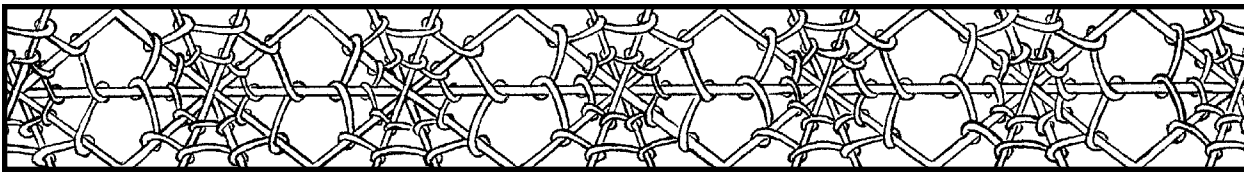
The columns are the three towers of Ul-Drakkan. The rearmost, Tower 1, is the central structure, housing the Temple of the Spider Queen as well as providing a home for the more powerful and

influential members of House Vrama. The other two towers are support structures and are also filled with the sophisticated repeating ballistae that make House Vrama a force to be reckoned with during an assault. To either side, small cave entrances lead to minor complexes related to the fortress (to the east, a stable/kennel; to the west, slaves).

Northward, two passages exit the cavern. The westernmost of these leads to a fortified area controlled by House Vrama, manned like the main gate. Beyond that, the passage leads still deeper underground, eventually branching off into areas controlled by other dark elf houses, or by zaug, duergar, and other races.

The northeast passage leads to another cavern about the size of this one, filled with a city known as Nluguran, with nearly 9,000 inhabitants. Mostly dark elves, the city's population also includes





slaves, bugbears, and visitors including locathah, troglodytes, and even demons. Much of Nluguran's population comprises the dregs of the culture—not good enough to become a part of the military castes, to undertake the study of wizardry, or to swear the vows of priesthood. Nluguran is almost entirely controlled by House Vrama, largely via the allied House Thess.

The PCs come into the cavern from the south, which means that they must deal with the Main Gate (see below).

The Main “Gate” (EL 13)

This encounter is meant to be extremely difficult. Careful PCs, however, can find a way to handle it—or bypass it by sneaking past the rather lax guards.

The passage ends at the mouth of a large cavern, the smooth, well-trodden floor rising up like a ramp. On either side of the 30-foot-long ramp, a moss-covered masonry wall is topped with crude battlements. A large, hairy humanoid stands atop either wall, holding a long polearm, staring blankly ahead. From beyond the right-hand wall, loud snoring can be heard.

The snoring sound is produced by Gurtan, a fire giant with spiked plate armor and a huge maul. His left little finger is tied, by a cord, to the leg of the bugbear on the wall nearest him. Thus, even a 5-foot step on the bugbear's part (or if the bugbear falls or wishes to take a **move action**) wakes the giant, who takes only 1d2 rounds to get ready for combat.

Gurtan has a collection of heavy, spiked metal balls that he throws, rather than regular rocks. He keeps these balls hanging from hooks on his back and elsewhere upon his armor.

The two bugbears are elite warriors, and five more behind the left wall make for a total of 7 elite bugbears. Neither of the bugbears on the walls is terribly alert—assume that they both **roll 0 on all Listen and Spot checks**.

The bugbears behind the wall toss bones for coppers, and they too are not at all alert. They require a full 1d3 rounds to get ready (grabbing their weapons and so on) before they join a fight.

Gurtan: hp 212.

Elite bugbears (7): 36, 38, 43, 43, 48, 51, 56.

Rumors about Alevolenz

Given Alevolenz's meteoric rise to power, a number of rumors circulate about her. The GM can include some or all of these rumours as (mis)information gathered by the PCs. They include the following:

- She is a zaug.
- She is a dark elf from the distant past come here to raise House Vrama to its former glory.
- She is a surface elf seeking retribution against her own people for some terrible wrongdoing.
- She is an agent from House Yurganth come to usurp control from within.
- She is a half-demon.
- She is a succubus in disguise.



States of Alert

UI-Drakkan has three stages of alert:

Typical

Normally, UI-Drakkan has extremely lax security. Many of the dark elves are nearly comatose from hallucinogenic mushrooms and other narcotics. The guards are not ready for an attack, and most dark elves are in their rooms or in the common areas. Alevolenz is in her room.

On Alert

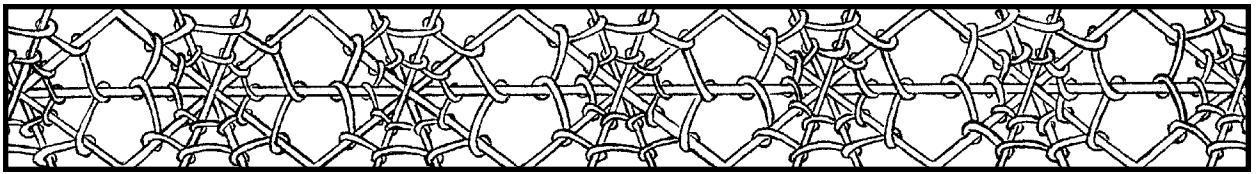
If alerted that enemies are nearby, the guards are prepared for defense and move from barracks areas to defensible areas. Many guard posts have bells and horns to sound alarms (as noted in each area key). The powerful members of the house move to whatever areas they can to best help defend, depending on where the alerts are coming from. Regardless, Alevolenz is in the fane.

The artillery positions in the various towers are on alert, and tend to fire at anything moving in the cave with an “ask questions later” attitude.

Under Attack

If alerted that enemies are present, all guards and NPCs move toward the intruders, hoping to overwhelm them with numbers. Alevolenz stays within the fane. The artillery positions fire at targets outside or, if there are none, turn their ballistae around to guard from intruders already inside.





The Fungi Forests

These areas are full of edible fungus, ready for harvest. Occasionally, some of the more powerful dark elves take a slave and let him go into one of these areas; they then hunt him, using the cave tigers found in Chapter IV: The Towers, Area T1-8. At other times, a few slaves from the slave pens are here harvesting, monitored either by a few dark elf guards or a few bugbears. Most of the time, these areas are relatively empty and provide a fine place to hide. The dark elves make sure that no dangerous fungi, such as shriekers or violet fungi, grow in these forests.

The Slave Pens

The slaves of Ul-Drakkan are kept here. Slaves is a bit of a misnomer, however, as most of the people kept here will end up as sacrifices or torture victims and not actually be put to work. A character may find this cave simply by making a perimeter of the cavern or by making a **DC 10 Survival check** to follow the worn path from the towers to here.

AREA SP-1: Entrance (EL 4)

A wide cave, twenty feet wide and fifteen feet high, stretches away from the main cavern and into darkness.

Two guards hide here (**taking 20, with a +2 circumstance bonus, so total Hide result 24**). They watch for any troublemakers coming in or slaves escaping out. They are distrustful even of other dark elves, for slave theft is a terrible problem in Ul-Drakkan.

Typical male dark elf guards (2): hp 7, 8.

AREA SP-2: Guards (EL 5)

The secret door leading to this area requires a **DC 25 Search check** to find. One guard is always watching out from the peephole marked on the map.

This secret cave is U-shaped, with an iron door set in the south wall.

Three more guards are here, one alert at the peephole, the other two leisurely standing around. At the first sign of trouble, they slip out the secret door (attempting to keep its existence quiet if possible).

Typical male dark elf guards (3): hp 5, 6, 8.

AREA SP-3: Common Area (EL 6)

The door from the north is kept barred.

Iron Door: 2 in. thick; Hardness 10; hp 60; Break DC 28.

Two long tables, covered in platters of meats, bowls of steamed fungus, and bottles of wine, are surrounded by chairs. A few couches and smaller tables fill the southern end of the room, along with a large banner hanging on the wall there that shows a skull-shaped mushroom pierced with a sword.

Three more guards are here eating. Unless alerted by those in Area SP-2, they are completely unprepared for combat and are easily taken by surprise.

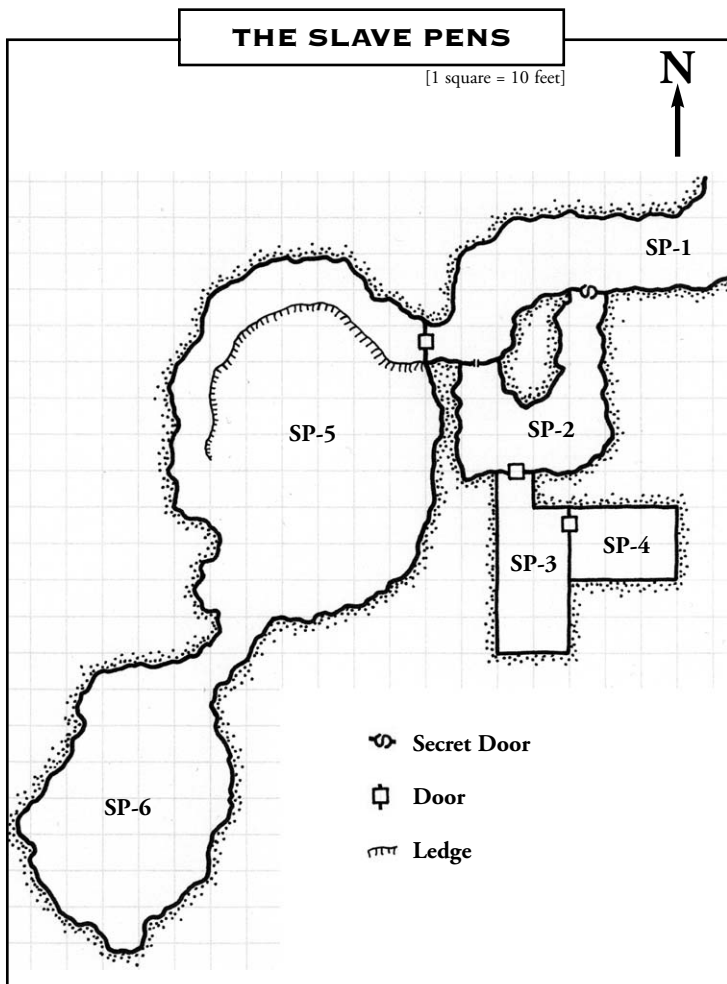
Typical male dark elf guard (1): hp 5.

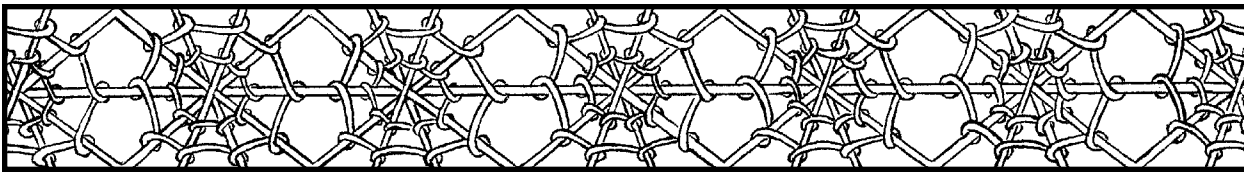
Typical female dark elf guards (2): hp 11, 13.

AREA SP-4: Barracks (EL 9)

Bunks fill this room, and the few empty places left are filled with weapon racks holding short swords, barrels with cross-bow quarrels, and the occasional shield.

Fifteen guards can fit in this room. Currently, only 5 are present, including the unit commander and her assistant. The rest are off duty or out looking for escaped or stolen slaves. Most of the gear here is mundane, but a **DC 20 Search check** reveals a masterwork short sword, 15 pp, 23 gp, and a silver bracelet worth 50 gp.





The dark elves here arm themselves at once and rush out if alerted to trouble.

Typical male dark elf guard (1): hp 4.

Typical female dark elf guards (2): hp 10, 14.

Elite male dark elf guard (1): hp 25.

Elite female dark elf guard (1): hp 40.

AREA SP-5: Slave Pen (EL 6)

The door to this room is made of iron and stoutly locked. The guard at the peephole in Area SP-2 and the commander in Area SP-4 have keys.

Iron Door: 2 in. thick; Hardness 10; hp 60; Break DC 28, Open Lock DC 30.

This huge cavern is dimly lit by some phosphorescent fungi on the ceiling. A ramp circles around the north end of the cave down to the floor from the door in the northeast corner, twenty feet above the rest of the cave.

Two guards stand by the door lazily watching over the slaves, crossbows at the ready. There are 12 human and 9 elf slaves here, as well as a locathah, a halfling, and a dwarf. The slaves include **Raelan Teranith, Kistræe Neverwind, and Cam Jaystone** (the three shrine servants kidnapped from the city above). The other slaves do not really mix with the locathah.

The slaves would love to be freed and would be happy to try to make a run for the surface. Experienced PCs (who care) should know that the slaves have slim chances of making it alone.

Typical female dark elf guards (2): hp 11, 13.

Dwarf slave (1): hp 3.

Elf slaves (9): hp 1 each.

Halfling slave (1): hp 1.

Human slaves (12): hp 1 each.

Locathah slave (1): hp 9.

AREA SP-6: Deep Pen

More slaves hide in this cave even deeper in the slave pens.

Six dark elf slaves, another 2 dwarf slaves, and a human slave are here. The other slaves avoid the dark elves (all unfortunates who caused someone displeasure in the dark elf city to the north).

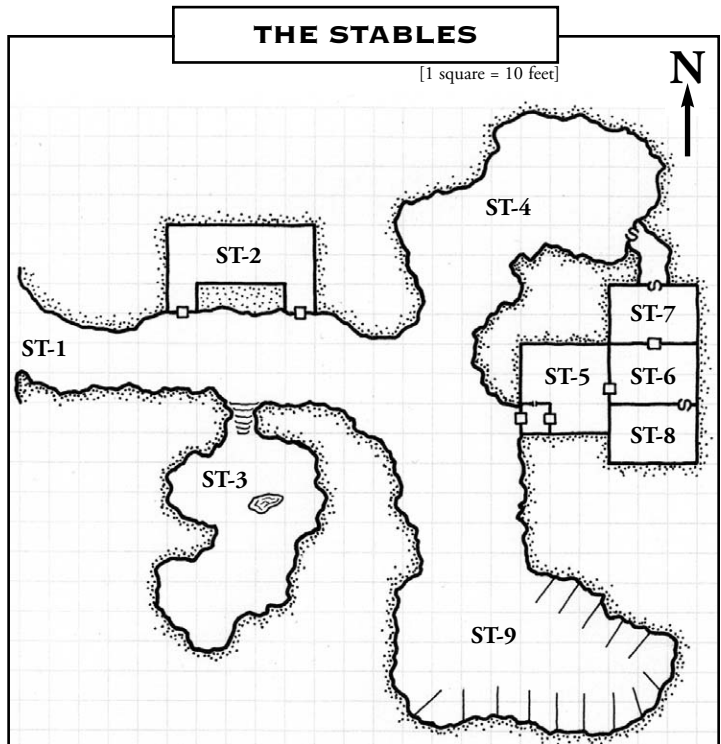
Human slave (1): hp 1.

Dark elf slaves (6): hp 1 each.

Dwarf slaves (2): hp 2 each.

The Stables

This is where the animals and beasts of Ul-Drakkan are kept, as well as more troops. The PCs may find this cave simply by making a perimeter of the cavern or by making a **DC 10 Survival check** to follow the path worn from the towers to here.



AREA ST-1: Entrance

A cave twenty feet wide and fifteen feet high stretches into darkness out of the main cavern.

This area is usually unguarded. If the fortress is on alert, a guard runs from Tower 3 (if possible) to alert the bugbears in Area ST-2. In this case, those bugbears are here instead.

AREA ST-2: Bugbear Barracks (EL 9)

Behind simple wooden doors is a room with plain masonry walls. Very crude beds fill the room, which is littered with bits of equipment and scraps of food. The place smells of urine, fur, and raw meat.

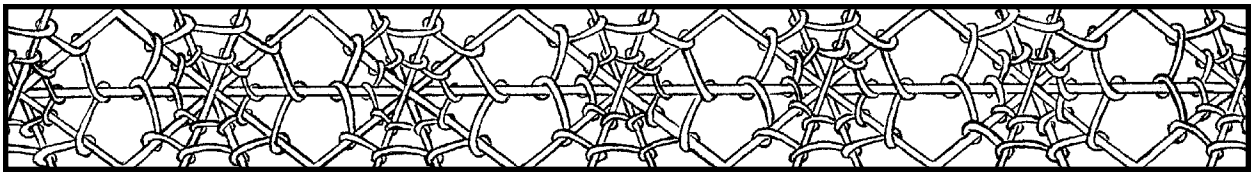
Twelve bugbears live in this barracks. All of them are present unless they have been alerted of danger, in which case they assemble in Area ST-1. Amid the clutter lie 2 flasks of acid, 79 sp, and 58 gp, but a **DC 18 Search check** is needed to find it all.

Bugbears (12): 12, 13, 15, 15, 16, 16, 17, 17, 18, 20, 22, 24.

AREA ST-3: Troll Cave (EL 9)

A pungent stench fills this natural limestone cave. The ceiling drips with stalactites almost twenty feet above.





Four trolls live in this cave. They are servants of House Vrama and wear armbands that bear Vrama crests. These trolls are used for warring against other dark elves and do not respond to alerts; they are for offensive actions only, though of course they defend themselves if intruders come into their cave. They may also attempt to sneak up behind those who go into Area ST-4 and beyond, but they attack only when the PCs are already fighting something else.

The south end of the cave has four “beds” hidden amid the rocks. These beds contain shiny stones, some half-eaten creatures, and odd bits of fungus. The trolls have no real treasure—not as the PCs would measure such things.

Trolls (4): hp 60, 64, 69, 77.

AREA ST-4: Hieracosphinx Stable (EL 9)

This cave stinks of acrid feces. A few gray feathers are scattered around the cave floor, with many more centered around six nest-like piles of fungus and cloth.

Four hieracosphinxes occupy four of the nests in this cavern. They attack anyone they do not recognize (i.e., anyone who isn’t a dark elf, bugbear, or troll). These are not simple mounts, however, but relatively intelligent allies of the high-ranking Vrama, used only for flying in large caves and passages and, elsewhere, for walking.

Each hieracosphinx wears a jeweled collar worth 800 gp. If offered at least 100 gp worth of treasure each, the sphinxes refrain from attacking. If offered three times that much, they can actually be convinced to work with the PCs (they are fickle . . .).

The secret door (**Search DC 25**) is a false natural wall that pivots to reveal a secret passage leading to Area ST-7.

Hieracosphinxes (4): hp 61, 67, 70, 75.

AREA ST-5: Equipment and Tack Room (EL 4)

Two stone doors lead into this room, one after another, separated by a small chamber. A peephole looks into this small room, where one of the keepers can watch and see who is coming in. The innermost door is barred from the inside.

Stone Doors: 4 in. thick; Hardness 8; hp 60; Break DC 28.

This room is full of various saddles and harnesses, plus tack and barding. Saddlebags, whips, prods, ropes, and other types of equipment are also here. The north wall is filled with barrels and pots of feed—mostly raw meat.

One of the dark elves’ beast keepers is here (use typical female dark elf guard stats, but with no Craft skill; instead, she has Handle Animal +5). She does not hesitate to shout to those in Area ST-6 if intruders are on their way.

If a serious threat approaches, all of the nearby guards likely run to the hieracosphinxes for help.

Beast keeper (1): hp 12.

AREA ST-6: Keeper Quarters (EL 7)

A table set in the middle of this room is covered with books. Four beds are arranged along the south wall. Beast harnesses and prods cover the walls.

These 3 beast keepers here (as typical female dark elf guards, but with no Craft skill; instead, they have Handle Animal +5) are at rest, but they are quick to act if the keeper in Area ST-5 gives warning. The books, all written in Dark Elvish, are about various Netherdeep beasts.

The secret door (**Search DC 20**) slides to the east.

Beast keepers (3): hp 10, 11, 13. (One uses a +1 whip.)

AREA ST-7: Master Beast Keeper (EL 11)

This chamber is filled with webs. A single coffin-like bed is built within the webs where a person might curl up.

Nathe, the master beast keeper, and her personal spider mount live in this room. An extremely capable warrior, Nathe wears violet and blue clothes, and tiny silver skulls adorn her armor and shield. Her magical longsword has razor-sharp batwings as the guard.

Hidden within the web is a locked chest (**Open Lock DC 25**; Nathe has the key) that contains 340 gp, 3 flasks of alchemist’s fire, and 2 *potions of cure light wounds*. Nathe also has the key to the secret door at Area ST-8.

The secret door that reveals a passage to Area ST-4 is well hidden in the webs. A **DC 28 Search check** finds the door as well as the safe path through the webs to get to it.

Nathe: hp 71.

Large monstrous spider (1): hp 36.

AREA ST-8: Secret Teleportation Circle (EL 5)

The secret door (**Search DC 28**) is also locked. Nathe, in Area ST-7, has the key. The door is protected by a *glyph of warding*.

Stone Doors: 4 in. thick; Hardness 8; hp 60; Break DC 28; Open Lock DC 28.

Glyph of Warding: CR 3; 5-ft. burst (5d8 electricity); Reflex DC 17 half; Search DC 28; Disable Device DC 28.

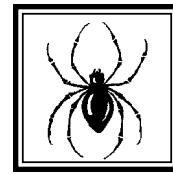
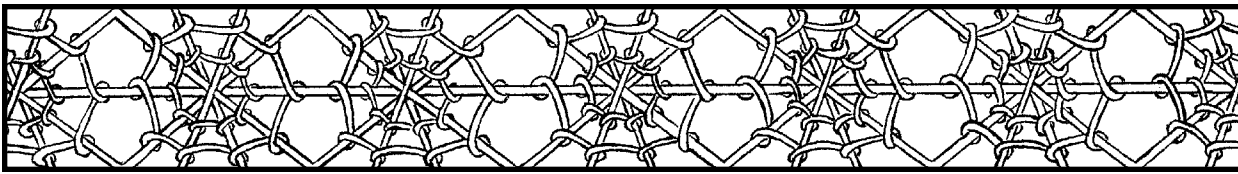
The door also has an arrow trap keyed to it. The arrows fire out of Area ST-8 if the door is opened.

Arrow Trap: CR 3; +10 ranged (1d8/x 3 plus sintrin poison); Search DC 22; Disable Device DC 20.

This room is empty save for a red circle traced permanently in the middle of the floor. A few arcane symbols are arranged around the circle.

The red circle is a *teleportation circle* that leads to Area T1-26 (see Chapter IV: The Towers). It can transport only 8 creatures per day (as a precaution to keep it from being used against the fortress).





This circle exists so that when a noble or influential character rides her mount into the stable, she can get directly into the fortress quickly and easily.

AREA ST-9: Lizard Stables (EL 7)

This cavern looks like a stable, with the southern portion divided into stalls. Blood-stained troughs run down the middle of the cave.

Four giant lizard mounts (as *deinonychus*) and 8 giant pack lizards (treat as **Large 8-HD animals** with no attacks) are stabled here. The giant lizard mounts attack any intruders that come into the cave, although someone who looks like a dark elf brandishing a whip might possibly fool them.

Giant lizard mounts (4): hp 29, 31, 35, 40.

CHAPTER IV: THE TOWERS

Tower 1 (see map on page 20)

This is the main tower, the heart of Ul-Drakkan. All doors are stone, unless otherwise described.

Stone Doors: 4 in. thick; Hardness 8; hp 60; Break DC 28.

PC Tactics

Going up against Ul-Drakkan is extremely dangerous. While defeating most of the guards should be well within the PCs' capabilities, extremely powerful dark elves live within as well.

Open Assault: Hit-and-run or potential diversionary tactics are possible (and could be quite successful at wearing down the strength of the dark elves), but a direct assault on Ul-Drakkan will almost certainly result in the deaths of many of the PCs' troops, if not the PCs themselves. Once the PCs are in the main towers, they need to move quickly and strike hard—hopefully with a *teleport* or some other good escape route in place.

During their raid(s) on Ul-Drakkan, the PCs will probably want to find a safe place in which to have the troops hole up. This is wise, for they can ensure that they have a secure area to which they can retreat. Every good assault needs a well-guarded base camp from which to strike.

Bluff: Sneaking into Ul-Drakkan is difficult, since all female guards can use *discern lies* if they get suspicious. Of course, not every door is guarded by females. If the fortress is not on alert and the PCs provide good disguises and/or cover stories, they find that the guards of Ul-Drakkan are actually quite lax. To a limited degree, they can move about the fortress' public areas as they want. Doing so successfully should require knowing a fair bit about the Vrama elves to develop a believable story, however—perhaps posing as fungus farmers, as members of an allied house, or as something similar.

