

D4**FOURTH OF 4 MODULES**

Advanced Dungeons & Dragons



Dungeon Module D4 City of Spiders

By Joseph Bloch

This module contains background information, a large-scale referee's map, referee's notes, special exploration and encounter pieces, special encounter maps and map keys, and additional sections pertaining to new creatures for use with this module and the game as a whole. A complete urban adventure for play of ADVANCED DUNGEONS & DRAGONS is contained herein. This module is intended as a companion adventure to VAULT OF THE DROW, D3, or as the penultimate part of a continuing series of modules which form a special campaign scenario (DUNGEON MODULES G1, G1A, G2, G3, D1, D2, D3, and Q2, WEB OF SOULS, soon to be released).

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Dungeon Module #D4

City of Spiders

INTRODUCTION

Background: The present module is meant to be an expansion of the classic module D3 VAULT OF THE DROW. One of the great conundrums of the original D1-3 series of adventures was just how the adventurers were supposed to figure out their next move to end the threat posed by the drow to the surface realms. Doing so requires the ability to realize that there are multiple factions within the drow society, what those factions are, and which ones are actually behind the series of raids by the giants.

As written, however, there is precious little in the way of opportunity for the player characters to gain all the knowledge they need in order to achieve a satisfactory end to the module, and take the fight to the Abyss (and possibly elsewhere) in order to render the real threat inert. As Gary Gygax wrote many years later:

To discover the temple the party was meant to do some big-time role-play by entering the city of Erelhei-Cinlu and mixing in with all the evil NPCs and monsters there, ask questions, maybe even take a prisoner and question that one. Of course, many of the inhabitants of the Vault would know where the fane was located, so the DM could decide how to manage the matter--bribery, threat, whatever.*

All this had to be intuited by the players and then invented (or improvised) by the DM. Suffice to say that few actually did so in play, and thus what should have been the crowning glory of an epic adventure turned into a sometimes-baffling railroad that had the PCs destroying the wrong enemy. This was explained many years later by the fact that the authorship of the final module in the series was taken out of Gygax's hands, and given to individuals who didn't understand the true direction of the often subtle G1-3/D1-3 series.

The current module attempts to rectify this situation, providing a structure and the means for the PCs to explore the haunted byways of the city of the drow in order to find out the information needed to remove the threat to the surface.

NOTE: YOU MUST HAVE EITHER THE ADVENTURE **D3 VAULT OF THE DROW** OR **QUEEN OF SPIDERS** IN ORDER TO RUN THIS ADVENTURE. This adventure assumes you have access to the information in either of those modules regarding the city of Erelhei-Cinlu and its inhabitants. The DM might also find Dragon #298 of use, which details some aspects of the city itself.

Notes for the Dungeon Master

As noted in the Background, the purpose of this adventure is to give the PCs the opportunity to discover the scheme that has brought them to the city of the dark elves in the first place; the followers of the Elder Elemental God are scheming to gain power by provoking the giants on the surface to war upon the realms of men.

What the PCs do not realize is that they have been deliberately lured here by the Eilservs who escaped the assault on the HALL OF THE FIRE GIANT KING. Eclavindra reasons that, since the PCs are so powerful as to be able to thwart her, they could be used to destroy her enemies in the Vault.

The module fleshes out several locations in the wicked drow city of Erelhei-Cinlu. As such, it can be considered an urban adventure inside the "wilderness" adventure of the Vault itself. The module presupposes that the PCs have played through at least both D1 DESCENT INTO THE DEPTHS OF THE EARTH and D2 SHRINE OF THE KUO-TOA, and are in the midst of (or have at least begun) D3 VAULT OF THE DROW. As such, the PCs should have the following pieces of information before beginning this adventure:

- There are multiple factions among the drow
- One faction worships the Elder Elemental God, while the majority worship the spider-demon Lolth
- It is the Elder Elemental God-worshippers who are behind the giant raids

If the PCs do not have this information, the DM should make sure that they do relatively early on in this adventure (Oolachrithon can easily fill in these details, as can Meloria).

The pieces of information that the PCs should have before moving on to the climax of the adventures are these:

- The Elder Elemental God is imprisoned, but the seal of his prison is imperfect, allowing him limited access to aid his followers on Oerth.
- There are four keys to the Elder Elemental God's prison, which can take different forms, but are aligned to the elements.
- The keys could be used to free the Elder Elemental God or seal his prison forever.
- Lolth has the keys to the Elder Elemental God's prison, but cannot use them to seal the prison herself.
- The Elder Elemental God's prison can be accessed through Lolth's plane in the Abyss.
- Lolth's plane can be accessed through the great Fane.

The present adventure is divided into several major encounters, each of which is designed to provide one or more pieces of the puzzle as to how the Elder Elemental God's minions can be dealt with, as well as opening up a new threat to the surface.

The Crowned Button is an inn that serves as a base of operations for the PCs, a (relatively) safe haven in a city brimming with enemies.

Oolachrithon the Sage sends the PCs on their way, giving guidance as to where they might find out what the Eilservs are planning. The renegade illithid can also be used at any point to put the PCs back on track if they are foundering and need to be put back on the plot.