A simple “Hey, we’re dark elves, too. Let us in!” will not get them far.

AREA T1-1: Entrance (EL 10)

The doors here bear spider symbols, and each has a closable peep-hole. They are kept barred.

Webs fill this large chamber, wall to wall and floor to ceiling. A dim gray illumination shines from the ceiling. A path leads into the center of the room as well as between the massive doors and up a staircase. Large, dark forms move through the thick webbing.

Two elite female dark elves are on duty here at all times, their job not so much to guard the area but to handle the spiders in the web and keep them from attacking those coming into the tower. They normally station themselves by the door. If under attack, they retreat into the web, where the spiders drop down on foes while the guards fire their crossbows. They are quick to use their *discern lies* ability to see through anyone attempting to bluff their way into the fortress.

If someone who is not a foe enters the room, the guards use 10-foot poles to swat the spiders away while the people move to the stairs or through the room. The guards, in Undercommon, warn against lingering in this chamber.

The stairs, which go up to Area T1-8, are always kept clear, as are paths through the center to all of the doors.

The massive stone doors to the outside are usually barred.

Elite female dark elf guards (2): hp 28, 29.

Large monstrous spiders (6): 20, 22, 23, 25, 26, 30.

AREA T1-2: Guard Chamber (EL 7)

The northern wall bears a black banner emblazoned with a green, skull-shaped mushroom symbol; a sword plunges into the top of the mushroom, completing the image. A violet curtain hangs across the eastern end of the room.

The room holds a number of beds, a table, a few chairs, and cloaks and bags hanging from pegs on the western wall.

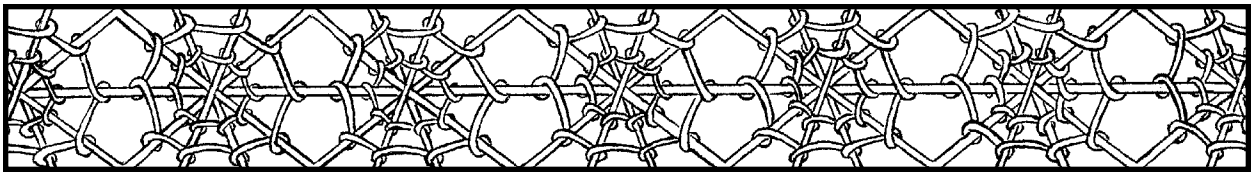
Eight female guards live here, although there are never more than 6 in the room at a time. In times of alert, these guards are poised to charge into Area T1-1. Otherwise, they are at rest here. A search of the room uncovers some normal personal equipment for the inhabitants, as well as a total of 23 gp and 53 gp.

One of the guards here has a House Yurganth badge painstakingly hidden in her clothes (**Search DC 29** to find it). She is actually a spy from Yurganth—one of Savinian's contacts—who has already briefly contacted the loremaster Ganthau. Her name is Daerane.

The curtains hide a spiral staircase made of black iron that goes down to Area T1-4.

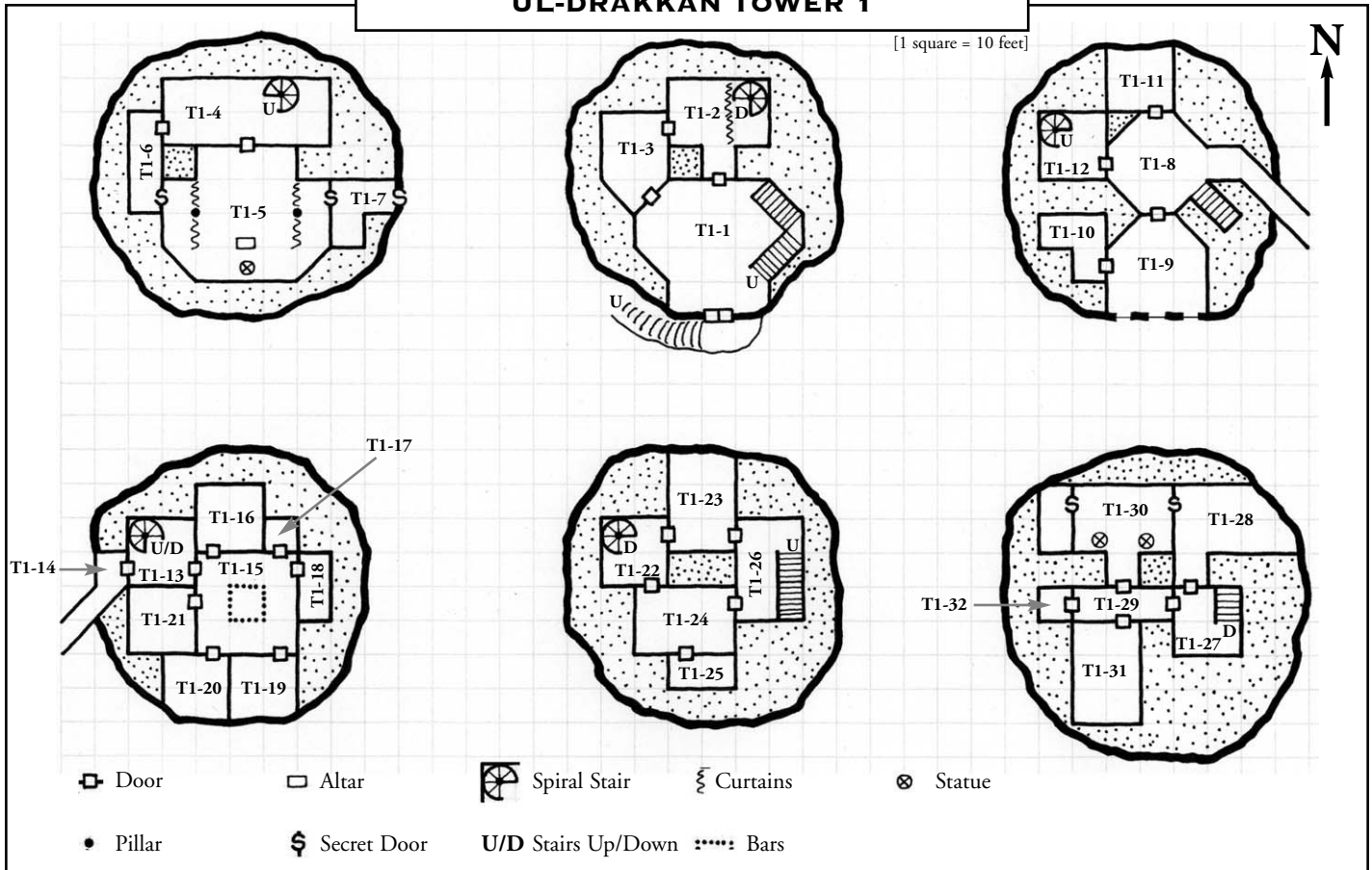
Typical female dark elf guards (6): hp 11, 13, 14, 14, 15, 17.





UL-DRAKKAN TOWER 1

[1 square = 10 feet]



AREA T1-3: Armory and Storage

This room is filled with crates and barrels, as well as weapon racks holding swords, shields, and hand crossbows.

Aside from mundane storehouse items such as rope (made of spidersilk), tools, bags, and various foodstuffs, 10 short swords (3 are masterwork), 5 longswords (2 are masterwork), 5 light steel shields (3 are masterwork), 5 heavy steel shields (1 is masterwork), 8 hand crossbows (3 are masterwork) with 120 bolts, and 2 repeating light crossbows (1 is masterwork) with 80 bolts are kept here.

AREA T1-4: Temple “Guards”

Tiny metallic spiders float in the air in this long chamber, seemingly resting upon gossamer webs of silver light. Two doors lead out of the room, one to the west and one to the south. The one to the south is made of iron and inscribed with a large spider form, surrounded by tiny flying demons.

This is an elaborate trap, for the spiders are tiny magical explosives that detonate on contact. Each of the spiders inflicts **1d6 points of**

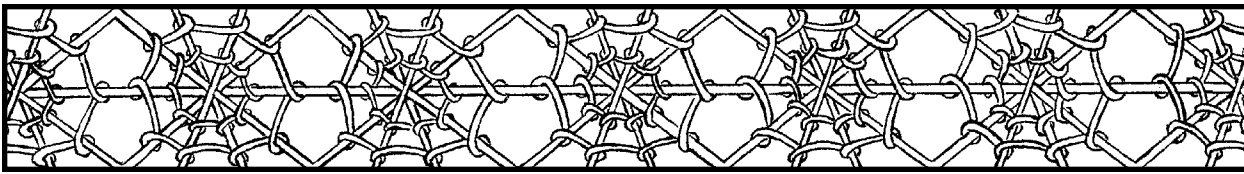
fire damage to any creature in its square when it explodes. The spiders are drawn toward any living, non-dark elf, non-spider creatures within 5 feet.

To run this trap, set up by the dark elves to keep out all others, assume that each 5-foot square in the room has a single spider in it, except for the area occupied by the staircase (those squares are empty). Each time the first character enters a 5-foot square area, one spider (the one in that square) flies at her, and there is a chance that two nearby spiders (i.e., from random adjacent squares) also fly at the character. Thus, roll 1d3 to determine how many spiders “attack.” For each spider, the character must make a **DC 15 Reflex save**; failure means that spider contacts the character and she suffers **1d6 points of fire damage**. Success means that she dodged the spider and is safe as long as she leaves that 5-foot area before the next round; if she does not, each spider remaining in that square flies at the character again and another save is required for each.

The GM must keep track of what happens in each square—if a character detonates a single spider, then the next time a character enters that square, the number attracted is only 1d3-2. If two were drawn, the next character draws 1. If three, then the square is now “safe.”

The stairs go up to Area T1-2.





AREA T1-5: Fane of the Spider Queen (EL 0, or 10, or 16 if Alevolenz is present)

This entire room is under the effect of a modified *unhallow* spell; this has the normal effects of that spell, plus all good-aligned creatures suffer a **-1 circumstance penalty on all attack and damage rolls, saving throws, and checks**. All (non-dark) elves suffer an additional **-1 circumstance penalty**, and these two penalties stack, so a good-aligned elf suffers a **-2 penalty**.

This dark room has smooth, black marble walls and a floor that glistens in the eerie violet light of an orb floating near the middle of the ceiling. Black curtains flank either side of the room, surrounding pillars of black stone carved to look like stacked skulls and laughing demon faces.

In the south, a black altar, shaped like a great spider crouching as if ready to leap, rests before a black statue. On either side of the altar, a brazier burns incense that creates a bit of a haze throughout the room.

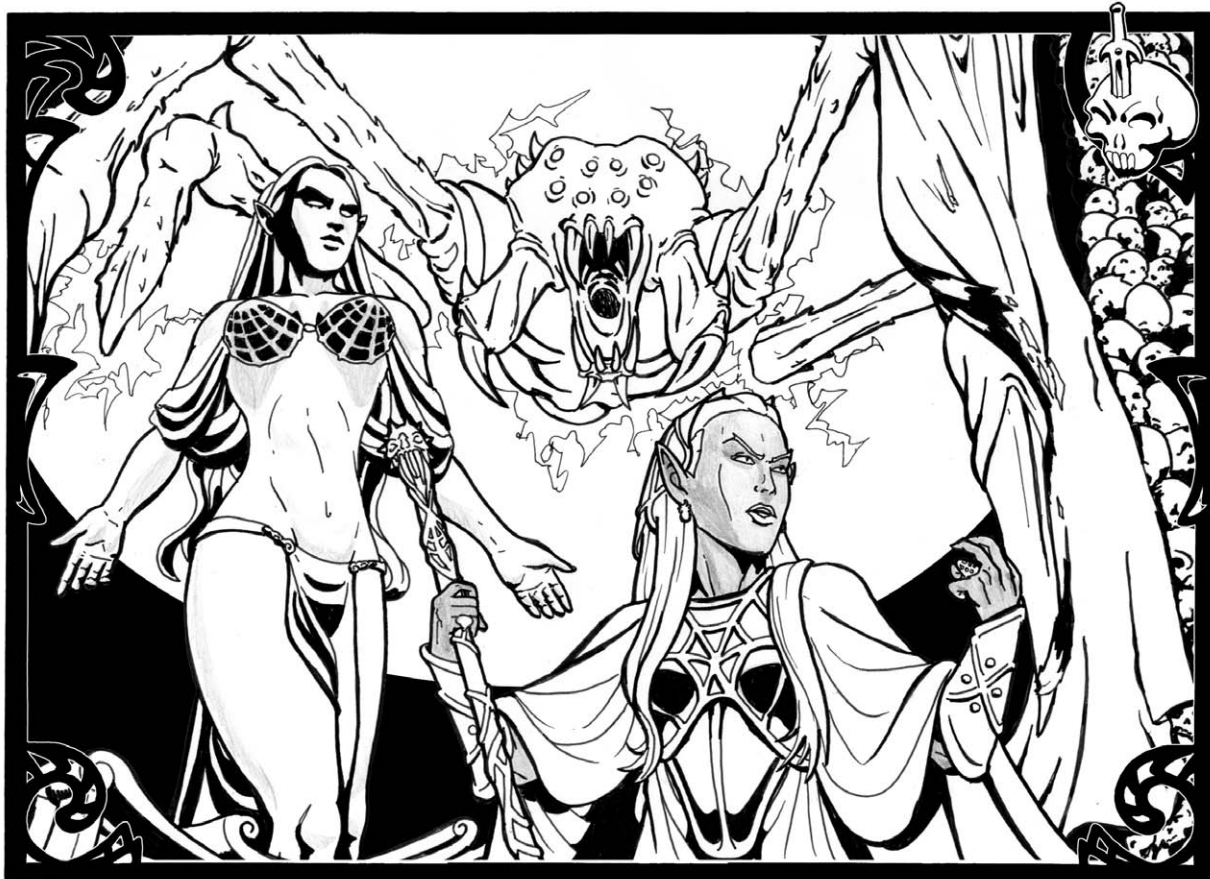
The statue depicts a voluptuous, extraordinarily beautiful elf-woman carved from black basalt. Her arms are spread low but open wide, as if welcoming, and are positioned over the altar. Her eyes glisten with a luster that the rest of the statue does not possess.

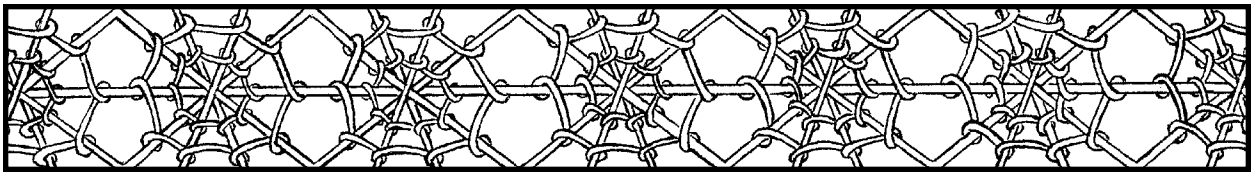
The south wall, behind the altar and the statue, bears an intricate mural of a black widow spider of tremendous size, its head replaced by that of a dark elf woman with wild hair and red, piercing eyes.

Alevolenz herself is very likely here. She has set herself up as high priestess as well as the leader of House Vrama. Alevolenz wears a long, dark, coppery gown and a black coat with copper trim over her armor, hiding her conjoined twin. She wears an intricate, coppery headdress and bears her skull-adorned staff wherever she goes. Her hair is extremely long and silver-black.

Alevolenz has the following spells cast upon herself already when the PCs arrive: *bear's endurance*, *bull's strength*, *greater magic weapon*, and *magic vestment*. Thus, she gains a **+5 bonus to attack and damage in melee**, **+24 hit points**, **+2 to Fortitude saves**, and an **increase of +3 on her armor bonus to AC**. Further, if she has enough warning, she casts the following spells in this order, as time allows: *haste*, *stoneskin*, *protection from good*, *shield of faith*, *protection from energy (fire)*, *freedom of movement*, *true seeing*, *shield*, *spider climb*, *mirror image*, and *divine favor*.

If Alevolenz suffers more than **40 points of damage**, she uses *word of recall* to go to her room at the top of the tower.





Running Alevolenz

Alevolenz is, in many ways, two NPCs. Most importantly, she has two entirely separate spell lists.

Alevolenz's two selves can act independently of one another, to some extent, although all movement depends on the cleric half. Thus, for example, she/they can cast two spells in one round (one cleric and one sorcerer) and still take a move action, or cast a sorcerer spell and make a full attack, or double-move and cast a sorcerer spell. Nevertheless, they have only one hit point total.

Note that, to cast sorcerer spells while wearing her armor, Alevolenz must use the Still Spell feat or suffer a 20% arcane spell failure chance.

Alevolenz's stats are found in Appendix II: Featured Characters.

circlet (the dark elf clerics are unsure if it is safe for them to wear).

Alevolenz: hp 84 (108 with bear's endurance).

Gargantuan fiendish monstrous spider (1): hp 240.

AREA T1-6: Temple Storage

Black cloaks hang on pegs on the north wall, a few crates rest along the west wall, and some other boxes lying about are covered in black drapery.

Clerical robes, accessories, and religious accoutrements are stored here. Characters can find incense, incense burners, 3 flasks of acid, and 10 flasks of unholy water in one large box.

The secret door (**Search DC 24**) pivots open quite silently if it is used.

AREA T1-7: Secret Entrance (EL 5)

The doors on either side of this secret passage require a **DC 27 Search check** to find. They are also locked, but not with locks that require a key. Instead, each has a secret panel (also **Search DC 27**) that hides an intricate set of button-like knobs. The knobs must be pressed in a proper sequence to open the doors, and only Alevolenz, Senety's, and Minilir know the sequence. Characters attempting to figure out the sequence must make a **DC 30 Open Lock check** to do so.

A niche in the south end of the room holds a large black chest with a silver demon carved atop it. The chest is locked (**Open Lock DC 30**) and trapped with a *greater glyph of warding* that

If a non-dark elf touches the altar, Gorgoth-Lol sends a fiendish Gargantuan hunting spider (with max hit points) to attack any interlopers. This creature takes up a large section of the temple itself (with its 20-foot Space) and remains for up to 1 hour before disappearing, or until slain or the intruders are no longer in Areas T1-4 through T1-7.

The statue's eyes are black pearls, each worth 1,000 gp.

An ornate ebony box carved with suggestively posed female dark elf warriors on its lid (worth 240 gp) rests atop a marble stand behind the curtains to the west. Inside are three clerical scrolls (*resurrection*, *true restoration*, and *heal*), as well as a relic stolen from the elven shrine—the *silver*

summons a hostile Large earth elemental if the chest is touched without the proper key. Alevolenz holds the key, and her allies know to avoid the chest. This chest holds her emergency gear: 2 flasks of alchemist's fire; a quiver of 12 masterwork hand crossbow bolts; 12 doses of sintrin poison; a *wand of divine favor* (29 charges); 3 potions (*cure serious wounds*, *invisibility*, and *fly*); and a scroll of 3 spells (*divine favor*, *divine power*, and *magic vestment*).

Large earth elemental (1): hp 70.

AREA T1-8: Common Room (EL 6 or higher)

This octagonal room is decorated with small, demonic idols resting in alcoves. The idols glisten like silver. A few low tables, covered in black and silver cloths and surrounded by padded black chairs, rest atop a wide, gray rug in the middle of the chamber. The tables hold bowls containing small, violet berries and tufts of a grayish brown fungus, all dusted with some sort of herb.

A long, milky white feline, considerably larger than a pony, rubs itself languorously against one of the chairs. Another such creature, its graceful, muscular limbs tucked underneath its body, dozes in the corner.

There are 4 idols in total, each worth 120 gp (each is a silver statue of a glabrezu demon about 8 inches high). The feline creatures are cave tigers (see Appendix I) and are always here—they are communal pets as well as guard animals.

If Ul-Drakkan is not on alert or under attack, the dark elves from Areas T1-18 and T1-19 are here relaxing and playing with their pet cave tigers. If the keep is on alert or under attack, the guards from Area T1-11 are here instead, ready to fight alongside the felines.

When defending this room, the guards may attempt to fall back fighting into Area T1-9, so that the attackers must also face the artillery there.

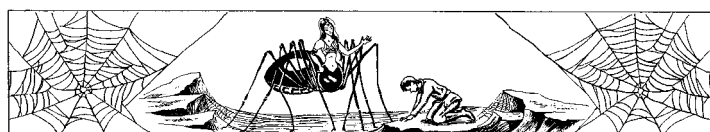
The stairs go down to Area T1-1, while the passage to the east leads to the bridge, connecting this tower to Tower 3. A special magical ward is placed on the bridges that activates if any creature moves onto the bridge or through any room connected to a bridge (including this one).

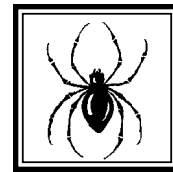
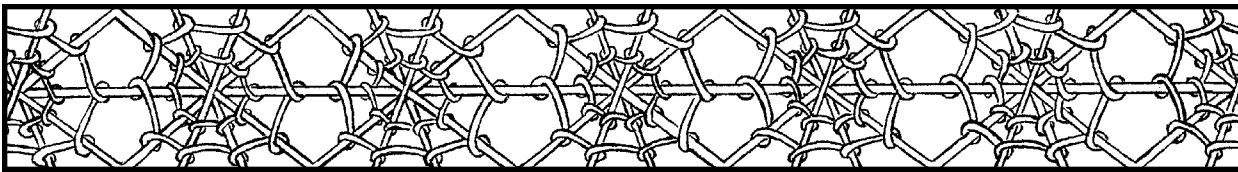
Bridge Ward Trap: CR 4; no attack roll necessary (5d6 points of electricity damage, stunned for 1 round); Fortitude DC 18 negates; Search DC 28; Disable Device DC 28.

Cave tigers (2): hp 50, 62.

AREA T1-9: Artillery (EL 10 or 11)

The south wall is of rough stone and slightly curved—likely the very edge of the column itself. Three cross-shaped windows look out into the massive cave. In front of both are complicated siege weapons of unique construction. There is a large case-and-winch mechanism attached to each, suggesting that





several spearlike projectiles could be fired in rapid succession. Further, it appears that another mechanism holds more ammunition and that reloading could be accomplished very quickly. They are not unlike giant repeating crossbows.

It would take 3 full rounds to do so, but, if need be, the dark elves in this room can turn the ballistae around and point them at the door. Six dark elf artillery specialists are stationed here; they all live in Area T1-10.

Dark elf artilleryists (6): hp 18, 20, 21, 23, 24, 27.

AREA T1-10: Artillerists' Chambers

Six beds covered in clothes, a handful of bags and various bits of gear, and a stone-topped table covered in dirty dishes are all crammed into this L-shaped room. A House Vrama banner with their ubiquitous sword-and-mushroom-skull symbol is draped across the ceiling. Swords and knives hang on the wall.

The artilleryists from Area T1-9 live here. A **DC 20 Search check** in this room allows a character to find 28 pp and a masterwork short sword. The rest of the equipment is mundane and not particularly interesting.

AREA T1-11: Male Guard Barracks (EL 7)

This room is full of bunks, a few chairs, a pair of tables, and a few bits of haphazardly scattered equipment and clothing—belts, boots, cloaks, quivers, and more.

Six male guards are here, but twelve dark elves actually call this barracks home; they rotate in and out of guard duty in Areas T1-12, T1-13, and T1-22. If Ul-Drakkan is on alert, these guards are positioned in Area T1-8.

Typical male dark elf guards (6): hp 5, 6, 7, 8, 8, 10.

AREA T1-12: Guard Post (EL 4)

The black spiral staircase here is made of dark iron, and the walls bear carvings of squatting, reptilian demons. A small table sits in one corner; upon it rest a silver horn and a large handbell carved to look like a dragon's head.

Two typical male guards are on duty here at all times. The bell (worth 30 gp) is used to put the tower on alert. Sounding the horn (worth 50 gp) means that enemies are actually present or immediately on their way—that is, the tower is directly under attack.

The stairs, actually made of cold iron (enough to make dozens of swords if it were reforged), go up to Area T1-13.

Typical male dark elf guards (2): hp 6, 8.

Repeating Ballistae

A repeating ballista can fire at its artillerist's normal iterative attack rate as a full-attack action. Each ballista has 10 spears per magazine. It requires 1 full minute to reload a magazine with new spears. These ballistae are also equipped with aiming sights and have a swivel mount, allowing an artillerist to use his standard ranged attack bonus when firing the spears. The ballistae deal **3d6/x3 points of piercing damage, with a range increment of 120 feet.**

A character with the Rapid Reload feat can reload a repeating ballista's magazine in just 5 rounds.

These siege weapons would be worth 2,000 gp each if they could be transported and sold on the surface. When they are moved, it takes 8 minutes to reassemble and prepare them to be used, so it is impractical for the PCs to move them elsewhere during their raid on Ul-Drakkan. Each weighs about 650 pounds.

A repeating ballista simply adds +1 to the EL of any encounter.

AREA T1-13: Guard Post

This room is identical to Area T1-12, except that the staircase extends both up (to Area T1-22) and down (to Area T1-12).

Typical male dark elf guards (2): hp 7, 7.

AREA T1-14: Bridge (EL 4)

A graceful ten-foot-wide bridge of stone connects this tower to the one to the southwest. The bridge is almost ninety feet long.

The bridge leads to Tower 2. Characters on the bridge are likely to be spotted by the guards in Area T2-11 of Tower 2. For a description of the bridges, see Area T1-8.

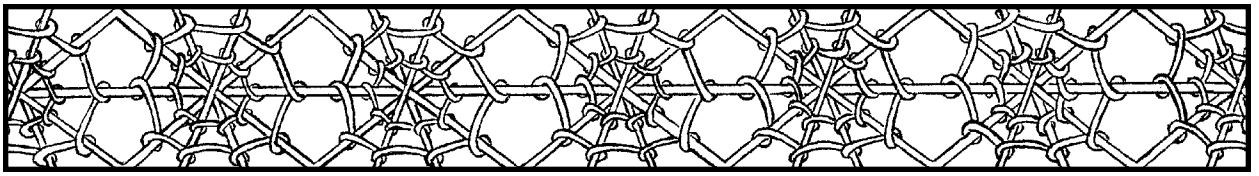
AREA T1-15: Central Chamber

This open area is surrounded by stone doors, some of them bearing symbols or runes. In the center, a cage of iron bars reaching from floor to ceiling holds a severely mistreated male Shoal elf. He lies on the floor of the cage and is covered in scars—some of them fairly recent.

In the middle of where a number of the most important and influential dark elves live, this chamber serves as a common area. The caged elf's sorry lot is simply to be the dark elves' occasional victim when they desire to inflict pain. (Often, it's just a matter of a tiny jab or slice as they walk to or from their personal chamber.) His name is Nethalmin.

The cage has a locked door (**Open Lock DC 25**). The key is in Area T1-17.





The symbols and runes on the doors mark the names of the occupants in Dark Elvish and in Undercommon, or display a personal *arcane mark* in the case of Zahnivil and Tharion.

Elf slave (1): hp 1.

AREA T1-16: Ganthau's Chamber (EL 9)

This chamber is filled with books, various alchemical equipment arrayed across a table, and many wizardly accoutrements, including a brazier, a small cauldron, and jars of strange materials and ingredients. It smells strongly of strange spices. One corner is blocked by a dark blue curtain.

Ganthau is a tall, sturdy loremaster with short white hair. He spends much of his time thinking of a way to betray Alevolenz and join House Yurganth; he was recently approached by a minor agent of that enemy house. Since he showed interest, another agent (Savinian—see page 13) is scheduled to approach him soon about handling the defection.

Ganthau has plans of his own, too, however. He knows that the PCs are on their way to Ul-Drakkan and is actually looking to help them in some way to weaken House Vrama, so that he can leave, travel to House Yurganth, and claim credit for it all. When Savinian arrives, Ganthau intends to poison him to get him out of the way and so that Savinian cannot take credit for Ganthau's turncoat actions.

Ganthau is almost always present in his chamber waiting for Savinian or the PCs to show up (unless the PCs use the *teleportation circle* in the stables, in which case he tries to flee). He uses a *scrying* spell to keep track of the PCs' whereabouts.

If the PCs confront Ganthau, he tells them his plans—and that he is leaving. While arrogant and insulting, he does appear to be an ally here. He does not get involved in any fighting, but before leaving, he tells the PCs what he can (in a few minutes) about the fortress. He even knows where the relics stolen from the surface are located.

Behind the curtain lies a bed and a small, locked chest of shiny black wood, banded with silver (**Open Lock DC 25**; Ganthau has the key) holding personal items, clothing, a bag with 120 gp and 57 pp, and Ganthau's two spellbooks (plus a fake spellbook with *sepia snake sigil* cast upon it—**Reflex DC 18 negates**), which contain the following spells:

0—All PHB cantrips; 1st—*burning hands*, *charm person*, *detect secret doors*, *mage armor*, *magic missile*, *shocking grasp*, *silent image*, *sleep*, *unseen servant*; 2nd—*acid arrow*, *alter self*, *blur*, *bull's strength*, *knock*, *levitate*, *mirror image*, *rope trick*, *see invisibility*, *summon monster II*, *web*, *whispering wind*; 3rd—*fireball*, *fly*, *lightning bolt*, *sepia snake sigil*, *slow*; 4th—*charm monster*, *dimension door*, *scrying*, *wall of fire*.

Ganthau: hp 37.

AREA T1-17: Storage

This room is full of boxes and crates. Some shelves on the wall hold a few things, including the key to the cage in Area T1-15. Nothing much else of value is here.

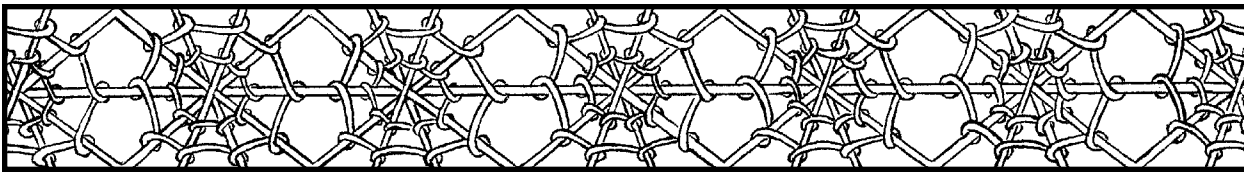
AREA T1-18: Senety's and Aralian's Room (EL 13)

This door is locked (**Open Lock DC 25**) if neither Senety's nor Aralian is present (only they have keys to enter); if they are both present, the door is both locked and barred from the inside.

A large bed dominates this chamber. Sets of chains dangle from the ceiling, ending in manacles. The east wall has a long shelf with numerous bottles of wine on it. The floor is covered with a white rug patterned in stitched black spiders. The north and south walls bear the painted image of a gigantic spider with a dark elf female's head.

Senety's is the assistant priestess, second only to Alevolenz. Aralian is her consort, and a powerful fighter of the allied House Thess. Senety's is very beautiful; the dark skin of her arms is covered in elegant, swirling, bone-white tattoos, and her long, flowing hair is also starkly white, held back by an elaborate black headpiece. She has not yet posed a serious threat to Alevolenz's authority, so her position is secure—for now. No one else in Ul-Drakkan really likes Aralian, who is slight for a warrior and has long, straight black hair.





If Ul-Drakkan is under normal alert status, these two are both encountered relaxing in Area T1-8, the common room. Given time, Senety's casts *bull's strength* on herself (+2 to attack and damage rolls) and *bear's endurance* on Aralian. In battle, Senety's casts *aid*, *greater magic weapon*, and *protection from energy* to support Aralian in combat, as well as offensive spells on her foes. Aralian wades into combat, preferring his silvery, rune-covered halberd to his skull-topped repeating crossbow.

Ten of the twelve bottles of wine here are worth 40 gp each; the other two are worth 75 gp each.

Senety's: hp 47.

Aralian: hp 70 (92 with *bear's endurance*).

AREA T1-19: Zahnivil's Chamber (EL 11)

If Zahnivil is not present, this door is locked (Open Lock DC 25); he has the only room key.

This place looks like a training room as much as a bedchamber. A fighting dummy hangs from the ceiling by a chain, and a number of oddly shaped weapons hang on the wall. A stack of rumpled towels is piled in one corner. A simple cot-like bed and a small chest of drawers is in another corner, and a night table next to the bed has a small bowl and a black statue of a spider atop it.

Zahnivil has short, silvery hair and wears a black tunic and silver bracers. If Ul-Drakkan is under normal alert status, he is found relaxing in Area T1-8, the common room.

Given warning, Zahnivil casts *bear's endurance* upon himself and reads *cat's grace* from his scroll, then he casts *haste* and reads his scroll of *shield* (AC 32, +2 bonus to Ref/Fort). He casts *see invisibility* as needed and—if he has time—*shocking grasp*.

A scroll of *displacement* is affixed to the bottom of the night table (Search DC 25). The chest of drawers holds personal items and clothing, plus Zahnivil's spellbook:

0—All PHB cantrips; 1st—*endure elements*, *grease*, *jump*, *magic missile*, *ray of enfeeblement*, *shocking grasp*, *shield*, *sleep*; 2nd—*bear's endurance*, *cat's grace*, *see invisibility*, *spectral hand*; 3rd—*fly*, *haste*, *lightning bolt*.

The spider statue is made of onyx (250 gp).

Zahnivil: hp 31 (51 with *bear's endurance*).

AREA T1-20: Eniamian's Chamber (EL 12)

This door is locked (Open Lock DC 25) if Eniamian is not present; he has the only key.

It smells of urine and filth here. The room is messy and unkempt—clothes and equipment are scattered everywhere. A large bed is pushed against the west wall, and a small bed of rags is next to it. The wall is covered in targets, each with at least one crossbow bolt stuck in it.

Eniamian has a reputation as an elf slayer. In fact, he is referred to more often as “Elf Slayer” than by his real name. Boorish, tough, and crude (quite unusual for a dark elf), he has stringy black hair, and his black-and-grey clothing is ill-kept.

If Ul-Drakkan is under normal alert, Eniamian is in Area T1-22, or possibly going into Area T1-23, looking for Nestral. His animal companion, Gessintar, a vicious cave lizard, lives here as well.

During most waking hours, Eniamian and Gessintar have *mage armor* cast on them (+4 armor bonus to AC). In battle, Eniamian casts *magic fang* on the lizard and lets it charge into battle while he uses his crossbow for as long as possible. If he has the time, Eniamian casts *bear's endurance* on himself.

Under the bed are 6 quivers, each with 10 masterwork light crossbow bolts in them. A masterwork dagger is under the pillow.

Eniamian: hp 53 (75 with *bear's endurance*).

Gessintar: hp 40.

AREA T1-21: Tharion and Thariust's Chamber

This door is locked (Open Lock DC 25; Tharion and Thariust have keys).

Two beds lie in this chamber. The walls have gray, gauze-like fabric covering them. Each bed has a flat-topped chest next to it; one chest has a book on top of it, the other an incense burner and a small, framed picture.

These two dark elves, brother and sister, were most likely sent to lead the ambush at Lost River Cavern (see page 9); they probably did not survive to return. If they did return, they are here in their mutual chamber.

The book on the chest is Tharion's; a general treatise on necromancy, it has no spells in it. The chest bears a *glyph of warding* upon it, but it is unlocked. Inside are clothing, gear, some cosmetics, and six silver bars worth 50 gp each.

Glyph of Warding Trap: CR 3; 5-ft. burst (4d8 cold); Reflex DC 16 half; Search DC 28; Disable Device DC 28.

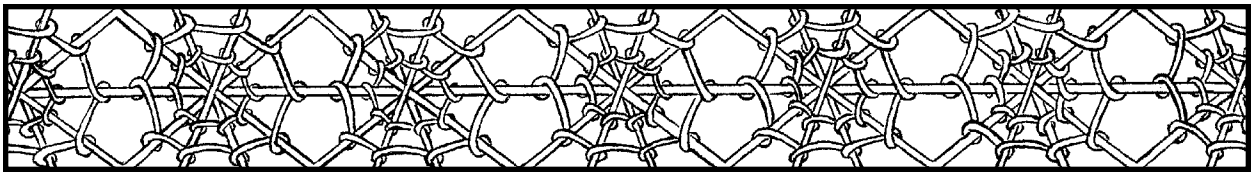
Tharion's actual spellbook is under his bed (Search DC 20) and has *Leo's trap* cast upon it. It holds the following spells:

0—All PHB cantrips; 1st—*charm person*, *magic missile*, *shield*, *shocking grasp*, *sleep*, *unseen servant*; 2nd—*acid arrow*, *alter self*, *blindness/deafness*, *blur*, *knock*, *Leo's trap*, *summon monster II*; 3rd—*fireball*, *flame arrow*, *fly*, *hold person*; 4th—*charm monster*, *wall of fire*.

The incense burner and the picture of the Spider Queen both belong to Thariust. Her chest, also protected by a *glyph of warding* trap, contains clothing, a small gold necklace (100 gp), a gold bracelet (75 gp), and a pair of golden earrings (50 gp), as well as a veritable treasure trove of soaps, incense, cosmetics, and rare oils and perfumes.

Glyph of warding trap: CR 3; 5-ft. burst (4d8 sonic); Reflex DC 16 half; Search DC 28; Disable Device DC 28.





AREA T1-22: Guard Post (EL 2)

This room is identical to Area T1-12, except that the staircase goes down (to Area T1-13).

Typical male dark elf guards (2): hp 5, 7.

AREA T1-23: Drug Parlor

Couches covered in dark blue and blood red fabrics fill most of this chamber, arranged in a circle around a large crystalline bulb with a number of tubes connected to a brass fitting on the top. Each tube ends in a mouthpiece. A single dark elf male lies sprawled on one couch, alive but unaware of anything around him. The room stinks of strange smokes and herbs.

The dark elf is Nestral, the lover of Eniamian (Area T1-20). He is completely comatose, no matter what happens. The crystalline bulb is a large hookah, filled with fumes from a powerful hallucinogenic drug. He is unarmed, but has 8 gp and 15 gp.

AREA T1-24: Gallery

Paintings hang on the walls and sculptures rest atop pedestals and on shelves in this art-filled room. The macabre art depicts demons, spiders, and dark elves in triumphant poses; it shows scenes of torture and pain—of the victory of darkness over light.

Each piece of art in this room (there are 24 in total) is worth 1d8 x 20 gp; however, they are heavy, bulky, and fragile.

AREA T1-25: Communications Room

This room is empty except for a two-foot-diameter crystal sphere atop a brass tripod.

Like the sphere in the Watch Tower (see page 13), this device can be used for scrying and communicating. It is more limited than the other sphere, however, for it can scry only on the main gate area.

It can be used to communicate with anyone on Level 3 of the Watch Tower. These communiqués can be of any length, conveying both visual images and sound. The Watch Tower reports in at least every other day at a predetermined time; otherwise, this room is occupied only when the place is on alert. Usually, Intalequi comes here in such times of danger.

AREA T1-26: Fountain

A fountain built here has a stone spider built atop it, the legs encircling the rim of the pool. Water pours down from the spider's body, down the legs, and into the pool. A 5-foot-wide staircase leads up, toward the south.

The staircase leads up to Area T1-27.

The secret *teleportation circle* in the stables brings characters to here (it is one-way).

AREA T1-27: Stairs

The south wall bears a relief showing dark elves in a huge battle, with the forces of House Vrama victorious. The western half of the room's floor is covered in a dark blue rug with a stitched star-field pattern.

The staircase leads down to Area T1-26. The door to the north is sealed with an *arcane lock* (CL 11th).

AREA T1-28: Minilir's Chamber (EL 11)

The door into this chamber is sealed with an *arcane lock* (CL 7th).

This place harbors a strange odor, like that of rotting fish. Most of the room is filled with strange sculpture, abstract to the extreme—its configuration alien and disturbing. The walls are painted black over the otherwise blank stone. The only identifiable furnishings in the room are a small bed, round and covered in red silk pillows, and a strange, white sphere, about six inches across, that floats in the air next to the bed.

Minilir is Alevolenz's main councilor and, in most people's minds, her consort. The latter is not the case, though; Minilir is in fact a Galchutt-worshipping dark elf, sent by the zaug that helped raise Alevolenz as their tool for taking over the dark elves from within. Only Alevolenz knows Minilir's true identity, and she uses him and his power to help *her* get and maintain power; eventually, though, she will betray and kill him, for she has no desire actually to help the zaug in the end.

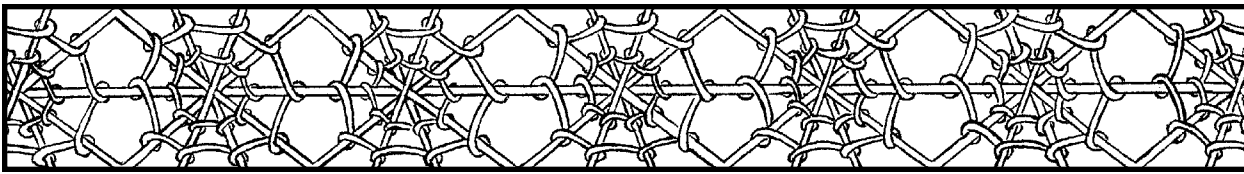
Minilir is the picture of dark elf sophistication and effiteness, with short white hair and piercing eyes. He wears a black and silver cloak and smells of perfume. He is usually by his mistress's side, unless she is in the fane, in which case he is here. He uses his considerable arcane ability and psionic power (the latter of which only he and Alevolenz know about) to conceal his role.

Before a battle, Minilir casts *mage armor* (+4 armor bonus) and is quick to manifest an augmented *force screen* (5 PP, +5 shield bonus), making him AC 21. When manifesting psionic powers, he uses his Bluff skill (opposed by Psicraft or Spellcraft checks) to pretend that he is merely casting spells.

A DC 20 Search check reveals a naked human and elf, both several days dead at least, hidden among the strange sculpture—victims of Minilir's growing madness, a result of his mental contact with the zaug. A DC 25 Search check reveals a hollow compartment under the bed that holds 6 gold bars (100 gp each) and 3 arcane scrolls of *identify*, *dimension door*, and *dispel magic*.

The white sphere could easily be mistaken for a *crystal ball*. It is, in fact, a psionic item that allows Minilir to communicate with his





zaug masters. If anyone tries to use this device, however, it should be treated as a *crystal ball with telepathy* that places the user in direct mental contact with the zaug cabal Minilir serves, thus exposing him or her to the zaug's dire contact ability. (See *Ptolus: Monte Cook's City by the Spire* for more information on the zaug and their special qualities.)

Minilir: hp 39.

AREA T1-29: Trapped Corridor (EL 9)

If any character other than Alevolenz herself does not say “by Alevolenz’s leave” in Dark Elvish as she steps into this corridor, she activates a series of traps.

The initial trap is a *symbol of pain* (**Fort DC 19**) placed between the doors. Anyone affected by the *symbol* must also make a second **DC 19 Fortitude save** or be teleported into the cage in Area T1-15. Potential victims must start making saves based on their proximity to the *symbol*, with those closest rolling first. Once one character is teleported, no further saves are necessary.

Finally, the door to Area T1-32 opens; the mohrg within moves to attack anyone in the hallway who does not seem to be in pain.

AREA T1-30: Alevolenz’s Chamber (EL 9)

This room’s walls are covered in dark purple curtains. Two stone gargoyles flank the door, and each begins to sing a low, atonal chant as you enter. In the far side of the room, red and black sheets cover a large bed flanked by small tables.

A long, heavy stone table—apparently being held up by what looks like a squashed, featureless humanoid sculpted from some dark gray substance—is in the middle of the room, with various crystal dishes and stemware arrayed across its surface.

The room also holds a wooden wardrobe and a large chest of drawers. Both are ornately carved with leering demon faces in the dark ebony wood.

The gargoyles (actually normal statues) are enchanted with permanent *magic mouths*. They chant their horrid song for only 1d3 rounds after someone enters the room.

The figure under the table is a Medium animated object resembling a clay golem that rears up if anyone disturbs anything in the room without Alevolenz’s being present. She can control the construct verbally. When it “attacks,” it tosses the tabletop aside, with a crash of crystal dinnerware. (The dinnerware is worth 250 gp if it can be removed before the “clay golem” smashes it.) It then splits open, destroying itself and spilling out an arachnemass (see Appendix III) that attacks the intruders. The construct cannot make attacks or act in any other way as a normal animated object (and is worth no experience points to the PCs).

No other valuables can be found here. The wardrobe and chest of drawers are unlocked and not trapped; they hold only clothing, cosmetics, and perfumes, as well as a few other personal items (a

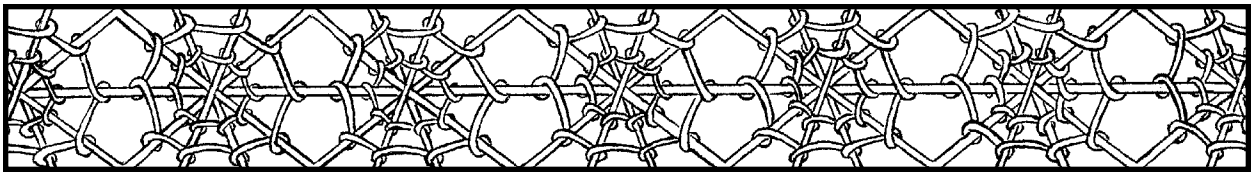


handmirror, some combs, an array of drugs and alcohol, and other things). All of these items are finely made, but none are hugely valuable (100 gp for the cosmetics and perfumes; 125 gp for the drugs and alcohol).

Both secret doors in the room require a **DC 26 Search check** to find, and both must slide leftward to open. The door to the east leads into Area T1-28. The door to the west leads to a small room: anyone other than Alevolenz who opens this door must make a **DC 20 Fortitude save** or be cursed by a heightened *bestow curse* spell imposing a **-4 penalty to attack rolls, saving throws, ability checks, and skill checks**.

The secret room beyond holds a severely abused male elf prisoner chained to the wall. The key to his manacles lies on a shelf, just out of his reach, next to a coiled whip hanging on a peg. The room also contains a Spider Goddess pin; a 2,200-gp diamond necklace; 3 platinum rings with small jewels (100 gp each); a pair of long, diamond-studded leather gloves (850 gp); and a silver bracelet (75 gp), all within a jewelry box on another shelf. Hidden behind that shelf (**Search DC 25**) is a small secret panel. Inside the niche is a *bag of holding* that contains a *potion of bull’s strength*, a scroll of *heal*, an intelligent *helm of teleportation* (**AL CE, with semi-empathy; grants wearer evasion; 8 Int, 13 Wis, 15 Cha; Ego 4**) that must be bathed in elvish blood between teleportation





uses (it is ready for use now); and keys to the Treasury (Area T1-31) and to all of the chests therein.

The slave is a Shoal elf named Kisandir. He was kidnapped and brought here about three weeks ago. He knows little of his captors, but he has seen Alevolenz's secret twin and can tell his rescuers disturbing stories about both of them and the terrible things that they did to him.

Arachnemass (1): hp 125.

Elf slave (1): hp 3 (currently 1).

AREA T1-31: Treasury (EL 9)

This stone door is locked (**Open Lock DC 35**; the key is in Area T1-30) and magically trapped with a *greater glyph of warding*.

Greater Glyph of Warding Trap: CR 6; 5-foot-radius burst (6d8 electricity); Reflex DC 20 half; Search DC 31 (rogues only); Disable Device DC 31.

Violet drapery covers the walls, and a black carpet runs down the center of the room. On either side are various large chests, all with obviously heavy locks and thick metal bindings.

This room contains six different chests, each of them locked (**Open Lock DC 30**) and trapped; the keys are in Area T1-30. The following are the descriptions of each chest's trap and contents:

Chest 1: Poison gas explodes out in a 10-foot radius when this bulky chest is opened. It contains 1,452 gp.

Gas Cloud Trap: CR 3; 10-ft. poison cloud (Fort DC 17; initial damage 1d6 Dex, secondary damage 2d6 Dex); Search DC 23; Disable Device DC 23.

Chest 2: This relatively simple chest is trapped with a *glyph of warding*. Inside are 2,398 sp in loose coins and a small, unlocked iron coffer holding 547 pp.

Glyph of Warding Trap: CR 3; 5-ft. burst (5d8 cold); Reflex DC 17 half; Search DC 28; Disable Device DC 28.

Chest 3: A *fire trap* protects this massive chest, which contains three +1 *longswords* and two +1 *short swords*, all wrapped in silk. Furthermore, within the chest's false bottom (**Search DC 28**) are a +2 *short sword* and ten +1 *flaming light crossbow bolts*.

Fire Trap: CR 3; 5-ft. burst (1d4+12 fire); Reflex DC 19 half; Search DC 29; Disable Device DC 29.

Chest 4: There is a poisoned needle trap in the lock of this decorative chest. Inside it are three +1 *mithral chain shirts* and a +2 *heavy steel shield*.

Poison Needle Trap: CR 2; lock opener pricked automatically (no damage; poison, Fort DC 19, initial and secondary damage 1d6 Con); Search (DC 24); Disable Device (DC 24).

Chest 5: This "chest" is actually the guardian of the room, a trained mimic that attacks from surprise as soon as possible.

Mimic (1): hp 60.

Chest 6: There is a *greater glyph of warding* protecting this smallish chest, which holds **the quiver of stolen elven relics known as the arrows of righteousness** as well as 4 potions: *cure moderate wounds*, *levitation*, *invisibility*, and *mage armor*. In addition, it contains a *figurine of wondrous power (serpentine owl)*.

Greater Glyph of Warding Trap: CR 6; 5-ft. burst (6d8 acid); Reflex DC 20 half; Search DC 31; Disable Device DC 31.

AREA T1-32: Guardian (EL 8)

The door to this chamber is barred on the outside, and thus easily opened. It opens automatically if the trap in Area T1-29 is sprung.

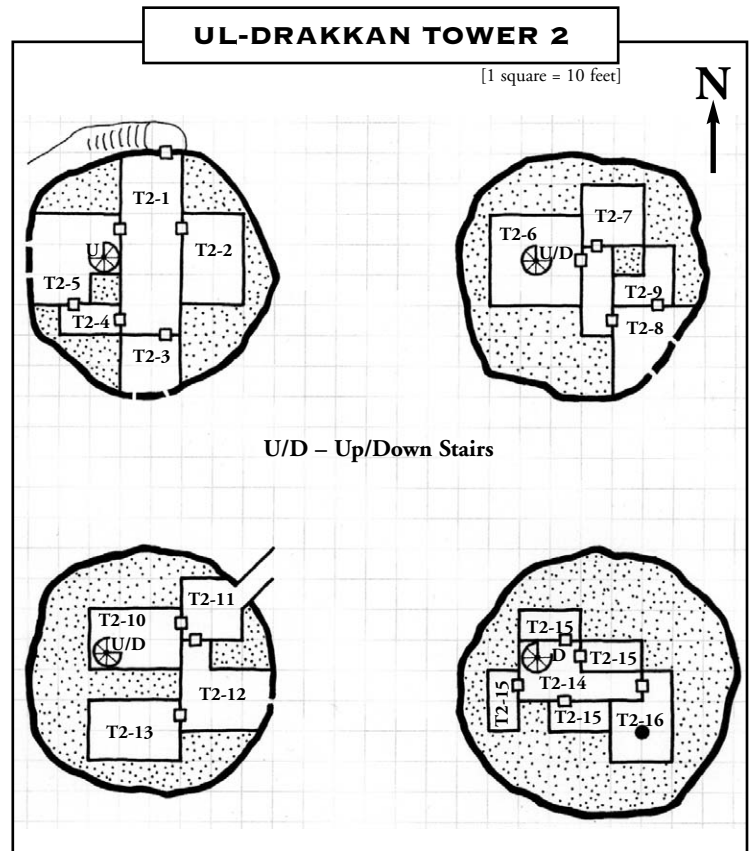
Alevolenz used dark magic to ensure that her predecessor, whom she killed, became a mohrg in death. The former ruler of House Vrama, Terestus, serves as an unwilling guardian of this area, attacking anyone she can get at.

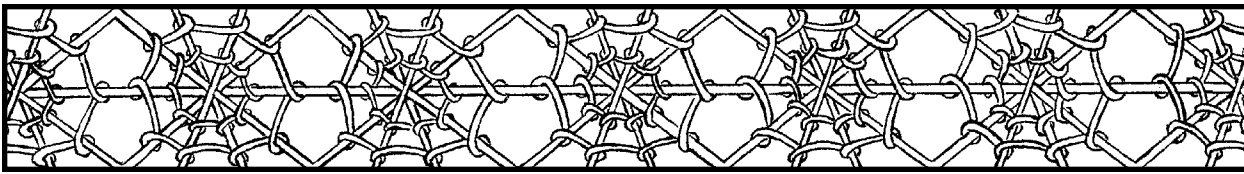
Mohrg (1): hp 107.

Tower 2

This tower is used mostly by guards and commoner support staff. All doors are stone, unless otherwise described.

Stone Doors: 4 in. thick; Hardness 8; hp 60; Break DC 28.





AREA T2-1: Entrance (EL 1)

The door into this tower is of iron, with a moveable peephole to see out. It has a large, reptilian beast with exaggerated teeth and claws etched into its surface. The door is barred.

Iron Door: 2 in. thick; Hardness 10; hp 60; Break DC 28.

A long, wide hall cuts through the rock here. The floor is tiled in black and gray. A few black cloaks hang from pegs on the east wall near the north door. A brazier burns at the south end of the expanse, giving off only a little smoke.

A single guard stands watch in this room, unbarring the door only for those dark elves bearing the Vrama symbol.

If the fortress is on alert, the guards in Area T2-2 are here, along with Intalequi (see Area T2-16), to defend the tower.

Typical male dark elf guard (1): hp 8.

AREA T2-2: Guard House (EL 6)

This room is full of bunks, a few chairs, a pair of tables, and a few bits of haphazardly scattered equipment and clothing—belts, boots, cloaks, quivers, and more.

Eight male guards are here, but fourteen dark elves actually call this barracks home. They rotate in and out of guard duty in Areas T2-1, T2-5, and T2-11. If they hear fighting in Area T2-1, they come in 1d3+1 rounds. If Ul-Drakkan is on alert, these guards are positioned in Area T2-1.

Typical male dark elf guards (8): hp 3, 4, 5, 5, 6, 7, 8, 10.

AREA T2-3: Artillery (EL 6, or 7 with ballistae)

The south wall is rough stone and slightly curved—likely to be the very edge of the column itself. A cross-shaped window looks out into the massive cave. In front of it is a complicated siege weapon of unique construction: There is a large case-and-winch mechanism attached to it, suggesting that several projectiles could be loaded automatically and fired in rapid succession. Further, it appears that another mechanism holds more ammunition and that reloading could be accomplished very quickly. It is not unlike a giant repeating crossbow.

The bugbears here can point the ballista at the door in 3 full rounds. Two bugbear artillery specialists are stationed here, living in Area T2-4. If either of them takes **more than half his hit points in damage**, he is liable to flee or surrender, whichever seems more likely to save his skin.

For information on repeating ballistae, see the sidebar on page 23.

Bugbear artilleryists (2): hp 31, 41.

AREA T2-4: Artillerists' Chambers

Six large, roughly made beds covered in clothes, various bits of gear, and meat scraps are all crammed into this room. It smells of fur and stale ale.

The bugbears in Area T2-3 and Area T2-5 live here. A **DC 20 Search check** allows a character to find 25 gp and a masterwork javelin stashed among the other gear. The rest of the equipment is mundane and in poor shape.

AREA T2-5: Stairs (EL 8, or 9 with ballistae)

Two cross-shaped windows look out into the massive cave. In front of each is a complicated siege weapon of a unique construction, not unlike a giant repeating crossbow.

The spiral staircase here is made of black iron, and the walls bear carvings of small, vicious-looking reptiles that walk upright, tearing the flesh from other creatures. A small table sits in one corner with a silver horn and a large handbell carved to look like a dragon's head.

The bugbears here can point the ballista at the door in 3 full rounds. Four bugbear artillery specialists are stationed here (they live in Area T2-4). For information on repeating ballistae, see the sidebar on page 23.

Two typical male dark elf guards are also on duty here at all times. The bell (worth 30 gp) is used to alert the tower to enemies in the vicinity. Blowing the horn (worth 50 gp) signals that enemies are actually present or immediately on their way (i.e., that the tower is directly under attack).

The stairs go up to Area T2-6.

Bugbear artilleryists (4): hp 29, 30, 33, 38.

Typical male dark elf guards (2): hp 5, 7.

AREA T2-6: Smithy (EL 6)

This room is hot, clearly due to a red-hot forge in the north part of the room. Bellows, a water trough, and a stone table covered in iron tools make it clear that this is a smithy. Finished metal items, mostly weapons, are kept in the south part of the room.

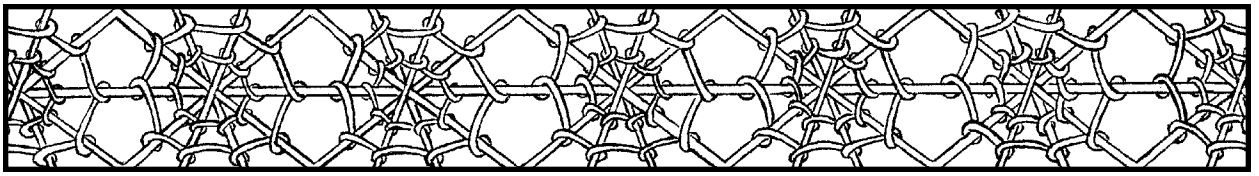
Five male dark elves work the forge here, supervised by a female dark elf overseer. If these workers encounter hostile intruders, they use their *darkness* ability to confuse and cover their escape up the stairs (or down, if the intruders came from above), or possibly down the hall into Area T2-8—whatever is most appropriate.

The stairs go down to Area T2-5 and up to Area T2-10.

Male dark elves (5): hp 1, 1, 2, 2, 3.

Female dark elf (1): hp 3.





AREA T2-7: Craft Shop (EL 6)

This room is full of tables covered in tools and crafted objects of stone, cloth, metal, and leather.

Six dark elves work here, three male and three female, providing the fortress with needed supplies.

Male dark elves (3): hp 1, 2, 2.

Female dark elves (3): hp 2, 3, 4.

AREA T2-8: Artillery (EL 8 or 9)

The curved southeastern wall is rough, clearly the side of the column itself. Two cross-shaped windows look out into the massive cave. In front of each is a complicated siege weapon, not unlike a giant repeating crossbow. A black rug, having a large skull woven into it with white thread, covers the entire floor near the door.

The bugbears in this room can point the ballista at the door in 3 full rounds. Four elite bugbear artillery specialists are stationed here, living in Area T2-9.

For information on repeating ballistae, see the sidebar on page 23.

Bugbear artilleryists (4): hp 30, 32, 34, 35.

AREA T2-9: Artillerists' Quarters

This area is identical to Area T2-4 (although it is a bit larger). The bugbears from Areas T2-8 and T2-12 live here.

AREA T2-10: Kitchens (EL 5)

A number of ovens keep this room very warm. A strange, spicy odor fills the air. Platters of cooked and uncooked fungus sit on tables next to pots of cooked, dark-colored meat. A black curtain is pushed against the south wall next to a dark spiral staircase, although it appears that the curtain could be drawn to the north, cutting off the staircase from the kitchen.

In this area, cooks prepare and store practically all of the food for the dark elves of Ul-Drakkan. Three male dark elf commoners and two bugbears work in the kitchens here. When the kitchen is not in use, the bugbears sleep on the floor.

The stairs go down to Area T2-6 and up to Area T2-14.

Male dark elves (3): 1, 2, 2.

Bugbears (2): 12, 15.

AREA T2-11: Guard Post (EL 6)

A thin stone bridge arches toward the central column from this point, at least 150 feet above the cavern floor. Skull-shaped mushrooms with blades stuck in them are painted on

the north and east walls. A small table sits in one corner along with a silver horn and a large handbell carved to look like a dragon's head.

For a description of the bridges, see Area T1-8.

Two typical male guards are also on duty here at all times. The bell (worth 30 gp) is used to put the tower on alert. The horn (worth 50 gp) is sounded to signal that enemies are present or immediately on their way—the tower is directly under attack.

Typical male dark elf guards (2): hp 5, 6.

AREA T2-12: Artillery Post (EL 6 or 7)

This area is identical to Area T2-3. The bugbears live in Area T2-9. If the fortress is under attack, the driders from Area T2-13 are here.

Bugbear artilleryists (2): 33, 37.

AREA T2-13: Driders (EL 9)

The rear of this room is filled with webs tightly woven into two large, cocoon-like structures near the ceiling. A large cauldron is also suspended in the middle of the room.

This is the lair of two driders, Maguul and Nyatrah. If the tower is under attack, they move to Area T2-12 and Maguul fills the north half of the room with *web* spells while Nyatrah casts spells to prepare for combat.

Unlike other dark elves, Aevolenz does not look upon driders as outcasts; instead, she sees them as having been blessed by the Spider Queen. In fact, Maguul and Nyatrah have quite endeared themselves to Aevolenz of late—so much so that they have been entrusted with **the chalice of reeds**, one of the relics stolen from the elven shrine: It is in the southernmost of the two cocoons, along with a bag containing 154 gp and 9 agates (75 gp each).

The cauldron in the webs, however, protects the room whether the driders are here or not. It is a *pot of curses* (see Appendix III), set to react against any creatures other than driders, although it can also be deactivated by a command word (“Vessashon”).

Maguul: hp 61.

Nyatrah: hp 52.

AREA T2-14: Stairs (EL 3)

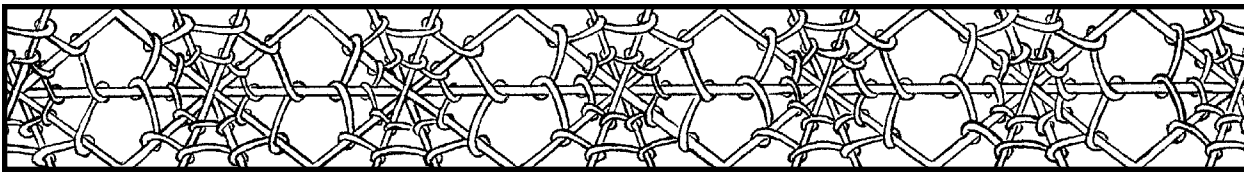
A large symbol carved onto the floor here looks like a skull-shaped mushroom with a sword thrust into the top. A few chairs and small tables are scattered about the room.

Two dark elves, one male and one female, relax quietly here. They live in one of the areas marked T2-15. The stairs go down to Area T2-10.

Male dark elf (1): hp 2.

Female dark elf (1): hp 3.





AREA T2-15: Dark Elf Commoners

A few beds covered with black blankets, a table covered in dishes and food, and a few chairs fill the room. The walls bear a few crossed weapons, framed paintings, and shelves with books and small statuettes.

The dark elves who work in Areas T2-6, T2-7, and T2-10 live in these rooms. There is little of real value here, although the chambers are well-appointed and comfortable.

AREA T2-16: Intalequi's Chamber (EL 11)

Intalequi keeps his door locked at all times (**Open Lock DC 25**).

This opulent room is draped in black and silver, with a surprisingly pristine white rug covering most of the floor. A massive pillar occupies the middle of the room, behind which is a canopy bed also draped in black and silver. There is also a wardrobe; a desk and small bookshelf; and a silver, spider-shaped brazier.

The powerful dark elf wizard Intalequi is here when the fortress is not on alert. Otherwise, he is in Area T2-1 supporting the guards.

Intalequi is a most extremely rare breed of dark elf: an albino. Only a few such elves are born in each generation, and they are extremely powerful, gaining a number of special benefits from whatever dark source made them. (See his stats in Appendix II.) Intalequi would like to kill Minilir and take his place—and Alevolenz has been sending him signals that she wouldn't be averse to such a turn of events.

Intalequi's long white hair and surprisingly pale face are usually half-hidden with a hooded, dark blue fur-trimmed cloak, but he does not really try to hide his features. He is happy with how intimidating and strange he seems to the other dark elves, actually. Through strange rituals, he has gained a fiendish Small monstrous spider called Jathui as his familiar.

In a fight, Intalequi does his level best simply to avoid damage altogether. He generally has *mage armor* in place on himself during waking hours. Given time, he tries to enter any fray having cast *greater invisibility*, *haste*, and *shield* on himself (**+10 AC total, including +4 armor bonus from *mage armor*, and total concealment**). He uses his scroll of *teleport* to get away if a situation gets too dangerous.

The pillar is actually a special cylindrical *wall of force*, inside of which is a trapped bodak. If anyone other than Intalequi comes into the chamber, the normally opaque *wall of force* becomes transparent and the bodak's **gaze attack (Fortitude DC 15 negates)** immediately takes effect. Intalequi knows full well about this trap (he made it), so he is prepared to close his eyes and get behind the bodak should anyone break in while he is present. The bodak cannot attack physically, but it is also safe from practically all attacks.

The bookshelf holds many books on magic, two of which are

Intalequi's spellbooks, but they are disguised with *secret page* to look like inconsequential texts on magical theory. Intalequi's spellbooks contain the following spells:

0—All PHB cantrips; 1st—*charm person*, *hold portal*, *identify*, *mage armor*, *magic missile*, *shield*, *silent image*, *summon monster I*; 2nd—*acid arrow*, *blindness/deafness*, *blur*, *darkness*, *flaming sphere*, *hideous laughter*, *invisibility*, *knock*, *levitate*, *minor image*, *see invisibility*, *web*; 3rd—*fireball*, *haste*, *hold person*, *secret page*, *slow*, *summon monster III*, *wind wall*; 4th—*arcane eye*, *baleful polymorph*, *fire shield*, *greater invisibility*, *screaming*, *wall of fire*; 5th—*cloudkill*, *cone of cold*, *teleport*.

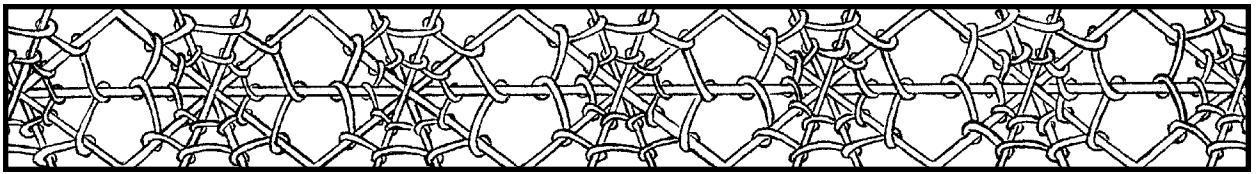
The wardrobe holds various garments, personal items, and jars of scent, as well as 34 pp hidden in the back (**Search DC 20**).

Intalequi: hp 27.

Jathui: hp 13.

Bodak (1): hp 60.





Tower 3

This tower is used mostly by guards, fungus farmers, and also the stabled hieracosphinxes. All doors are stone, unless otherwise described.

Stone Doors: 4 in. thick; Hardness 8; hp 60; Break DC 28.

AREA T3-2: Stairs

The spiral staircase here is made of dark iron, and the walls bear carvings of thousands of spiders. A small table sits in one corner with a silver horn and a large handbell carved to look like a spider.

Two female dark elf guards are on duty here at all times. The bell (worth 30 gp) is used to put the tower on alert. The horn (worth 50 gp) is used to signal that enemies are actually present or immediately on their way—the tower is directly under attack.

The stairs go up to Area T3-11.

Typical female dark elf guards (2): hp 11, 15.

AREA T3-3: Artillery (EL 9 or 10)

The east wall is rough stone and slightly curved—likely to be the very edge of the column itself. Two cross-shaped windows look out into the massive cave. In front of each is a complicated siege weapon of unique construction: There is a large mechanism attached to it, its shape suggesting that several projectiles could be loaded automatically and fired in rapid succession. Further, it appears that another mechanism holds more ammunition and that reloading could be accomplished very quickly. They are not unlike giant repeating crossbows.

If necessary, the guards in this room can point the ballistae at the door in 3 full rounds. Four dark elf artillery specialists are stationed here, living in Area T3-4.

For information on repeating ballistae, see the sidebar on page 23.

Dark elf artillerymen (4): hp 14, 16, 21, 27.

AREA T3-4: Barracks (EL 6)

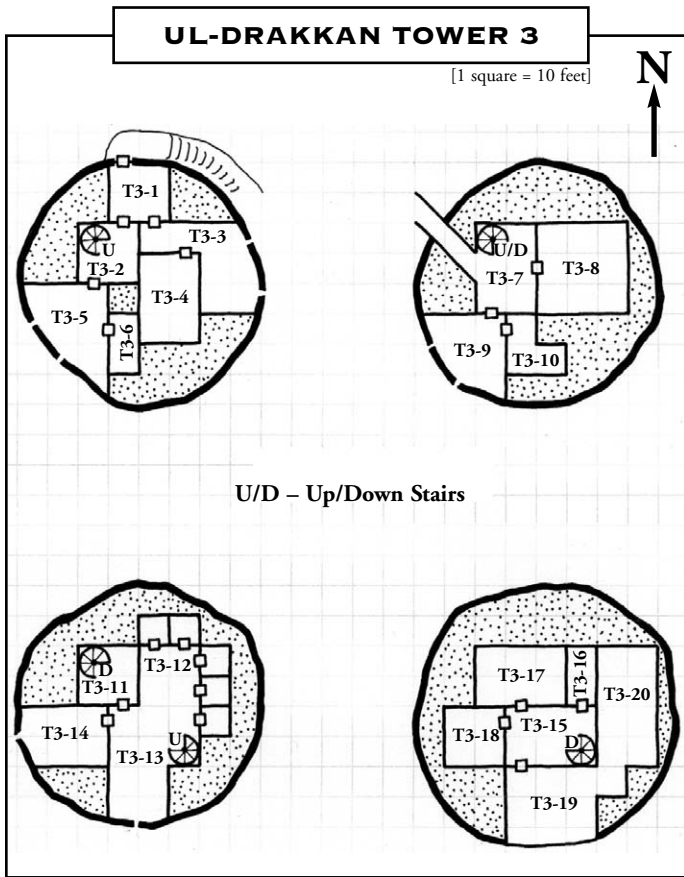
The southern wall bears a black banner emblazoned with a green, skull-shaped mushroom symbol; a sword plunges into the top of the mushroom, completing the image.

The room holds a number of beds, a table, a few chairs, and cloaks and bags hanging from pegs on the western wall.

Fourteen female guards live here, although there are rarely more than six here at any given time. They work in shifts guarding Areas T3-1, T3-2, T3-11, and T3-12, and the four artillerymen operate the ballistae in Area T3-3. In times of alert, the guards here are poised to charge into Area T3-1. If possible, one of them runs to the stables to alert the bugbears and beast keepers there; otherwise, they are at rest here.

A search of the room uncovers some normal personal equipment for the inhabitants, as well as a total of 11 pp and 22 gp.

Typical female dark elf guards (6): hp 9, 10, 12, 14, 16, 17.



AREA T3-1: Entrance

The door into this column/tower is iron, with a moveable peep-hole to see out. It has a large, strange beast etched into its surface. The door is barred.

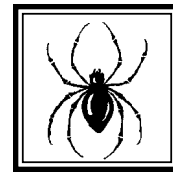
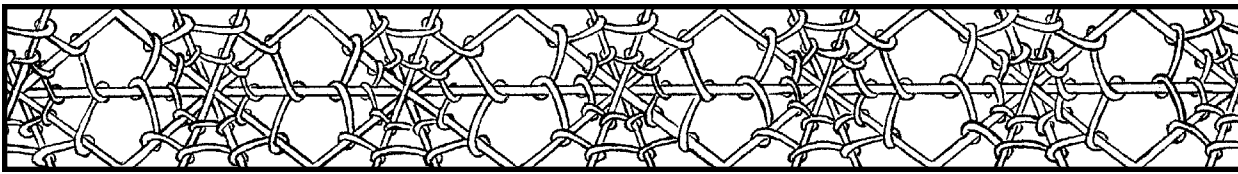
Iron Door: 2 in. thick; Hardness 10; hp 60; Break DC 28.

A small room marks the entrance into this tower. The floor is tiled in black and purple. A few black cloaks hang from pegs on the west wall near the north door.

Two female guards stand watch in this room, unbarring the door only for those dark elves bearing the House Vrama symbol. If the fortress is on alert, the guards in Area T3-4 are ready to charge into this room to defend the tower.

Typical female dark elf guards (2): hp 14, 16.





AREA T3-5: Artillery (EL 9 or 10)

This room is similar to Area T3-3. Four bugbear artillery specialists are stationed here, living in Area T3-6.

For information on repeating ballistae, see the sidebar on page 23.

Bugbear artilleryists (4): hp 26, 31, 34, 35.

AREA T3-6: Artillerists' Chambers

Six large, roughly made beds covered in clothes, various bits of gear, and meat scraps are all crammed into this room. It smells of fur and stale ale.

This is where the bugbears in Areas T3-5 and T3-13 live. A **DC 20 Search check** allows a character to find 29 gp. The rest of the equipment is mundane and in poor shape.

AREA T3-7: Guard Lizards (EL 7)

The black iron staircase goes up and down through this chamber, with two doors and a passage out to the northwest. The room is plain, although a pair of rather ferocious, snorting reptiles eye you unnervingly.

The stairs go to Area T3-2 and Area T3-11. The passage to the northwest leads to the bridge to Tower 1. For a description of the bridges, see Area T1-8.

Two giant lizards guard this chamber, trained to stay in this area and attack any intruders; they obey the commands of any dark elf in the tower. Each of them wears a special black collar with the Vrama house symbol on it.

Giant lizards (2): hp 32, 39.

AREA T3-8: Fungi Farmers (EL 8)

A pungent stench pervades this chamber of dirt and fungus. Various figures with tools and knives work over bundles of harvested fungus. More tools hang on the walls.

Eight bugbears, two elf slaves, and three human slaves chop fungus gathered from the copses outside into bits for use as food. Each is armed with a cleaver (treat as a dagger). The slaves would love a chance to use these knives against their captors—starting with the cruel bugbears who work alongside them. None of the slaves know anything useful about anyplace beyond the slave pens and the bottom two levels of this tower.

Bugbears (8): hp 8, 10, 13, 14, 14, 16, 16, 17.

Elf slaves (2): hp 1 each.

Human slaves (3): hp 1 each.

AREA T3-9: Artillery (EL 9 or 10)

This room is identical to Area T3-5.

Bugbear artilleryists (4): hp 24, 33, 35, 38.

AREA T3-10: Artillerists' Quarters

This room is identical to Area T3-6, except that it is a bit larger. The bugbears from Areas T3-9 and T3-14 live here.

AREA T3-11: Stairs (EL 6)

This room is identical to Area T3-2. The stairs go down to Area T3-7.

Typical female dark elf guards (2): hp 11, 12.

AREA T3-12: Prison (EL 6)

A number of iron doors line the walls of this open chamber, each of them having a small peephole cut into it. A black spiral staircase goes up to a level above.

Two guards are positioned here at all times. They live in Area T3-4. This duty is usually pretty light, so they are rarely prepared for action (**-2 circumstance penalty to Listen and Spot**).

The staircase goes up to Area T3-15.

Only two of the cells are currently occupied. In one, **the elven priest Theron Thelonia** awaits torture at the hands of the beautiful demon in Area T3-17—and he knows it. He has met Alevolenz and knows the basic layout of Tower 3 and of the bottom two levels of Tower 1.

The other prisoner, named something like “Bialo,” is a locathah recently captured by the dark elves. He does not know much of his captors, but is sincere when he offers to help the PCs fight against the dark elves if given a weapon.

Typical female dark elf guards (2): hp 11, 16.

Theron Thelonia: hp 15 (currently 4).

Locathah (1): hp 11.

AREA T3-13: Artillery (EL 7 or 8)

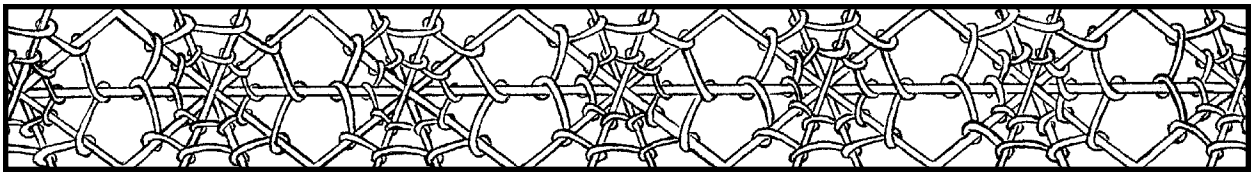
The south wall is rough stone and slightly curved—it is in fact the edge of the great column itself. A cross-shaped window looks out into the large cave. In front of it is a complicated siege weapon of a unique construction that looks like a giant repeating crossbow.

If necessary, the bugbears here can point the ballista at the door in 3 full rounds. Two bugbear artillery specialists are stationed here, living in Area T3-6. Obviously, if there is trouble in the prison (Area T3-12), they are nearby and react appropriately.

For information on repeating ballistae, see the sidebar on page 23.

Bugbear artilleryists (2): hp 32, 34.





AREA T3-14: Artillery (EL 7 or 8)

This room is similar to Area T3-13. The bugbears live in Area T3-10.

Bugbear artilleryists (2): hp 26, 31.

AREA T3-15: Stairs

The tiled floor bears a mosaic of a green reptile with huge teeth and claws, set against a black background. The black iron staircase spirals downward from here.

The stairs go down to Area T3-12. Eilos and Tessandra (see Areas T3-18 and T3-17, respectively) are both here, prepared to fight, if the fortress is under attack.

AREA T3-16: Storage

Crates, barrels, and various tools and implements are stacked neatly here.

Unless the PCs are in need of mundane equipment (rope, packs, spikes, etc.), nothing of value or interest is here.

AREA T3-17: Torture Chamber (EL 9)

Racks, iron maidens, a pot of hot coals, branding irons, and strange implements of torture fill this room. The place reeks of blood, sweat, and fear. Shackles hang from the walls, but they are all currently empty. The floor is stained in gruesome colors, and the walls are splattered with grisly stains of their own.

This is the domain of Tessandra, a succubus who was trapped in Praemal long ago and joined forces with the dark elves. She has become their chief torturer; currently, she is also the lover of Eilos. If the fortress is under attack, she and Eilos are in Area T3-15.

When first encountered, Tessandra is *polymorphed* into the form of a mistreated elf female (even if she is surprised—she just likes this form). She attempts to use that identity as a ruse, if possible, but if it is not working she simply attacks. If she takes more than **half her hit points in damage**, she *teleports* away, probably to the temple in Tower 1.

Tessandra: hp 39.

AREA T3-18: Eilos' Chamber (EL 12)

This room looks like a dimly lit library with a large bed in the middle. Books of all sizes and types fill many bookshelves along the walls. A gray rug covers the floor, and the bed is draped in black and gray blankets.

Eilos recently joined House Vrama from House Leisarn, and is a powerful and welcome new ally. In just a few short months, he has distinguished himself in the ranks of Vrama. The succubus Tessandra is his lover.

If the tower is under attack, Eilos and Tessandra are in Area T3-15. Given warning of intruders nearby, Eilos has cast *shield* (+4 bonus to AC), *bull's strength* (+2 to attack and damage rolls), and, from his wand, *bears' endurance*.

Most of the books in the room are worthless to any but a dark elf, but six of them (**Search DC 25**) are worth 100 gp each due to their subject matter and rarity. A **DC 27 Search check** is required to find Eilos's spellbook concealed amid all the other tomes. It contains the following:

- 0—All PHB cantrips; 1st—*comprehend languages*, *feather fall*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, *silent image*, *summon monster I*; 2nd—*alter self*, *bear's endurance*, *bull's strength*, *levitate*, *see invisibility*, *shatter*, *summon swarm*; 3rd—*flame arrow*, *hold person*, *rage*, *slow*, *summon monster III*; 4th—*arcane eye*, *fear*, *stoneskin*, *wall of ice*; 5th—*hold monster*, *summon monster V*.

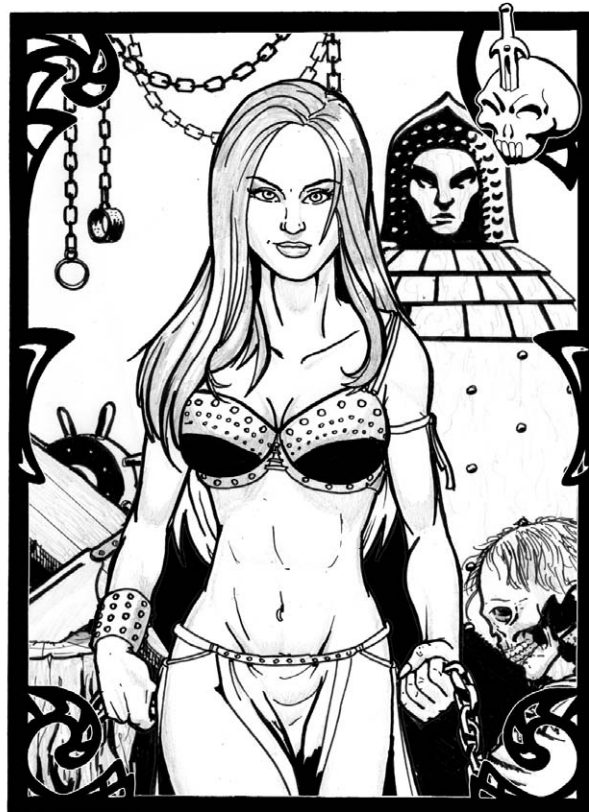
Eilos keeps all of his clothing and other personal belongings in an unlocked trunk under his bed. He carries all of his valuables with him.

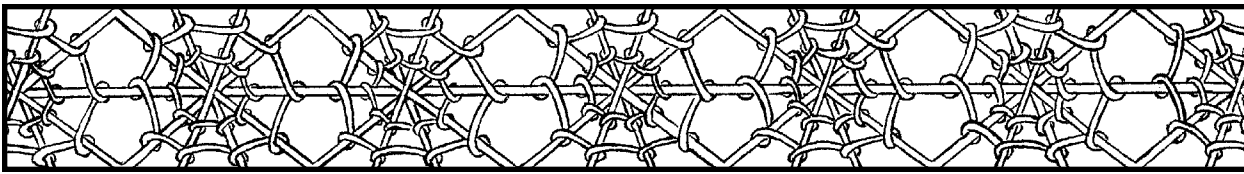
Eilos: hp 53 (75 with bear's endurance).

AREA T3-19: Open Chamber

The south wall of this chamber is open to the huge outer cave. The north and west walls have leather harnesses and saddles. A few large feathers are scattered about the floor.

This is where hieracosphinx-mounted dark elves sometimes land. Only high-level dark elves ride these intelligent beasts.





AREA T3-20: Hieracosphinx Roost (EL 8)

Gray feathers are scattered here and there on the floor. The walls are covered in reliefs of winged animals and beasts flying amid the tops of caverns.

Three hieracosphinxes are here; one is still saddled. They attack any non-dark elf that comes into the roost.

Each hieracosphinx wears a jeweled collar worth 800 gp. If offered at least 100 gp worth of treasure each, the sphinxes do not attack. If offered thrice that amount, they can actually be convinced to work with the PCs (they are fickle and greedy).

Hieracosphinxes (3): hp 60, 71, 79.

ADVENTURE AFTERMATH

Very successful and powerful adventurers will likely leave Ul-Drakkan in ruins, with the captured slaves, the stolen relics, and their troops well in hand as they return to the surface. More likely, though, they leave having dealt the dark elves a terrible blow, possibly having recovered the prisoners and relics.

If they leave Alevolenz alive, she will strike back—no doubt about it. Worse yet, the PCs will have proven to the dark elves of other houses that the dark elves do indeed have a mutual enemy in the surface dwellers. Under Alevolenz's wicked command, the newly allied houses might come to the surface in force.

If Alevolenz is dead, House Yurganth will likely come to Ul-Drakkan and crush whatever the PCs have left of House Vrama.

If the PCs meet with utter failure, then at least some of them are likely taken prisoner to become the objects of terrible tortures and, eventually, sacrifice to the Spider Goddess.

There are many opportunities for further adventures. The decadent and foul underground city of Nluguran awaits beyond Ul-Drakkan. The zaug cabal that trained Alevolenz and that Minilir serves hides in an underground fortress of its own; the zaug almost certainly have some sort of backup plan if Minilir and/or Alevolenz is slain.

Nearby, there are probably strongholds of locathah or other potential foes: The Netherdeep provides many foes for surface dwellers—especially those interested in adventure and treasure.

APPENDIX I: MONSTERS AND GENERIC NPCs

Allies

Elf warrior, male or female elf War1

CR 1/2; Medium humanoid (elf); HD 1d8+1; hp 5; Init +2; Spd 20 ft.; AC 17 (+2 Dex, +5 armor), touch 12, flat-footed 15; BAB +1; Grap +2; Atk/Full Atk +4 melee (1d8+1/19-20, masterwork longsword) or +4 ranged (1d8+1/x3, 110 ft., masterwork composite longbow); SQ elf traits, low-light vision; AL CG; SV Fort +3, Ref +2, Will -1; Str 12, Dex 15, Con 12, Int 10, Wis 8, Cha 11.

Skills: Climb +1, Jump -5, Listen +1, Search +2, Spot +1.

Languages: Common, Elvish.

Feats: Weapon Focus (longsword).

Possessions: Breastplate, masterwork longsword, masterwork composite longbow (+1 Str), 20 arrows, *potion of cure light wounds*.

Human warrior, male or female human War1

CR 1/2; Medium humanoid (human); HD 1d8+1+3; hp 8; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +6 armor, +1 shield), touch 11, flat-footed 17; BAB +1; Grap +3; Atk/Full Atk +4 melee (1d8+2/19-20, longsword) or +2 ranged (1d6/x3, 70 ft., composite shortbow); AL NG; SV Fort +3, Ref +1, Will +0; Str 14, Dex 12, Con 13, Int 10, Wis 11, Cha 8.

Skills: Climb -1, Handle Animal +1, Jump -7, Ride +3.

Languages: Common.

Feats: Toughness, Weapon Focus (longsword).

Possessions: Banded mail, masterwork light wooden shield, longsword, composite shortbow, 20 arrows, *potion of cure light wounds*.

Dwarf slave, male or female dwarf Com1

CR 1/4; Medium humanoid (dwarf); HD 1d4+1; hp 3; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; BAB +0; Grap +0; Atk/Full Atk +0 melee (1d3 nonlethal, unarmed) or +0 ranged; SQ darkvision 60 ft., dwarf traits; SV Fort +1, Ref +0, Will +0; AL NG; Str 11, Dex 10, Con 13, Int 10, Wis 11, Cha 8.

Skills: Appraise +0 (+2 with stone/metal), Climb +2, Craft or Profession (any one) +4 (+6 with stone/metal), Spot +2.

Languages: Common, Dwarvish.

Feats: Endurance.

Elf slave, male or female elf Com1

CR 1/4; Medium humanoid (elf); HD 1d4-1; hp 1; Init +1; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; BAB +0; Grap +0; Atk/Full Atk +0 melee (1d3 nonlethal, unarmed) or +1 ranged; SQ elf traits, low-light vision; SV Fort -1, Ref +1, Will +0; AL NG; Str 10, Dex 13, Con 8, Int 11, Wis 10, Cha 11.

Skills: Craft (any one) +4, Handle Animal +4, Listen +3, Ride +3, Search +2, Spot +3.

Languages: Common, Elvish.

Feats: Animal Affinity.

Halfling slave, male or female halfling Com1

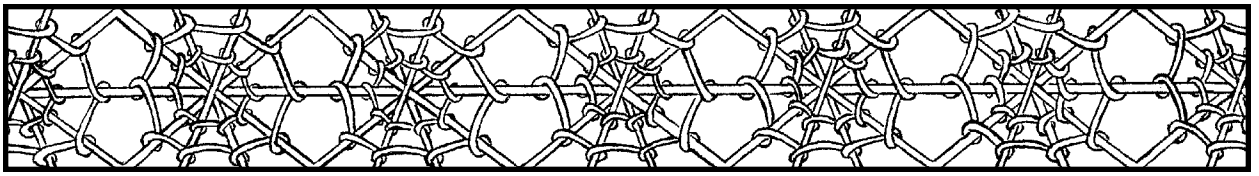
CR 1/4; Small humanoid (halfling); HD 1d4; hp 2; Init +1; Spd 20 ft.; AC 12 (+1 size, +1 Dex), touch 12, flat-footed 11; BAB +0; Grap -5; Atk/Full Atk +0 melee (1d2-1 nonlethal, unarmed) or +2 ranged; SQ halfling traits; SV Fort +3, Ref +2, Will +1; AL NG; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 10.

Skills: Climb +3, Handle Animal +2, Hide +5, Jump -5, Listen +2, Move Silently +3, Spot +2, Use Rope +3.

Languages: Common, Halfling.

Feats: Great Fortitude.





Human slave, male or female human Com1

CR 1/4; Medium humanoid (human); HD 1d4; hp 2; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; BAB +0; Grap +0; Atk +0 melee (1d3 nonlethal, unarmed) or +0 ranged; SV Fort +0, Ref +0, Will +0; AL NG; Str 11, Dex 10, Con 11, Int 10, Wis 11, Cha 10.

Skills: Climb +2, Craft (any one) +2, Handle Animal +4, Listen +2, Profession (any one) +3, Spot +2.

Languages: Common.

Feats: Simple Weapon Proficiency, Skill Focus (Profession).

Enemies

Bebilith

CR 10; Huge outsider (chaotic, extraplanar, evil); HD 12d8+96; hp 150; Init +5; Spd 40 ft., climb 20 ft.; AC 22 (-2 size, +1 Dex, +13 natural), touch 9, flat-footed 21; BAB +12; Grap +29; Atk +19 melee (2d6+9 plus poison, bite) or +11 ranged (web); Full Atk +19 melee (2d6+9 plus poison, bite) and +14/+14 melee (2d4+4, 2 claws), or +11 ranged (web); Space/Reach 15 ft./10 ft.; SA poison, rend armor, web; SQ damage reduction 10/good, darkvision 60 ft., plane shift, scent, telepathy 100 ft.; AL CE; SV Fort +16, Ref +9, Will +9; Str 28, Dex 12, Con 26, Int 11, Wis 13, Cha 13.

Skills: Climb +24, Diplomacy +3, Hide +16, Jump +28, Listen +16, Move Silently +16, Search +15, Sense Motive +16, Spot +16, Survival +1 (+3 following tracks).

Feats: Cleave, Improved Grapple, Improved Initiative, Power Attack, Track.

Poison (Ex): Bite, Fort DC 24; initial damage 1d6 Con, secondary damage 2d6 Con.

Rend Armor (Ex): If a bebilith hits with both claw attacks, it pulls apart any armor worn by its foe. This deals 4d6+18 points of damage to the armor. Creatures not wearing armor take normal damage from the attack, but suffer no further effects. Armor reduced to 0 hit points is destroyed. Damaged armor may be repaired with a successful Craft (armorsmithing) check.

Web (Ex): A bebilith can throw a web up to four times per day. This is similar to an attack with a net, but has a maximum range of 30 feet, with a range increment of 10 feet. This attack is effective against targets of up to Gargantuan size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 24 Escape Artist check or burst the web with a DC 24 Strength check. The check DCs are Constitution-based. The web has 14 hit points and hardness 0. There is a 75% chance that the webbing will not burn if any kind of fire is applied to it (check each round).

Plane Shift (Su): This ability affects only the bebilith. It is otherwise similar to the spell (caster level 12th).

Bodak

CR 8; Medium undead (extraplanar); HD 9d12; hp 58; Init +6; Spd 20 ft.; AC 20 (+2 Dex, +8 natural), touch 12, flat-footed 18; BAB +4; Grap +5; Atk/Full Atk +6 melee (1d8+1, slam); SA death

gaze; SQ damage reduction 10/cold iron, darkvision 60 ft., immunity to electricity, resistance to acid 10 and fire 10, undead traits, vulnerability to sunlight; AL CE; SV Fort +3, Ref +5, Will +7; Str 13, Dex 15, Con —, Int 6, Wis 12, Cha 12.

Skills: Listen +11, Move Silently +10, Spot +11.

Feats: Alertness, Dodge, Improved Initiative, Weapon Focus (slam).

Death Gaze (Su): Death, range 30 ft., Fort DC 15 negates. Humanoids who die from this attack are transformed into bodaks 24 hours later. The save DC is Charisma-based.

Vulnerability to Sunlight (Ex): Bodaks loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to the direct rays of the sun deals 1 point of damage to the creature.

Bugbear

CR 2; Medium humanoid (goblinoid); HD 3d8+3; hp 16; Init +1; Spd 30 ft.; AC 17 (+1 Dex, +3 natural, +2 armor, +1 shield), touch 11, flat-footed 16; BAB +2; Grap +4; Atk/Full Atk+5 melee (1d8+2, morningstar) or +3 ranged (1d6+2, 30 ft., javelin); SQ darkvision 60 ft., scent; AL CE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills: Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4.

Languages: Goblin, Undercommon.

Feats: Alertness, Weapon Focus (morningstar).

Possessions: Leather armor, light wooden shield, morningstar, 5 javelins.

Bugbear artillery, War3

CR 4; Medium humanoid (goblinoid); HD 3d8+3 plus 3d8+3; hp 33; Init +3; Spd 30 ft.; AC 20 (+3 Dex, +3 natural, +4 armor), touch 13, flat-footed 17; BAB +5; Grap +7; Atk +8 melee (1d8+3, morningstar) or +9 ranged (3d6/x3, 120 ft., repeating ballista); Full Atk +8 melee (1d8+3, morningstar) or +7/+7 ranged (3d6/x3, 120 ft., repeating ballista); SQ darkvision 60 ft., scent; AL NE; SV Fort +5, Ref +7, Will +3; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 7.

Skills: Climb +5, Hide +5, Listen +4, Move Silently +7, Spot +5.

Languages: Dark Elvish, Goblin, Undercommon.

Feats: Point Blank Shot, Rapid Shot, Weapon Focus (ballista).

Possessions: Chain shirt, masterwork morningstar, 2d6 gp.

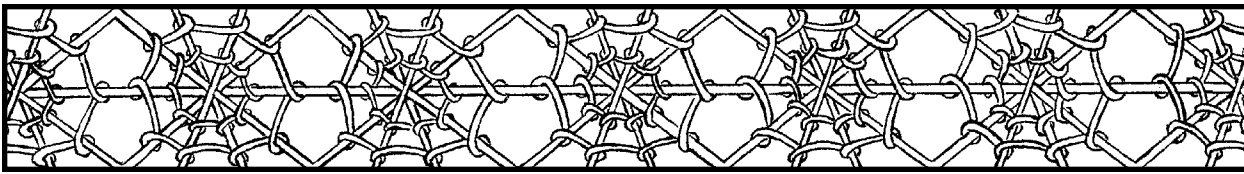
Bugbear elite, War2/Rog1

CR 5; Medium humanoid (goblinoid); HD 3d8+9 plus 2d8+6 plus 1d6+3; hp 44; Init +2; Spd 30 ft.; AC 21 (+2 Dex, +3 natural, +4 armor, +2 shield), touch 12, flat-footed 19; BAB +4; Grap +9; Atk/Full Atk +11 melee (1d8+5, masterwork morningstar) or +6 ranged (1d6+5, 30 ft., javelin); SA sneak attack +1d6; SQ darkvision 60 ft., scent, trapfinding; AL NE; SV Fort +7, Ref +7, Will +1; Str 20, Dex 14, Con 17, Int 12, Wis 10, Cha 7.

Skills: Climb +7, Craft (armorsmithing) +4, Hide +7, Jump +7, Listen +6, Move Silently +8, Search +4, Spot +6.

Languages: Dark Elvish, Goblin, Undercommon.





Feats: Alertness, Power Attack, Weapon Focus (morningstar).

Possessions: Masterwork chain shirt, masterwork heavy wooden shield, masterwork morningstar, 2 javelins, 2d8 gp.

Cave tiger

CR 4; Large animal; HD 6d8+18; hp 45; Init +2; Spd 40 ft.; AC 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12; BAB +4; Grap +14; Atk +9 melee (1d8+6, claw); Full Atk +9/+9 melee (1d8+6, 2 claws) and +4 melee (2d6+3, bite); Space/Reach 10 ft./5 ft.; SA improved grab, pounce, rake 1d8+3; SQ low-light vision, scent; AL N; SV Fort +8, Ref +7, Will +3; Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6.

Skills: Balance +6, Hide +3 (+11 in rocky or subterranean areas), Listen +3, Move Silently +9, Spot +3, Swim +11.

Feats: Alertness, Improved Natural Attack (bite), Improved Natural Attack (claw).

Dark elf (House Vrama), female Ari1

CR 1; Medium humanoid (elf); HD 1d8-1; hp 3; Init +2; Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; BAB +0, Grap +0; Atk/Full Atk +0 melee (1d4/19-20, dagger) or +2 ranged (1d4/19-20 plus poison, 30 ft., hand crossbow); SA poison, spell-like abilities; SQ darkvision 120 ft., light blindness, Vrama dark elf traits, SR 12; AL CE; SV Fort -1, Ref +2, Will +2; Str 10, Dex 15, Con 8, Int 13, Wis 10, Cha 13.

Skills: Bluff +7, Diplomacy +5, Hide +3, Intimidate +7, Listen +2, Move Silently +3, Ride +6, Search +3, Sense Motive +4, Spot +2.

Languages: Dark Elvish, Elvish, Goblin, Undercommon.

Feats: Persuasive.

Possessions: Noble's outfit, dagger, hand crossbow, 10 bolts, 2 doses of sintrin, House Vrama pin, 1d6+1 gp.

Dark elf (House Vrama), male Com1

CR 1/2; Medium humanoid (elf); HD 1d4-1; hp 1; Init +1; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; BAB +0; Grap +0; Atk/Full Atk +0 melee (1d4/19-20, dagger) or +1 ranged (1d8/19-20, 80 ft., light crossbow); SA spell-like abilities; SQ darkvision 120 ft., light blindness, Vrama dark elf traits, SR 12; AL CE; SV Fort -1, Ref +1, Will +2; Str 11, Dex 13, Con 8, Int 13, Wis 10, Cha 8.

Skills: Climb +2, Craft (any one) +3, Handle Animal +1, Hide +2, Listen +4, Move Silently +2, Ride +3, Search +3, Spot +4.

Languages: Dark Elvish, Elvish, Goblin, Undercommon.

Feats: Iron Will.

Possessions: Courtier's outfit, dagger, light crossbow, 10 bolts, House Vrama pin, 1d4 gp.

Dark elf artilleryist (House Vrama), male Ftr4

CR 5; Medium humanoid (elf); HD 4d10; hp 22; Init +4; Spd 30 ft.; AC 19 (+4 Dex, +5 armor), touch 14, flat-footed 15; BAB +4; Grap +6; Atk +7 melee (1d6+2/19-20, masterwork short sword) or

+9 ranged (3d6/x3, 120 ft., repeating ballista); Full Atk +7 melee (1d6+2/19-20, masterwork short sword) or +7/+7 ranged (3d6/x3, 120 ft., repeating ballista); SA spell-like abilities; SQ darkvision 120 ft., light blindness, Vrama dark elf traits, SR 15; AL NE; SV Fort +4, Ref +5, Will +2; Str 14, Dex 18, Con 10, Int 10, Wis 12, Cha 8.

Skills: Climb +5, Handle Animal +3, Hide +4, Jump +3, Listen +5, Move Silently +4, Ride +7, Search +3, Spot +5.

Languages: Dark Elvish, Elvish, Undercommon.

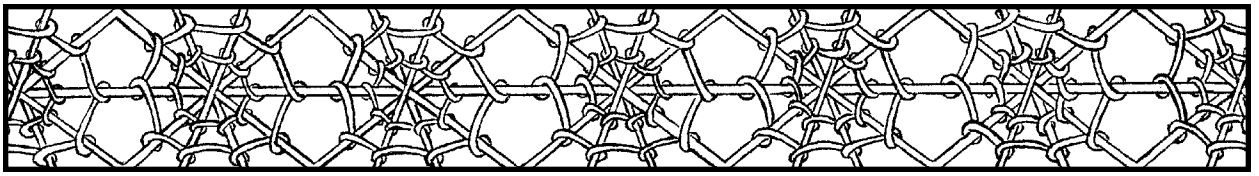
Feats: Alertness, Point Blank Shot, Rapid Reload, Rapid Shot, Weapon Focus (ballista).

Possessions: +1 chain shirt, masterwork short sword, House Vrama pin, 3d10 gp.

Dark elf guard (House Vrama), elite female Ftr5

CR 6; Medium humanoid (elf); HD 5d10+10; hp 37; Init +8; Spd 30 ft.; AC 20 (+4 Dex, +5 armor, +1 shield), touch 15, flat-footed 15; BAB +5; Grap +6; Atk +11 melee (1d6+2/19-20, +1 short sword) or +10 ranged (1d4/19-20 plus poison, 30 ft., masterwork hand crossbow); Full Atk +9 melee (1d6+2/19-20, +1 short sword) and +9 melee (1d6+1/19-20, +1 short sword), or +10 ranged (1d4/19-20 plus poison, 30 ft., masterwork hand crossbow); SA poison, spell-like abilities; SQ darkvision 120 ft., light blindness, Vrama dark elf traits, SR 16; AL CE; SV Fort +6, Ref +5, Will +2; Str 13, Dex 18, Con 14, Int 12, Wis 12, Cha 10.





Skills: Climb +5, Handle Animal +5, Hide +4, Intimidate +7, Jump +5, Listen +3, Move Silently +4, Ride +8, Search +3, Spot +3.

Languages: Dark Elvish, Elvish, Goblin, Undercommon.

Feats: Improved Initiative, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword).

Possessions: +1 chain shirt, 2 +1 short swords, masterwork hand crossbow, 10 bolts, 5 doses of sintrin, House Vrama pin, 4d10 gp.

Dark elf guard (House Vrama), elite male Ftr4

CR 5; Medium humanoid (elf); HD 4d10+4; hp 26; Init +7; Spd 30 ft.; AC 20 (+3 Dex, +5 armor, +2 shield), touch 13, flat-footed 17; BAB +4; Grap +6; Atk/Full Atk +9 melee (1d6+5/19-20, +1 short sword) or +8 ranged (1d4/19-20 plus poison, 30 ft., masterwork hand crossbow); SA poison, spell-like abilities; SQ darkvision 120 ft., light blindness, Vrama dark elf traits, SR 15; AL NE; SV Fort +5, Ref +4, Will +2; Str 14, Dex 17, Con 12, Int 12, Wis 12, Cha 8.

Skills: Climb +6, Handle Animal +4, Hide +2, Jump +5, Listen +5, Move Silently +2, Ride +9, Search +3, Spot +5.

Languages: Dark Elvish, Elvish, Goblin, Undercommon.

Feats: Alertness, Improved Initiative, Weapon Finesse, Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: +1 chain shirt, masterwork heavy steel shield, +1 short sword, masterwork hand crossbow, 10 bolts, 5 doses of sintrin poison, House Vrama pin, 3d10 gp.

Dark elf guard (House Vrama), typical female Ftr2

CR 4; Medium humanoid (elf); HD 2d10+2; hp 13; Init +3; Spd 30 ft.; AC 19 (+3 Dex, +5 armor, +1 shield), touch 13, flat-footed 16; BAB +2; Grap +3; Atk/Full Atk +7 melee (1d6+1/19-20, masterwork short sword) or +6 ranged (1d4/19-20 plus poison, 30 ft., masterwork hand crossbow); SA poison, spell-like abilities; SQ darkvision 120 ft., light blindness, Vrama dark elf traits, SR 13; AL CE; SV Fort +4, Ref +3, Will +0; Str 12, Dex 17, Con 12, Int 13, Wis 11, Cha 11.

Skills: Climb +5, Craft (weaponsmithing) +5, Handle Animal +1, Hide +3, Jump +5, Listen +2, Move Silently +3, Search +3, Spot +2.

Languages: Dark Elvish, Elvish, Goblin, Undercommon.

Feats: Point Blank Shot, Weapon Finesse, Weapon Focus (short sword).

Possessions: +1 chain shirt, masterwork light steel shield, masterwork short sword, masterwork hand crossbow, 10 bolts, 5 doses of sintrin, House Vrama pin, 2d8+4 gp.

Dark elf guard (House Vrama), typical male Ftr1

CR 2; Medium humanoid (elf); HD 1d10+1; hp 6; Init +3; Spd 30 ft.; AC 19 (+3 Dex, +4 armor, +2 shield), touch 13, flat-footed 16; BAB +1; Grap +2; Atk/Full Atk +6 melee (1d6+1/19-20, masterwork short sword) or +5 ranged (1d4/19-20 plus poison, 30 ft., masterwork hand crossbow); SA poison, spell-like abilities; SQ

darkvision 120 ft., light blindness, Vrama dark elf traits, SR 12; AL CE; SV Fort +3, Ref +3, Will +0; Str 12, Dex 17, Con 12, Int 10, Wis 11, Cha 10.

Skills: Climb +3, Handle Animal +4, Hide +2, Listen +2, Move Silently +2, Search +2, Spot +2.

Languages: Dark Elvish, Elvish, Undercommon.

Feats: Weapon Finesse, Weapon Focus (short sword).

Possessions: Masterwork chain shirt, masterwork heavy steel shield, masterwork short sword, masterwork hand crossbow, 10 bolts, 5 doses of sintrin, House Vrama pin, 2d6+3 gp.

Drider

CR 7; Large aberration; HD 6d8+18; hp 45; Init +2; Spd 30 ft., climb 15 ft.; AC 17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15; BAB +4; Grap +10; Atk +5 melee (1d6+2/19-20, dagger) or +6 melee (1d4+1 plus poison, bite) or +5 ranged (1d6/x3, 60 ft., shortbow); Full Atk +3 melee (1d6+2/19-20, dagger) and +3 melee (1d6+1/19-20, dagger) and +1 melee (1d4+1 plus poison, bite), or +5 ranged (1d6/x3, 60 ft., shortbow); Space/Reach 10 ft./5 ft.; SA poison, spell-like abilities, spells; SQ darkvision 60 ft., SR 17; AL CE; SV Fort +5, Ref +4, Will +8; Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16.

Skills: Climb +14, Concentration +9, Hide +10, Listen +9, Move Silently +12, Spot +9.

Languages: Dark Elvish, Elvish, Undercommon.

Feats: Combat Casting, Two-Weapon Fighting, Weapon Focus (bite).

Poison (Ex): Bite, Fort DC 16; initial and secondary damage 1d6 Strength. The save DC is Constitution-based.

Spell-Like Abilities: 1/day—*clairaudience/clairvoyance, dancing lights, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 16). Caster level 6th. Save DCs are Charisma-based.

Typical Sorcerer Spells Known (6/7/6/4; save DC 13 + spell level): 0—*daze, detect magic, ghost sound, mage hand, ray of frost, read magic, resistance*; 1st—*mage armor, magic missile, ray of enfeeblement, silent image*; 2nd—*invisibility, web*; 3rd—*lightning bolt*.

Earth elemental (Large)

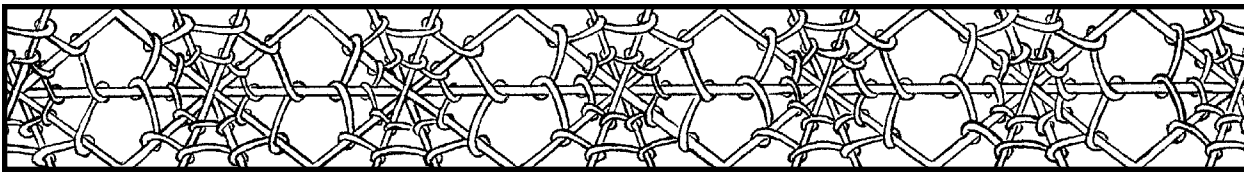
CR 5; Large elemental (earth, extraplanar); HD 8d8+32; hp 68; Init -1; Spd 20 ft.; AC 18 (-1 size, -1 Dex, +10 natural), touch 8, flat-footed 18; BAB +6; Grap +17; Atk +12 melee (2d8+7, slam); Full Atk +12/+12 melee (2d8+7, 2 slams); Space/Reach 10 ft./10 ft.; SA earth mastery, push; SQ darkvision 60 ft., damage reduction 5/-, earth glide, elemental traits; AL N; SV Fort +10, Ref +1, Will +2; Str 25, Dex 8, Con 19, Int 6, Wis 11, Cha 11.

Skills: Listen +6, Spot +5.

Feats: Cleave, Great Cleave, Power Attack.

Earth Mastery (Ex): An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe touch the ground. If an opponent is airborne or waterborne, the elemental suffers a -4 penalty to attack and damage rolls.





Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Earth Glide (Ex): An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Giant lizard (uses deinonychus as base)

CR 3; Large animal; HD 4d8+16; hp 34; Init +2; Spd 60 ft.; AC 16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14; BAB +3; Grap +11; Atk +6 melee (2d6+4, bite); Full Atk +6 melee (2d6+4, bite) and +1/+1 melee (1d3+2, 2 claws) and +1 melee (2d4+2, tail slap); Space/Reach 10 ft./5 ft.; SA pounce; SQ low-light vision, scent; AL N; SV Fort +8, Ref +6, Will +2; Str 19, Dex 15, Con 19, Int 2, Wis 12, Cha 10.

Skills: Hide +8, Jump +26, Listen +10, Spot +10, Survival +10.

Feats: Run, Track.

Hieracosphinx

CR 5; Large magical beast; HD 9d10+18; hp 67; Init +2; Spd 30 ft., fly 90 ft. (poor); AC 19 (-1 size, +2 Dex, +8 natural), touch 11, flat-footed 17; BAB +9; Grap +18; Atk +13 melee (1d10+5, bite); Full Atk +13 melee (1d10+5, bite) and +8/+8 melee (1d6+2, 2 claws); Space/Reach 10 ft./5 ft.; SA pounce, rake 1d6+2; SQ darkvision 60 ft., low-light vision; AL CE; SV Fort +8, Ref +8, Will +5; Str 21, Dex 14, Con 15, Int 6, Wis 15, Cha 10.

Skills: Listen +10, Spot +14.

Languages: Draconic, Sphinx, Undercommon.

Feats: Alertness, Cleave, Flyby Attack, Power Attack.

Locathah

CR 1/2; Medium humanoid (aquatic); HD 2d8; hp 9; Init +1; Spd 10 ft., swim 60 ft.; AC 14 (+1 Dex, +3 natural), touch 11, flat-footed 13; BAB +1; Grap +1; Atk/Full Atk +2 melee (1d8/x3, longspear) or +2 ranged (1d8/x3, 20 ft., spear); AL N; SV Fort +3, Ref +1, Will +1; Str 10, Dex 12, Con 10, Int 13, Wis 13, Cha 11.

Skills: Craft (any one) +6, Listen +6, Spot +6, Swim +8.

Languages: Aquan, Undercommon.

Feats: Weapon Focus (longspear).

Possessions: Longspear, 2 spears.

Mimic

CR 4; Large aberration (shapechanger); HD 7d8+21; hp 52; Init +1; Spd 10 ft.; AC 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14; BAB +5; Grap +13; Atk +9 melee (1d8+4, slam); Full Atk +9/+9 melee (1d8+4, 2 slams); Space/Reach 10 ft./10 ft.; SA adhesive, crush; SQ darkvision 60 ft., immunity to acid, mimic

shape; AL N; SV Fort +5, Ref +5, Will +6; Str 19, Dex 12, Con 17, Int 10, Wis 13, Cha 10.

Skills: Climb +9, Disguise +13, Listen +8, Spot +8.

Feats: Alertness, Lightning Reflexes, Weapon Focus (slam).

Adhesive (Ex): An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first.

A weapon that strikes an adhesive-coated mimic is also stuck fast unless the wielder succeeds at a DC 16 Reflex save. A successful DC 16 Strength check is needed to pry it off.

Crush (Ex): A mimic deals 1d8+4 points of damage with a successful grapple check.

Mimic Shape (Ex): A mimic can assume the general shape of any object that fills roughly 150 cubic feet (5 feet by 5 feet by 6 feet), such as a massive chest, a stout bed, or a wide door frame. Anyone who examines the mimic can detect the ruse with a successful Spot check opposed by the mimic's Disguise check. Of course, by this time it is generally far too late.

Mohrg

CR 8; Medium undead; HD 14d12; hp 91; Init +9; Spd 30 ft.; AC 23 (+4 Dex, +9 natural), touch 14, flat-footed 19; BAB +7; Grap +12; Atk +12 melee (1d6+7, slam) or +12 melee touch (paralysis, tongue); Full Atk +12 melee (1d6+7, slam) and +7 melee touch (paralysis, tongue); SA create spawn, improved grab, paralyzing touch; SQ darkvision 60 ft., undead traits; AL CE; SV Fort +4, Ref +10, Will +9; Str 21, Dex 19, Con —, Int 11, Wis 10, Cha 10.

Skills: Climb +13, Hide +21, Listen +11, Move Silently +21, Spot +15, Swim +9.

Languages: Dark Elvish, Elvish, Undercommon.

Feats: Alertness, Dodge, Improved Initiative, Lightning Reflexes, Mobility.

Create Spawn (Su): Creatures killed by a mohrg rise after 1d4 days as zombies under the mohrg's control. They do not possess any of the abilities they had in life.

Paralyzing Touch (Su): A mohrg lashes out with its tongue in combat. An opponent touched by the tongue must succeed at a DC 17 Fortitude save or be paralyzed for 1d4 minutes. The save DC is Charisma-based.

Monstrous hunting spider (Small)

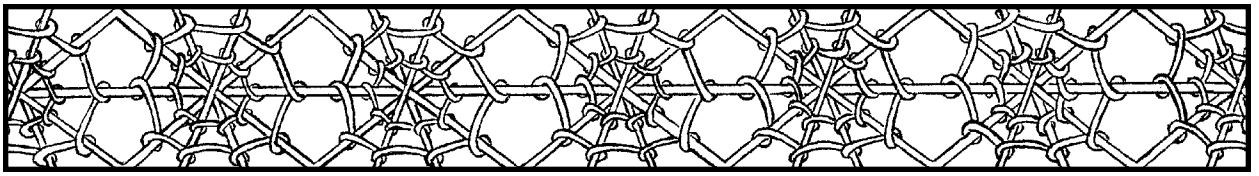
CR 1/2; Small vermin; HD 1d8; hp 4; Init +3; Spd 40 ft., climb 20 ft.; AC 14 (+1 size, +3 Dex), touch 14, flat-footed 11; BAB +0; Grap -6; Atk/Full Atk +4 melee (1d4-2 plus poison, bite); SA poison, web; SQ darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +2, Ref +3, Will +0; Str 7, Dex 17, Con 10, Int —, Wis 10, Cha 2.

Skills: Climb +11, Hide +11, Jump +12, Spot +12.

Feats: Weapon Finesse.

Poison (Ex): Bite, Fort DC 10; initial and secondary 1d3 Str.





Monstrous web-spinning spider (Large)

CR 2; Large vermin; HD 4d8+4; hp 22; Init +3; Spd 30 ft., climb 20 ft.; AC 14 (-1 size, +3 Dex, +2 natural), touch 12, flat-footed 11; BAB +3; Grap +9; Atk/Full Atk +4 melee (1d8+3 plus poison, bite); Space/Reach 10 ft./5 ft.; SA poison, web; SQ darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +5, Ref +4, Will +1; Str 15, Dex 17, Con 12, Int —, Wis 10, Cha 2.

Skills: Climb +11, Hide +3 (+11 in webs), Jump +2, Move Silently +3 (+11 in webs), Spot +4.

Feats: Weapon Finesse.

Poison (Ex): Bite, Fort DC 13; initial and secondary 1d6 Str.

Monstrous fiendish hunting spider (Gargantuan)

CR 10; Gargantuan magical beast (extraplanar); HD 24d8+48; hp 156; Init +3; Spd 30 ft., climb 20 ft.; AC 19 (-4 size, +3 Dex, +10 natural), touch 9, flat-footed 16; BAB +18; Grap +38; Atk/Full Atk +22 melee (2d8+12 plus poison, bite); Space/Reach 20 ft./15 ft.; SA poison, smite good 1/day, web; SQ darkvision 60 ft., damage reduction 10/magic, resistance to cold 10 and fire 10, SR 25, tremorsense 60 ft., vermin traits; AL NE; SV Fort +16, Ref +11, Will +8; Str 27, Dex 17, Con 14, Int 3, Wis 10, Cha 2

Skills: Climb +17, Hide +4, Jump +24, Spot +19.

Poison (Ex): Bite, Fort DC 24; initial and secondary 2d6 Str.

Troll

CR 5; Large giant; HD 6d8+36; hp 63; Init +2; Spd 30 ft.; AC 16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14; BAB +4; Grap +14; Atk +9 melee (1d6+6, claw); Full Atk +9/+9 melee (1d6+6, 2 claws) and +4 melee (1d6+3, bite); Space/Reach 10 ft./10 ft.; SA rend 2d6+9; SQ darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills: Listen +5, Spot +6.

Languages: Giant, Undercommon.

Feats: Alertness, Iron Will, Track.

Regeneration (Ex): Acid and fire deal normal damage to a troll. If a troll loses a limb or body part, the lost portion grows back in 3d6 minutes. The troll can reattach the severed member instantly by holding it to the stump.

APPENDIX II: FEATURED CHARACTERS

Allies

Jaren Thor, male human Ftr4

CR 4; Medium humanoid (human); HD 4d10; hp 23; Init +5; Spd 20 ft.; AC 19 (+1 Dex, +8 armor), touch 11, flat-footed 18; BAB +4; Grap +7; Atk/Full Atk +9 melee (1d12+7/x3, +1 greataxe) or +5 ranged (1d10/19-20, 120 ft., heavy crossbow); AL LG; SV Fort +4, Ref +2, Will +3; Str 17, Dex 13, Con 11, Int 11, Wis 14, Cha 12.

Skills: Climb +5, Intimidate +8, Jump -1, Listen +4, Spot +4.

Languages: Common.

Feats: Alertness, Blind-Fight, Cleave, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: Masterwork full plate, +1 greataxe, heavy crossbow, 20 bolts, 50-ft. silk rope, 2 flasks of alchemist's fire, 30 gp.

Theron Thelonia, male elf Clr2

CR 2; Medium humanoid (elf); HD 2d8+2; hp 15; Init +1; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; BAB +1; Grap +2; Atk/Full Atk +2 melee (1d3+1 nonlethal, unarmed) or +2 ranged; SA spells, turn undead 4/day; SQ elf traits, low-light vision; SV Fort +4, Ref +1, Will +6; AL CG; Str 13, Dex 13, Con 12, Int 11, Wis 16, Cha 13.

Skills: Concentration +6, Knowledge (religion) +5, Listen +5, Search +2, Spot +5.

Languages: Common, Elvish.

Feats: Point Blank Shot.

Domains: Good, Protection.

Cleric Spells Prepared (4/3+1; DC 13 + spell level): None.

Zaetra Stallinash, female elf Brd5

CR 5; Medium humanoid (elf); HD 5d6; hp 16; Init +3; Spd 30 ft.; AC 18 (+3 Dex, +4 armor, +1 deflection), touch 14, flat-footed 15; BAB +3; Grap +5; Atk/Full Atk +6 melee (1d8+2/19-20, masterwork longsword) or +7 ranged (1d6+3/x3, 70 ft., +1 composite shortbow); SA spells; SQ bardic knowledge +7, bardic music 5/day, elf traits, low-light vision; AL CG; SV Fort +1, Ref +7, Will +3; Str 14, Dex 16, Con 10, Int 14, Wis 8, Cha 18.

Skills: Concentration +8, Diplomacy +9, Disguise +7, Handle Animal +7, Hide +6, Jump +5, Knowledge (arcana) +10, Listen +6, Move Silently +6, Perform (singing) +12, Search +7, Spot +4, Tumble +6.

Languages: Common, Elvish, Goblin, Undercommon.

Feats: Craft Magic Arms and Armor, Run.

Bard Spells Known (3/4/2; DC 14 + spell level): 0—*daze, detect magic, light, message, open/close, read magic*; 1st—*charm person, identify, summon monster I, ventriloquism*; 2nd—*cure moderate wounds, hold person, summon monster II*.

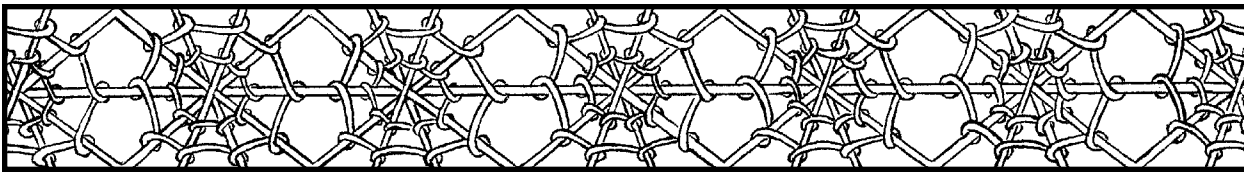
Possessions: Chain shirt, masterwork longsword, +1 composite shortbow (+2 Str), 20 arrows, ring of protection +1, potion of cure light wounds, 50-ft. silk rope, 54 gp.

Foes

Aevolenz, female Vrama dark elf Clr12 and Sor12 (twins)

CR 16 (as two CR 14 creatures); Medium humanoid (elf); HD 12d8+24; hp 84; Init +3; Spd 30 ft.; AC 21 (+3 Dex, +7 armor, +1 shield), touch 14, flat-footed 17; BAB +9; Grap +14; Atk +17 melee (1d6+9, +2 unholy quarterstaff of dread power) or +13 ranged (1d4/19-20 plus poison, 30 ft., masterwork hand crossbow); Full Atk +15/+10 melee and +15 melee (1d6+7 and 1d6+4, +2 unholy quarterstaff of dread power) or +13 ranged (1d4/19-20 plus poison,





30 ft., masterwork hand crossbow); SA spell-like abilities, spells, rebuke undead 9/day (+2 on rebuke checks); SQ darkvision 120 ft., light blindness, Vrama dark elf traits, SR 23; AL NE; SV Fort +10, Ref +9, Will +12; Str 20, Dex 16, Con 14, Int 15, Wis 18, Cha 22.

Skills: Bluff +21, Concentration +15, Diplomacy +16, Disguise +10 (+12 acting in character), Heal +10, Hide +3, Intimidate +20, Knowledge (arcana) +17, Knowledge (religion) +17, Listen +6, Move Silently +3, Search +4, Sense Motive +8, Spellcraft +12, Spot +10.

Languages: Common, Dark Elvish, Elder Elvish, Elvish, Goblin, Undercommon.

Feats: Craft Magic Arms and Armor, Craft Staff, Lightning Reflexes, Scribe Scroll, Silent Spell, Spell Penetration, Still Spell, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (staff).

Domain Powers: Destruction (smite 1/day), Evil (+1 caster level for evil spells). Domain spells prepared below are noted "(D)."

Cleric Spells Prepared (6/6+1/5+1/5+1/4+1/3+1/2+1; save DC 14 + spell level): 0—*cure minor wounds, detect magic, guidance, read magic, resistance* (x2); 1st—*bane, bless, divine favor, doom, protection from good* (D), *sanctuary, shield of faith*; 2nd—*bear's endurance, bull's strength, hold person* (x2), *shatter* (D), *spiritual weapon*; 3rd—*contagion* (D), *cure serious wounds* (x2), *invisibility purge, protection from energy* (x2); 4th—*cure critical wounds, freedom of movement, greater magic weapon, restoration, unholy blight* (D); 5th—*dispel good* (D), *greater command, slay living, true seeing*; 6th—*harm* (D), *heal, word of recall*.

Sorcerer Spells Known (6/8/8/7/7/6/4; save DC 16 + spell level): 0—*arcane mark, dancing lights, detect magic, ghost sound, light, mage hand, prestidigitation, ray of frost, read magic*; 1st—*grease, magic missile, shield, shocking grasp, spider climb*; 2nd—*acid arrow, alter self, ghoul touch, invisibility, mirror image*; 3rd—*fireball, haste, lightning bolt, slow*; 4th—*baleful polymorph, stoneskin, summon monster IV*; 5th—*cone of cold, wall of iron*; 6th—*chain lightning*.

Possessions: +2 elven chainmail, +2 unholy quarterstaff of dread power (10 charges; see Appendix III), masterwork hand crossbow, 10 bolts, 3 doses of sintrin, scroll of *dismissal*, scroll of *prayer* and *monster summoning VI*, *potion of fly*, gold Spider Goddess pin (50 gp), House Vrama pin, platinum necklace (900 gp), 23 pp.

Aralian, male dark elf Ftr11

CR 12; Medium humanoid (elf); HD 11d10; hp 70; Init +3; Spd 20 ft.; AC 20 (+3 Dex, +7 armor), touch 13, flat-footed 17; BAB +11; Grap +15; Atk +19 melee (1d10+10/x3, +2 halberd) or +16 melee (1d6+4/19-20, masterwork short sword) or +17 ranged (1d8+2/19-20 plus poison, +1 repeating light crossbow and +2 bolt); Full Atk +19/+14/+9 melee (1d10+10/x3, +2 halberd) or +16/+11/+6 melee (1d6+4/19-20, masterwork short sword) or +15/+15/+10/+5 ranged (1d8+2/19-20 plus poison, +1 repeating light crossbow and +2 bolt); SA poison, spell-like abilities; SQ darkvision 120 ft., light blindness, dark elf traits, SR 22; AL LE; SV

Fort +7, Ref +6, Will +1; Str 18, Dex 17, Con 10, Int 12, Wis 6, Cha 10.

Skills: Climb +8, Disguise +2, Handle Animal +5, Hide +2, Intimidate +9, Listen +0, Ride +14, Search +3, Spot +0, Swim +2.

Languages: Dark Elvish, Elvish, Groll, Undercommon.

Feats: Diehard, Dodge, Endurance, Greater Weapon Focus (halberd), Mounted Combat, Point Blank Shot, Rapid Shot, Weapon Focus (halberd), Weapon Focus (repeating crossbow), Weapon Specialization (halberd).

Poison (Ex): Large scorpion venom—Injury, Fort DC 14; initial and secondary damage 1d4 Con.

Possessions: +2 breastplate, +2 halberd, masterwork short sword, +1 repeating light crossbow, 20 +2 bolts, gauntlets of ogre power, *potion of cure serious wounds*, 2 doses of Large scorpion venom, House Thess pin, 10 pp, room key (Area T1-18).

Eilos, male dark elf Wiz5/Ftr1/eldritch knight 5

CR 12; Medium humanoid (elf); HD 5d4+5 plus 1d10+1 plus 5d6+5; hp 53; Init +2; Spd 30 ft.; AC 15 (+2 Dex, +3 armor), touch 12, flat-footed 13; BAB +8; Grap +11; Atk +14 melee (1d8+5/17-20 plus lifestealing, +2 sword of life stealing) or +10 ranged (1d8/19-20 plus poison, repeating light crossbow); Full Atk +14/+9 melee (1d8+5/17-20 plus lifestealing, +2 sword of life stealing) or +10/+5 ranged (1d8/19-20 plus poison, repeating light crossbow); SA poison, spell-like abilities, spells; SQ darkvision 120 ft., light blindness, dark elf traits, SR 22, summon familiar; AL CE; SV Fort +8, Ref +4, Will +5; Str 16, Dex 15, Con 12, Int 15, Wis 11, Cha 11.

Skills: Appraise +6, Concentration +15, Craft (alchemy) +6, Hide +4, Jump +5, Knowledge (arcana) +9, Knowledge (religion) +5, Listen +2, Move Silently +3, Perform (oratory) +1, Ride +6, Search +5, Sense Motive +4, Spellcraft +15, Spot +2.

Languages: Common, Draconic, Dark Elvish, Elvish, Undercommon.

Feats: Brew Potion, Combat Expertise, Craft Magic Arms and Armor, Craft Wand, Improved Critical (longsword), Improved Disarm, Scribe Scroll, Weapon Focus (longsword)

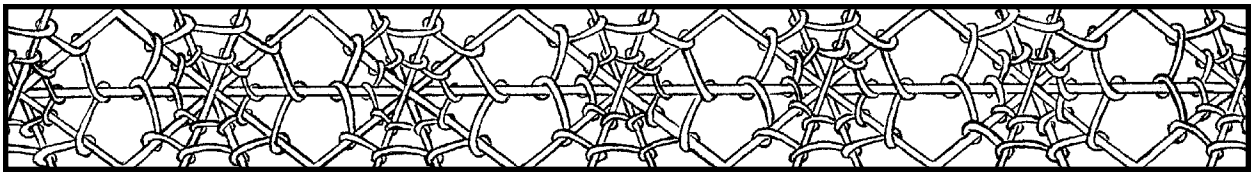
Wizard Spells Prepared (4/5/5/3/2/1; save DC 12 + spell level): 0—*mage hand, open/close, ray of frost, read magic*; 1st—*feather fall, magic missile, ray of enfeeblement* (x2), *shield*; 2nd—*bull's strength, levitate, obscuring mist, shatter, summon swarm*; 3rd—*flame arrow, hold person, slow*; 4th—*stoneskin, wall of ice*; 5th—*hold monster*. Caster level 9th.

Possessions: +1 web armor (see Appendix III), +2 sword of life stealing, repeating light crossbow, 20 bolts, *wand of bear's endurance* (42 charges), scroll of *summon swarm*, *potion of cure moderate wounds*, *potion of see invisibility*, 2 doses of sintrin, House Vrama pin, silver bracer (200 gp), 2 silver rings (40 gp, 50 gp).

Eniamian, male dark elf Sor3/Rgr8

CR 12; Medium humanoid (elf); HD 3d4 plus 8d10; hp 53; Init +4; Spd 30 ft.; AC 18 (+4 Dex, +2 deflection, +2 natural), touch





16, flat-footed 14; BAB +9; Grap +10; Atk +11 melee (1d8+1, masterwork longsword) or +15 ranged (1d8+1/19-20 plus 1d6 fire and poison, +1 *flaming repeating light crossbow*); Full Atk +11/+6 melee (1d8+1, masterwork longsword) or +13/+13/+8 ranged (1d8+1/19-20 plus 1d6 fire, +1 *flaming repeating light crossbow*); SA poison, spell-like abilities, spells; SQ animal companion, combat style (archery), darkvision 120 ft., favored enemy (elf) +4, favored enemy (human) +2, improved combat style, light blindness, SR 22, summon familiar, swift tracker, Vrama dark elf traits, wild empathy +12, woodland stride; AL NE; SV Fort +7, Ref +11, Will +7; Str 12, Dex 18, Con 11, Int 14, Wis 14, Cha 14.

Skills: Bluff +7, Climb +9, Concentration +8, Diplomacy +4, Disguise +2 (+4 acting in character), Handle Animal +9, Hide +13, Intimidate +4, Jump +5, Knowledge (arcana) +8, Knowledge (dungeoneering) +7, Knowledge (nature) +5, Listen +7, Move Silently +13, Open Lock +5, Search +9, Spellcraft +10, Spot +7, Survival +12 (+14 underground, tracking +2).

Languages: Common, Dark Elvish, Elvish, Undercommon.

Feats: Craft Wondrous Item, Endurance, Eschew Materials, Point Blank Shot, Track, Weapon Focus (light crossbow).

Sorcerer Spells Known (6/6; save DC 12 + spell level): 0—*daze, detect magic, ghost sound, mage hand, ray of frost*; 1st—*mage armor, magic missile, ventriloquism*.

Ranger Spells Prepared (2/1; save DC 12 + spell level): 1st—*magic fang, resist energy*; 2nd—*bear's endurance*.

Possessions: +1 *flaming repeating light crossbow*, 24 bolts, masterwork longsword, *ring of protection* +2, *amulet of natural armor* +2, scroll of *see invisibility*, *potion of heroism*, *potion of cure moderate wounds*, 12 doses of sintrin, House Vrama pin, gold ring (50 gp), 34 pp, 13 gp, room key (Area T1-20).

Ganthau, male dark elf Wiz7/lloremaster 1

CR 9; Medium humanoid (elf); HD 7d4+14 plus 1d4+2; hp 37; Init +2; Spd 30 ft.; AC 13 (+2 Dex, +1 deflection), touch 13, flat-footed 11; BAB +3; Grap +1; Atk/Full Atk +1 melee or +5 ranged; SA spell-like abilities, spells; SQ darkvision 120 ft., light blindness, secret knowledge of avoidance, SR 19, summon familiar, Vrama dark elf traits; SV Fort +4, Ref +6, Will +8; AL LE; Str 6, Dex 15, Con 14, Int 20, Wis 12, Cha 13.

Skills: Concentration +8, Diplomacy +6, Disguise +5, Hide +5, Knowledge (arcana) +16, Knowledge (the planes) +19, Listen +6, Move Silently +3, Search +10 (+12 on other planes), Spellcraft +16, Spot +6.

Languages: Common, Draconic, Dwarvish, Dark Elvish, Elder Elvish, Elvish, Gnome, Goblin, Infernal, Orc, Terran, Undercommon.

Feats: Scribe Scroll, Silent Spell, Skill Focus (Knowledge [the planes]), Spell Penetration, Still Spell.

Wizard Spells Prepared (4/6/4/4/3; save DC 15 + spell level): 0—*detect magic, detect poison, mage hand, prestidigitation*; 1st—*burning hands, charm person, mage armor, magic missile, silent image, unseen servant*; 2nd—*alter self, blur, levitate, mirror image*; 3rd—

fireball, haste, lightning bolt (x2); 4th—*charm monster, dimension door, scrying*.

Possessions: *Ring of protection* +1, *wand of invisibility* (34 charges), scroll of two spells (*scrying, clairaudience/clairvoyance*), scroll of two spells (*rope trick, see invisibility*), scroll of *fireball* (empowered; CL 10th), House Vrama pin, emerald brooch (400 gp), 16 pp, room key and chest key (Area T1-16).

Gessintar, Eniamian's cave lizard companion

CR —; Medium animal; HD 5d8+15; hp 40; Init +3; Spd 30 ft., swim 30 ft.; AC 18 (+3 Dex, +5 natural), touch 13, flat-footed 15; BAB +3; Grap +7; Atk/Full Atk +7 melee (1d8+6, bite); SQ link, low-light vision, share spells, 1 bonus trick; AL N; SV Fort +9, Ref +7, Will +2; Str 18, Dex 16, Con 17, Int 1, Wis 12, Cha 2.

Skills: Climb +8, Hide +7 (+15 in stony or subterranean settings), Listen +6, Move Silently +7, Spot +4, Swim +12.

Feats: Alertness, Great Fortitude.

Gurtan, male fire giant Ftr2

CR 12; Large giant (fire); HD 15d8+120 plus 2d10+16; hp 212; Init +1; Spd 30 ft.; AC 27 (-1 size, +1 Dex, +8 natural, +9 armor), touch 10, flat-footed 26; BAB +13; Grap +31; Atk +27 melee (2d8+21, maul) or +15 ranged (2d8+14, spiked throwing ball); Full Atk +27/+22/+17 melee (2d8+21, maul) or +15/+10/+5 ranged (2d8+14, spiked throwing balls); Space/Reach 10 ft./10 ft.; SA rock throwing; SQ darkvision 60 ft., immunity to fire, rock catching, vulnerability to cold; AL LE; SV Fort +22, Ref +6, Will +6; Str 38, Dex 13, Con 26, Int 16, Wis 9, Cha 11.

Skills: Appraise +3 (+5 armor and weapons), Climb +21, Craft (armorsmithing/weaponsmithing) +19, Intimidate +15, Jump +22, Listen +8, Spot +18.

Languages: Dark Elvish, Giant, Goblin, Orc, Undercommon.

Feats: Cleave, Combat Reflexes, Great Cleave, Improved Sunder, Power Attack, Quick Draw, Weapon Focus (maul), Weapon Focus (throwing rock).

Rock Throwing (Ex): Gurtan has a +1 racial bonus on attack rolls with thrown rocks (or throwing balls); his range increment is 120 feet (max 5 increments).

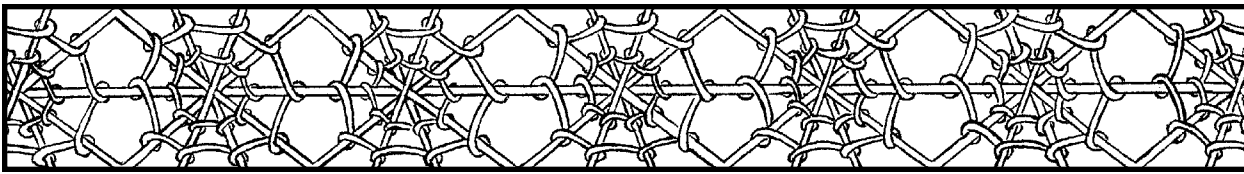
Rock Catching (Ex): Once per round, if he would be hit by a rock, Gurtan can make a Reflex save to catch it as a free action: DC 15 for a Small rock, 20 for Medium, and 25 Large. (If the projectile has a magical bonus to attack, the DC increases by that amount.)

Possessions: +1 *spiked full plate*, maul (as greatclub), 6 spiked throwing balls, *cloak of resistance* +2, House Vrama pin, 324 gp.

Intalequi, male albino dark elf Wiz9

CR 11; Medium humanoid (elf); HD 9d4; hp 27; Init +3; Spd 30 ft.; AC 15 (+3 Dex, +1 deflection, +1 natural), touch 14, flat-footed 12; BAB +4; Grap +2; Atk/Full Atk +2 melee or +7 ranged; SA spell-like abilities, spells; SQ albino dark elf traits, darkvision 120 ft., light blindness, SR 22, summon familiar, Vrama dark elf traits; AL CE; SV Fort +3, Ref +6, Will +6; Str 7, Dex 17, Con 11, Int





18, Wis 10, Cha 13.

Skills: Appraise +6 (+8 alchemical items), Concentration +9, Craft (alchemy) +16, Disguise +1 (+9 as Shoal elf), Hide +4, Knowledge (arcana, history) +16, Knowledge (nature) +7, Listen +4, Move Silently +4, Search +6, Spellcraft +18, Spot +4.

Languages: Draconic, Dark Elvish, Elvish, Gnoll, Goblin, Undercommon.

Feats: Craft Wand, Craft Wondrous Item, Dodge, Improved Familiar, Maximize Spell, Scribe Scroll.

Wizard Spells Prepared (4/5/5/4/3/1; save DC 15 + spell level): 0—*daze, detect magic, mage hand, open/close*; 1st—*mage armor, magic missile* (x3), *shield*; 2nd—*blindness/deafness, invisibility, levitate, see invisibility, web*; 3rd—*fireball, haste, hold person* (x2); 4th—*fire shield, greater invisibility, wall of fire*; 5th—*cone of cold*. Caster level 11th.

Albino Dark Elf (Ex): Albino dark elves are considered 2 class levels higher for most purposes, such as determining SR and caster level (for both spells and spell-like abilities). They also gain a +1 bonus to the save DCs of all spells they cast. Finally, they receive a +8 racial bonus to Disguise checks when trying to pass themselves off as Shoal elves. Albino dark elves have an additional +1 modifier to their CR, in addition to the usual racial modifier.

Possessions: *Cloak of minor displacement, ring of protection +1, amulet of natural armor +1, scroll of two spells (cone of cold, teleport), wand of burning hands* (CL 5th; 19 charges), *potion of cat's grace*, House Vrama pin, 18 pp, room key (Area T2-16).

Jathui, Small fiendish monstrous hunting spider (familiar)

CR —; Small magical beast (extraplanar); HD 11; hp 13; Init +3; Spd 40 ft., climb 20 ft.; AC 20 (+1 size, +3 Dex, +6 natural), touch 14, flat-footed 17; BAB +4; Grap -2; Atk/Full Atk +8 melee (1d4-2 plus poison, bite); SA poison, smite good 1/day, web; SQ damage reduction 5/magic, darkvision 60 ft., empathic link, grants alertness, improved evasion, resistance to cold 10 and fire 10, share spells, speak with master, SR 16, touch spells, tremorsense 60 ft.; AL N; SV Fort +3, Ref +6, Will +6; Str 7, Dex 17, Con 10, Int 11, Wis 10, Cha 2.

Skills: Appraise +2 (+4 alchemical items), Climb +11, Concentration +9, Craft (alchemy) +12, Disguise -4, Hide +14, Jump +12, Knowledge (arcana) +12, Knowledge (history) +12, Knowledge (nature) +3, Listen +4, Move Silently +3, Spellcraft +14, Spot +10.

Feats: Weapon Finesse.

Poison (Ex): Bite, Fort DC 10; initial and secondary 1d3 Str.

Maguul, male drider Sor1

CR 7; Large aberration; HD 6d8+24 plus 1d4+4; hp 61; Init +2; Spd 30 ft., climb 15 ft.; AC 19 (-1 size, +2 Dex, +6 natural, +2 armor), touch 11, flat-footed 17; BAB +4; Grap +11; Atk +7 melee (1d6+3/19-20, masterwork dagger) or +7 melee (1d4+1 plus poison, bite) or +5 ranged; Full Atk +7 melee (1d6+3/19-20, masterwork dagger) and +2 melee (1d4+1 plus poison, bite); Space/Reach

10 ft./5 ft.; SA poison, spell-like abilities, spells; SQ darkvision 60 ft., SR 18, summon familiar; AL CE; SV Fort +7, Ref +5, Will +10; Str 17, Dex 15, Con 18, Int 16, Wis 14, Cha 20.

Skills: Climb +15, Concentration +14, Hide +11, Knowledge (arcana) +7, Listen +9, Move Silently +15, Spot +9.

Languages: Dark Elvish, Elder Elvish, Elvish, Undercommon.

Feats: Combat Casting, Enlarge Spell, Weapon Focus (bite).

Poison (Ex): Bite, Fort DC 17; initial and secondary damage 1d6 Strength. The save DC is Constitution-based.

Spell-Like Abilities: 1/day—*clairaudience/clairvoyance, dancing lights, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 18). Caster level 6th. Save DCs are Charisma-based.

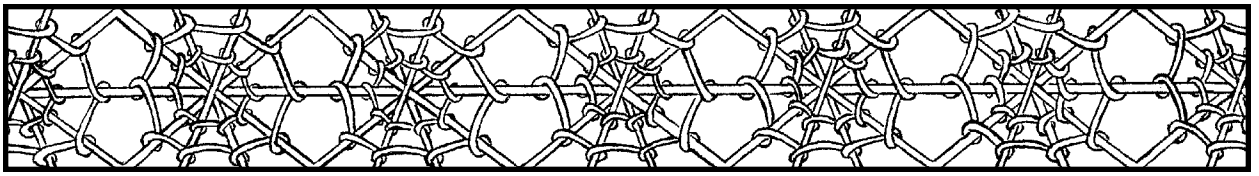
Sorcerer Spells Known (6/8/7/5; save DC 15 + spell level): 0—*dancing lights, detect magic, ghost sound, mage hand, ray of frost, read magic, resistance*; 1st—*chill touch, feather fall, mage armor, magic missile, shield*; 2nd—*acid arrow, summon monster II, web*; 3rd—*blink, fly*. Caster level 7th.

Possessions: Masterwork dagger, *bracers of armor +2, cloak of resistance +1, wand of invisibility* (17 charges), *potion of aid*, House Vrama pin, 56 gp.

Minilir, male dark elf Sor 4/Psi (telepath)3/cerebremancer 3

CR 11; Medium humanoid (elf); HD 4d4+4 plus 3d4+3 plus 3d4+3; hp 39; Init +2; Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; BAB +4; Grap +4; Atk/Full Atk +4 melee or +6 ranged; SA poison, psionics, spell-like abilities, spells; SQ darkvision 120 ft., light blindness, SR 21, summon familiar, Vrama dark elf traits; AL LE; SV Fort +4, Ref +5, Will +14; Str 10, Dex 14, Con 12, Int 19, Wis 14, Cha 17.





Skills: Bluff +13, Concentration +14, Decipher Script +8, Diplomacy +9, Disguise +7 (+9 acting in character), Gather Information +6, Hide +4, Intimidate +7, Knowledge (arcana) +11, Knowledge (psionics) +10, Listen +7, Move Silently +4, Psicraft +15, Ride +3, Search +6, Sense Motive +7, Spellcraft +13, Spot +8.

Languages: Common, Dark Elvish, Elder Elvish, Elvish, Giant, Gnome, Goblin, Undercommon.

Feats: Alertness, Extend Power, Iron Will, Psionic Endowment, Psionic Meditation.

Psionic Powers Known (47 PP; save DC 14 + spell level): 1st—*astral traveler, conceal thoughts, force screen, mind thrust, mindlink, missive, psionic charm*; 2nd—*biofeedback, cloud mind, psionic suggestion, read thoughts*; 3rd—*crisis of breath, energy bolt*. Manifest level 6th.

Sorcerer Spells Known (6/7/7/5; save DC 13 + spell level): 0—*acid splash, detect magic, ghost sound, mage hand, open/close, ray of frost, read magic*; 1st—*alarm, expeditious retreat, mage armor, magic missile, ventriloquism*; 2nd—*arcane lock, false life, whispering wind*; 3rd—*fly, nondetection*. Caster level 7th.

Possessions: *Hat of disguise*, scroll of 2 spells (*arcane lock, invisibility*), scroll of 3 spells (*blur, cat's grace, see invisibility*), *potion of cure moderate wounds*, House Vrama pin, silver brooch (80 gp), platinum ring (100 gp).

Nathe, female dark elf Ftr10

CR 11; Medium humanoid (elf); HD 10d10+20; hp 71; Init +7; Spd 20 ft.; AC 22 (+3 Dex, +6 armor, +3 shield), touch 13, flat-footed 19; BAB +10; Grap +12; Atk +15 melee (1d8+5/17-20, +1 *throwing longsword of returning*) or +16 ranged (1d8+5/17-20, 10 ft., +1 *throwing longsword of returning*) or +14 ranged (1d4/19-20 plus poison, 30 ft., masterwork hand crossbow); Full Atk +15/+10 melee (1d8+5/17-20, +1 *throwing longsword of returning*) or +16 ranged (1d8+5/17-20, 10 ft., +1 *throwing longsword of returning*) or +14 ranged (1d4/19-20 plus poison, 30 ft., masterwork hand crossbow); SA poison, spell-like abilities, spells; SQ darkvision 120 ft., light blindness, SR 21, Vrama dark elf traits; AL NE; SV Fort +9, Ref +6, Will +4; Str 14, Dex 16, Con 14, Int 11, Wis 9, Cha 17.

Skills: Climb +3, Handle Animal +11, Hide +0, Listen +1, Move Silently +0, Ride +15, Search +2, Spot +2, Swim -1.

Languages: Dark Elvish, Elvish, Undercommon.

Feats: Animal Affinity, Blind-Fight, Greater Weapon Focus (longsword), Improved Critical (longsword), Improved Initiative, Iron Will, Mounted Combat, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +1 *breastplate*, +1 *heavy steel shield*, +1 *throwing longsword of returning*, masterwork hand crossbow, 12 bolts, *potion of cure serious wounds*, *potion of cure light wounds*, *potion of bear's endurance*, *potion of bull's strength*, 5 doses of sintrin, House Vrama pin, silver necklace (120 gp), silver ring with emerald (800 gp), room key and chest key (Area ST-7).

Nyatrah, female drider Clr1

CR 8; Large aberration; HD 6d8+12 plus 1d8+2; hp 52; Init +4; Spd 30 ft., climb 15 ft.; AC 23 (-1 size, +4 Dex, +6 natural, +4 armor), touch 13, flat-footed 19; BAB +4; Grap +11; Atk +8 melee (1d8+4/19-20, +1 *short sword*) or +6 melee (1d4+1 plus poison, bite) or +8 ranged (1d6/19-20 plus poison, 30 ft., hand crossbow and masterwork bolt); Full Atk +6 melee (1d8+4/19-20, +1 *short sword*) and +6 melee (1d8+2/19-20, +1 *short sword*) and +1 melee (1d4+1 plus poison, bite); Space/Reach 10 ft./5 ft.; SA poison, rebuke undead 7/day, spell-like abilities, spells; SQ darkvision 60 ft., SR 18; AL CE; SV Fort +6, Ref +6, Will +12; Str 17, Dex 19, Con 14, Int 15, Wis 20, Cha 18.

Skills: Climb +15, Concentration +12, Hide +12, Listen +11, Move Silently +14, Spot +11.

Languages: Dark Elvish, Elvish, Undercommon.

Feats: Combat Casting, Martial Weapon Proficiency (short sword), Two-Weapon Fighting.

Poison (Ex): Bite, Fort DC 15; initial and secondary damage 1d6 Strength. The save DC is Constitution-based.

Sintrin—Injury, Fort DC 16; initial damage unconsciousness 1 minute, secondary damage unconsciousness 1 hour.

Spell-Like Abilities: 1/day—*clairaudience/clairvoyance, dancing lights, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 17). Caster level 6th. Save DCs are Charisma-based.

Domain Powers: Chaos (+1 caster level for chaos spells), Evil (+1 caster level for evil spells). Domains spells below are noted "(D)."

Cleric Spells Prepared (6/6+1/4+1/3+1/2+1; save DC 15 + spell level): 0—*cure minor wounds, detect magic, guidance, mending, resistance, virtue*; 1st—*bane, divine favor* (x2), *endure elements, entropic shield, protection from law* (D), *shield of faith*; 2nd—*bear's endurance, bull's strength, hold person, shatter* (D), *sound burst*; 3rd—*cure serious wounds, invisibility purge, magic circle against good* (D), *magic vestment*; 4th—*chaos hammer* (D), *freedom of movement, poison*.

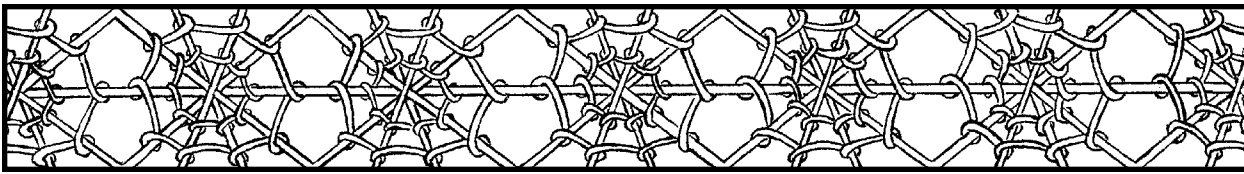
Possessions: Mithral chain shirt, two +1 *short swords*, hand crossbow, 12 masterwork bolts, *wand of inflict moderate wounds* (45 charges), *potion of cat's grace*, House Vrama pin, 12 doses of sintrin.

Quirilash, female dark elf Clr9

CR 10; Medium humanoid (elf); HD 9d8+18; hp 56; Init +3; Spd 30 ft.; AC 21 (+3 Dex, +6 armor, +2 shield), touch 13, flat-footed 18; BAB +6; Grap +7; Atk +10 melee (1d6+1/19-20, masterwork short sword) or +10 ranged (1d8+1/19-20 plus poison, 80 ft., +1 *repeating light crossbow*); Full Atk +10/+5 melee (1d6+1/19-20, masterwork short sword) or +10/+5 ranged (1d8+1/19-20 plus poison, 80 ft., +1 *repeating light crossbow*); SA poison, rebuke undead 5/day (+2 on rebuke checks), spell-like abilities, spells; SQ darkvision 120 ft., light blindness, SR 20, Vrama dark elf traits; AL CE; SV Fort +8, Ref +6, Will +10; Str 13, Dex 16, Con 14, Int 14, Wis 19, Cha 14.

Skills: Diplomacy +8, Heal +13, Hide +7, Knowledge (arcana)





+7, Knowledge (religion) +8, Listen +10, Move Silently +7, Search +6, Sense Motive +7, Spellcraft +10, Spot +10.

Languages: Dark Elvish, Elder Elvish, Elvish, Goblin, Undercommon.

Feats: Alertness, Brew Potion, Craft Wondrous Item, Weapon Finesse.

Domain Powers: Destruction (smite 1/day), Evil (+1 caster level for evil spells). Domains spells below are noted "(D)."

Cleric Spells Prepared (6/5+1/5+1/4+1/3+1/1+1; save DC 14 + spell level): 0—*cure minor wounds, detect magic, guidance, read magic, resistance* (x2); 1st—*bane, bless, command, divine favor, protection from good* (D), *shield of faith*; 2nd—*bear's endurance, bull's strength, hold person* (x2), *shatter* (D), *spiritual weapon*; 3rd—*contagion* (D), *cure serious wounds, invisibility purge, glyph of warding, protection from elements*; 4th—*air walk, cure critical wounds* (x2), *unholy blight* (D); 5th—*dispel good* (D), *flame strike*.

Possessions: +1 mithral chainmail, masterwork heavy steel shield, masterwork short sword, +1 repeating light crossbow, 12 bolts, boots of elvenkind, cloak of elvenkind, periapt of wisdom +2, potion of bear's endurance, potion of cure moderate wounds, 6 doses of sintrin, special Spider Goddess pin (wearer may cast *major image* once per day), House Vrama pin, 34 pp, room key and chest key (see Watch Tower, Level 2).

Savinian, male dark elf Rog4

CR 5; Medium humanoid (elf); HD 4d6; hp 13; Init +4; Spd 30 ft.; AC 19 (+4 Dex, +5 armor), touch 14, flat-footed 19; BAB +3; Grap +3; Atk/Full Atk +8 melee (1d6/19-20, masterwork short sword) or +7 ranged (1d4/19-20, 30 ft., hand crossbow); SA sneak attack +2d6, spell-like abilities; SQ dark elf traits, darkvision 120 ft., evasion, light blindness, SR 15, trap sense +1, trapfinding, uncanny dodge; AL CE; SV Fort +1, Ref +8, Will +3; Str 10, Dex 18, Con 11, Int 16, Wis 10, Cha 12.

Skills: Bluff +8, Climb +6, Diplomacy +9, Disguise +8 (+10 acting in character), Escape Artist +10, Hide +11, Intimidate +3, Listen +9, Move Silently +10, Search +10, Sense Motive +6, Sleight of Hand +13, Spot +9, Survival +0 (+2 following tracks), Use Rope +4 (+6 with bindings).

Languages: Common, Draconic, Dark Elvish, Elvish, Orc, Undercommon.

Feats: Iron Will, Weapon Finesse.

Possessions: +1 chain shirt, masterwork short sword, hand crossbow, 12 bolts, House Vrama pin, House Yurganth pin (hidden; Search DC 22), 209 gp.

Senetys, female dark elf Clr9

CR 10; Medium humanoid (elf); HD 9d8; hp 47; Init +3; Spd 30 ft.; AC 21 (+3 Dex, +6 armor, +2 shield), touch 13, flat-footed 18; BAB +6; Grap +6; Atk +8 melee (1d8+1 plus 1d6 cold, +1 frost heavy mace) or +10 ranged (1d8/19-20 plus poison, 80 ft., repeating light crossbow); Full Atk +8/+3 melee (1d8+1 plus 1d6 cold, +1 frost heavy mace) or +10/+5 ranged (1d8/19-20 plus poison, 80

ft., repeating light crossbow); SA poison, rebuke undead 6/day (+2 on rebuke checks), spell-like abilities, spells; SQ darkvision 120 ft., light blindness, SR 20, Vrama dark elf traits; AL CE; SV Fort +6, Ref +8, Will +10; Str 11, Dex 17, Con 10, Int 12, Wis 18, Cha 17.

Skills: Diplomacy +15, Heal +5, Hide +3, Knowledge (arcana) +6, Knowledge (history) +3, Knowledge (religion) +10, Listen +7, Move Silently +3, Search +3, Spellcraft +5, Spot +6.

Languages: Aquan, Dark Elvish, Elder Elvish, Elvish, Goblin, Terran, Undercommon.

Feats: Dodge, Lightning Reflexes, Weapon Focus (heavy mace), Weapon Focus (repeating crossbow).

Domain Powers: Destruction (smite 1/day), Evil (+1 caster level for evil spells). Domains spells below are noted "(D)."

Cleric Spells Prepared (6/5+1/5+1/4+1/3+1/1+1): 0—*create water, detect magic* (x2), *guidance, mending, resistance*; 1st—*bane, cause fear, divine favor, entropic shield, protection from good* (D), *shield of faith*; 2nd—*aid, bear's endurance, death knell, hold person, shatter* (D), *silence*; 3rd—*bestow curse, cure moderate wounds, invisibility purge, magic circle against good* (D), *protection from energy*; 4th—*cure critical wounds, divine power, greater magic weapon, unholy blight* (D); 5th—*dispel good* (D), *flame strike*.

Possessions: +2 mithral chain shirt, masterwork heavy steel shield, +1 frost heavy mace, repeating light crossbow, 20 bolts, 10 doses of sintrin, scroll of two spells (*slay living, spell immunity*), golden Spider Goddess pin (50 gp), House Vrama pin, 12 pp, room key (Area T1-18).

Tessandra, succubus [advanced]

CR 7; Medium outsider (chaotic, demon, extraplanar, evil); HD 7d8+7; hp 39; Init +2; Spd 30 ft., fly 50 ft. (average); AC 23 (+2 Dex, +9 natural, +2 deflection), touch 14, flat-footed 21; BAB +7; Grap +7; Atk +7 melee (1d6, claw); Full Atk +7/+7 melee (1d6, 2 claws); SA energy drain, spell-like abilities, *summon demon*; SQ damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, SR 18, telepathy 100 ft., tongues; AL CE; SV Fort +6, Ref +7, Will +6; Str 11, Dex 15, Con 13, Int 16, Wis 12, Cha 28.

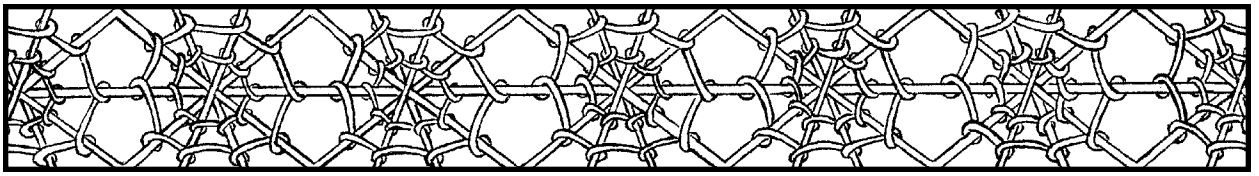
Skills: Bluff +21, Concentration +11, Diplomacy +14, Disguise +18 (+20 acting in character), Escape Artist +12, Hide +12, Intimidate +21, Knowledge (the planes) +13, Listen +19, Move Silently +12, Search +12, Spot +19, Survival +1 (+3 on other planes or following tracks), Use Rope +3 (+5 with bindings).

Feats: Dodge, Mobility, Persuasive.

Energy Drain (Su): A succubus drains energy from a mortal it lures into some act of passion, or simply by planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. Tessandra's kiss or embrace inflicts one negative level. The kiss also acts as a *suggestion* spell, asking the victim to accept another kiss from her (Will DC 22 negates). The Fortitude save DC to remove the negative level is 22. The save DCs are Charisma-based.

Spell-Like Abilities: At will—*charm monster* (DC 23), *detect good*,





detect thoughts (DC 21), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration), *suggestion* (DC 22), *greater teleport* (self plus 50 pounds of objects only). Caster level 12th. The save DCs are Charisma-based.

Summon Demon (Sp): 1/day, 1 vrock, 30% chance of success.

Possessions: *Ring of protection* +2, *necklace of fireballs* (Type I), gold ring (75 gp), House Vrama pin, 22 pp.

Tharion, male dark elf Wiz7

CR 8; Medium humanoid (elf); HD 7d4; hp 22; Init +1; Spd 30 ft.; AC 12 (+1 Dex, +1 deflection), touch 12, flat-footed 11; BAB +3; Grap +1; Atk/Full Atk +2 melee (1d6-2/19-20, masterwork short sword) or +4 ranged (1d8/19-20 plus poison, 80 ft., repeating light crossbow); SA poison, spell-like abilities, spells; SQ darkvision 120 ft., light blindness, SR 18, summon familiar, Vrama dark elf traits; AL NE; SV Fort +2, Ref +3, Will +5; Str 6, Dex 12, Con 10, Int 16, Wis 10, Cha 9.

Skills: Balance +3, Concentration +10, Craft (alchemy) +7, Diplomacy +0, Escape Artist +3, Hide +2, Knowledge (arcana, history) +13, Listen +2, Move Silently +2, Ride +2, Search +10, Spellcraft +15, Spot +2.

Languages: Common, Dark Elvish, Elvish, Gnoll, Goblin, Undercommon.

Feats: Empower Spell, Scribe Scroll, Spell Focus (evocation), Spell Penetration, Widen Spell.

Wizard Spells Prepared (4/5/4/3/1; save DC 13 + spell level, or DC 14 + spell level for evocation): 0—*daze*, *detect magic*, *ghost sound*, *read magic*; 1st—*charm person*, *magic missile*, *shield*, *shocking grasp*, *sleep*; 2nd—*acid arrow* (x2), *blindness/deafness*, *blur*; 3rd—*fireball* (x2), *fly*; 4th—*wall of fire*.

Possessions: Masterwork short sword, repeating light crossbow, 12 bolts, *ring of protection* +1, *lens of detection*, *wand of mage armor* (9 charges), scroll of *displacement*, 5 doses of sintrin, silver necklace (100 gp), House Vrama pin, 22 pp, room key (see Area T1-21).

Thariust, female dark elf Rog1/Clr8

CR 10; Medium humanoid (elf); HD 1d6-1 plus 8d8-8; hp 32; Init +3; Spd 30 ft.; AC 23 (+3 Dex, +7 armor, +3 shield), touch 13, flat-footed 20; BAB +6; Grap +5; Atk +10 melee (1d6-1/18-20, masterwork rapier) or +9 ranged; Full Atk +10/+5 melee (1d6-1/18-20, masterwork rapier) or +9/+4 ranged; SA poison, rebuke undead 5/day, sneak attack +1d6, spell-like abilities, spells; SQ darkvision 120 ft., light blindness, SR 20, trapfinding, Vrama dark elf traits; AL CE; SV Fort +7, Ref +7, Will +9; Str 9, Dex 17, Con 9, Int 8, Wis 17, Cha 14.

Skills: Bluff +6, Climb +2, Concentration +4, Hide +7, Knowledge (religion) +3, Listen +8, Move Silently +7, Search +5, Spot +8.

Languages: Dark Elvish, Elvish, Undercommon.

Feats: Craft Magic Arms and Armor, Craft Wand, Great Fortitude, Weapon Finesse.

Domain Powers: Chaos (+1 caster level for chaos spells),

Destruction (smite 1/day). Domains spells below are noted "(D)."

Cleric Spells Prepared (6/5+1/4+1/4+1/2+1): 0—*cure minor wounds*, *detect magic*, *guidance*, *read magic*, *resistance* (x2); 1st—*bles*, *command*, *cure light wounds* (x2), *inflict light wounds* (D), *shield of faith*; 2nd—*bear's endurance* (x2), *hold person*, *resist energy*, *shatter* (D); 3rd—*contagion* (D), *cure serious wounds*, *invisibility purge*, *meld into stone*, *protection from energy*; 4th—*chaos hammer* (D), *cure critical wounds*, *summon monster IV*.

Possessions: +2 mithral chainmail, +2 light steel shield, masterwork rapier, *wand of blindness/deafness* (20 charges), *potion of flying*, *potion of cure light wounds*, scroll of *divine favor*, scroll of *heal*, gold Spider Goddess pin (50 gp), House Vrama pin, 4 gems (100 gp each), room key (Area T1-21).

Zahnivil, male dark elf Mnk5/Wiz5

CR 11; Medium humanoid (elf); HD 5d8-5 plus 5d4-5; hp 31; Init +5; Spd 40 ft.; AC 24 (+5 Dex, +4 Wis, +1 monk, +4 armor), touch 20, flat-footed 19; BAB +5; Grap +5; Atk +10 melee (1d8, unarmed strike) or +10 ranged (1d4/19-20 plus poison, 30 ft., hand crossbow); Full Atk +9/+9 melee (1d8, unarmed strike) or +10 ranged (1d4/19-20 plus poison, 30 ft., hand crossbow); SA flurry of blows, *ki* strike (magic), poison, spell-like abilities, spells, unarmed strike; SQ darkvision 120 ft., evasion, light blindness, purity of body, slow fall 20 ft., SR 21, still mind, summon familiar, Vrama dark elf traits; AL LE; SV Fort +4, Ref +10, Will +12; Str 10, Dex 20, Con 9, Int 17, Wis 18, Cha 9.

Skills: Balance +11, Climb +8, Concentration +12, Craft (alchemy) +6, Escape Artist +9, Forgery +5, Hide +10, Jump +10, Knowledge (arcana) +12, Listen +10, Move Silently +10, Search +5, Spellcraft +9, Spot +14, Tumble +15.

Languages: Draconic, Dark Elvish, Elvish, Goblin, Orc, Undercommon.

Feats: Brew Potion, Deflect Arrows, Dodge, Run, Scribe Scroll, Spell Penetration, Stunning Fist, Weapon Finesse.

Wizard Spells Prepared (4/4/3/2): 0—*detect magic*, *flare*, *mending*, *resistance*; 1st—*jump*, *magic missile*, *ray of enfeeblement*, *shocking grasp*; 2nd—*bear's endurance*, *see invisibility*, *spectral hand*; 3rd—*haste*, *lightning bolt*.

Possessions: *Bracers of armor* +4, hand crossbow, 12 bolts, 6 doses of sintrin, 2 *potions of cure light wounds*, scroll of two spells (*shield*, *cat's grace*), House Vrama pin, 2 gp, room key (Area T1-19).

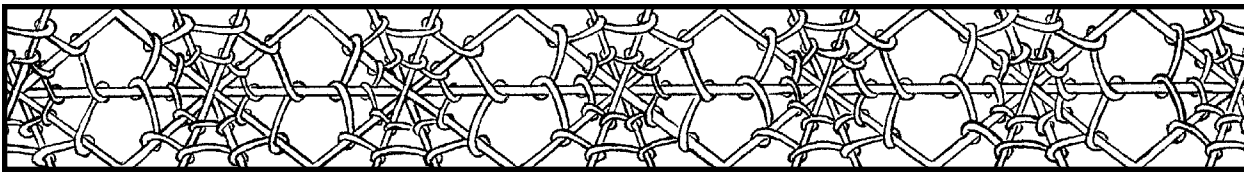
APPENDIX III: NEW MAGIC ITEMS & MONSTERS

New Magic Items

Pot of Curses

This small black cauldron bubbles constantly, filled with greenish liquid. The pot spurts its liquid at all creatures that come within 10 feet of it, effectively casting a *bestow curse* on each affected creature. The owner sets the parameters, as with a *glyph of warding*, for





how the pot is activated and how it can be safely bypassed. If the pot is overturned, its effect is negated until it is righted again.

Moderate necromancy; CL 6th; Craft Wondrous Item, *bestow curse*, *glyph of warding*; Price 30,000 gp.



Staff of Dread Power

This item is nearly a minor artifact. In addition to being a +2/+2 *unholy quarterstaff* (even when its charges are depleted), this black, skull-topped staff grants the use of the following spells:

- *Animate dead* (1 charge)

- *Slay living* (DC 17, 2 charges)

- *Create undead* (2 charges)

Strong necromancy; CL 16th; Craft Staff, *animate dead*, *slay living*, *create undead*; Price 150,800 gp.

Web Armor

This armor is made from Medium monstrous spiders' webs. It is the equivalent of +1 *leather armor*, but it has no maximum Dexterity bonus and no spell failure chance.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *mage armor*, *mending*; Price 9,000 gp.



New Monster

Arachnemass (Death Spider Swarm)

Diminutive Magical Beast (Extraplanar, Evil, Swarm)

Hit Dice: 11d10+55 (115 hp)

Initiative: +6

Speed: 20 ft. (4 squares), climb 20 ft.

Armor Class: 17 (+4 size, +2 Dex, +1 natural), touch 16, flat-footed 15

Base Attack/Grapple: +11/—

Attack: Swarm (3d6 plus poison)

Full Attack: Swarm (3d6 plus poison)

Space/Reach: 10 ft./0 ft.

Special Attacks: Distraction, poison

Special Qualities: Darkvision 60 ft., hive mind, immune to weapon damage, resistance to acid 10, cold 10, and fire 10, low-light vision, swarm traits, tremorsense 60 ft.

Saves: Fort +12, Ref +9, Will +7

Abilities: Str 2, Dex 15, Con 20, Int 4, Wis 15, Cha 3

Skills: Climb +14, Listen +13, Spot +13

Feats: Ability Focus (poison), Alertness, Improved Initiative, Iron Will

Environment: Any (usually underground)

Organization: Solitary

Challenge Rating: 9

Treasure: None

Alignment: Always evil

Advancement: 12-22 HD (Diminutive)

Level Adjustment: —

The arachnemass is a swarm of thousands of “death spiders,” fiendish arachnids called from the lower planes into a single, composite entity that moves and acts rather like one great, amorphous creature.

Combat

Arachnemasses scour the underground caverns in which they commonly live for anything to attack and devour.

The foul sorcery that spawned these swarms also made them slaves to dark elves: An arachnemass never harms or discomfits a dark elf, even if it swarms across him.

Distraction (Ex): Any living creature that begins its turn with an arachnemass in its space must make a DC 20 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 22; initial and secondary damage 1d4 Strength.

Hive Mind (Ex): Any arachnemass with at least 1 hit point per Hit Die (or 11 hit points for a normal arachnemass) forms a hive mind, giving an Intelligence of 4. When an arachnemass is reduced to below this hit point threshold, it becomes mindless.

Skills: An arachnemass has a +4 racial bonus on Listen and Spot checks and a +8 racial bonus on Climb checks. It uses its Dexterity modifier for Climb checks instead of Strength. It can always choose to take 10 on Climb checks, even if rushed or threatened.





Deep below the surface, in the sunless lands of the Netherdeep, creatures of darkness build weapons and amass armies, dreaming of invasion. An attack on a peaceful elven shrine in Emerald Hill sends the heroes on a quest to retrieve stolen artifacts and kidnapped friends. All signs point to the actions of the dark elves of Ul-Drakkan, far below the city of Ptolus.

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ISBN 1-894693-97-3

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