Pembreg the Fence will allow the PCs to gain a scroll which tells of the imperfect seal of the Elder Elemental God's prison, and that the keys could either seal it or cast it wide open. The scroll is also sought by the priests of Graz'zt.

The Priests of Graz'zt allows the PCs to confront the priests of Graz'zt, and in the process gain an ancient Suel tablet which shows where the Elder Elemental God's prison is located.

Blackmail gives the PCs the opportunity to learn how to access Lolth's plane on the Abyss, by blackmailing one of the priestesses of Lolth in the Fane. They might even be able to use her to infiltrate the Fane itself.

* Originally posted to
<http://www.enworld.org/forums/showthread.php?t=38912&page=4&pp=30> February 2003

The End is Nigh will give the PCs the nature of the keys of the Elder Elemental God's prison, via a street prophet in Erelhei-Cinlu who has been touched with ancient forbidden knowledge.

The Eilservs Estate and **The Hidden Shrine of the Elder Elemental God** are the center of power of the leaders of the Elder Elemental God's cult in the Vault. If the PCs are successful in the other encounters, they don't have to visit the estate at all, but by infiltrating this estate, the PCs can learn everything they need to know. This is of course the most perilous stratagem, as it is both fortified and filled with hostile and brilliant enemies.

The DM can and should feel free to mix and match these encounters, steering the PCs to the Eilservs estate if they miss any vital information, and vice versa.

Once the PCs have gone through these encounters, they should be ready to take on the perils of the Fane of Lolth, as described in D3 VAULT OF THE DROW.

This module assumes the PCs have some means of moving about the Vault and the city without attracting attention. One of the green cloaks which are given to approved visitors at the Black Tower (module D3, pp. 11-12) would be an ideal cover, but a merchant or noble house brooch would serve as well. The GM is reminded that the black medallions found in the other modules in this series are distinct from the brooches that indicate allegiance to one of the noble houses, or the merchant houses with whom they are allied. The black brooches are confiscated by the drow garrison in the Black Tower at the entrance to the Vault. Wearing one in the city would certainly announce the wearer as an intruder who was ignorant of the customs of the Vault.

One obvious tack for the PCs to take is to approach the Lolth-worshipping drow and offer an alliance to take out the Elder Elemental God-worshipping faction. This would seem to make sense on its surface, since they share a common enemy. However, the DM should be adamant that the priesthood of Lolth react with nothing but hostility to the idea, as they know of Lolth's secret plan (see module Q2 WEB OF SOULS for details) and will do whatever it takes to ensure no outsider learns of it. They will always suspect that the PCs are working for the Elder Elemental God, whether knowingly or unknowingly (which is, indeed, the case).

For an overview of the city of the dark elves, the DM is referred to module D3 VAULT OF THE DROW. Page 15 of that work contains a concise description of the city that can be read to the players to give them a feel of the place, and page 16 has full tables for random encounters in its streets and alleyways.

IT IS ESSENTIAL THAT THE DM CAREFULLY READ THROUGH BOTH D3 VAULT OF THE DROW AND THIS MODULE BEFORE RUNNING EITHER. There are many details that are easily overlooked, and a careful reading of the adventures will improve the experience for both the DM and the players.

It should be remembered that all drow have the standard abilities intrinsic to their kind, with females having more such abilities than the males.

Males and females: **dancing lights**, **faerie fire**, **darkness** (once per day). Detect slopes, new construction, sliding walls, etc. as a dwarf.

Males and females of 5th level and above: **detect magic**, **know alignment**, **levitate** (once per day).

Females: **clairvoyance**, **detect lie**, **suggestion**, **dispel magic** (once per day).

All drow have 50% magic resistance, which increases by 2% per level (multiclassed individuals use the highest of their levels).

Players Introduction: After surviving the perils of the underworld, and finally making it to the massive and eldritch Vault of the Drow, you now find yourselves in the capital city of the evil dark elves. The sights and sounds that assail you are as different from your experience as anything that could be imagined, and yet herein lies the key to the completion of your quest, begun what feels like years ago.

Still, cities are cities, and all have some things in common, especially those which are as cosmopolitan as Erelhei-Cinlu is, after its own fashion. Just within the main gate, a cluster of slaves of various races compete for your attention, loudly hawking the virtues of various inns that compete for the business of newcomers such as yourselves.

A base of operations, a relatively safe haven - as safe as anything could be in this nightmare cyst beneath the earth - these are necessities if you are to put an end to those behind the machinations that put the giants on the path of war.

You select one which, judging by the claims of its servant, sounds like the least terrible of a number of options, and proceed according to the directions helpfully provided. Within a short time, you arrive at your destination, secure rooms, and plot your next move. Welcome to the Crowned Button.

THE CROWNED BUTTON

This is one of the better inns in the city of Erelhei-Cinlu, identifiable by the sign over the door showing a white button mushroom topped by a golden crown. It is frequented by visitors to the Vault and those who have dealings with them, and is generally accorded the status of neutral ground in the various feuds between the noble houses. This is not to say that friction between the various factions is absent, or that fights between them don't break out on a regular basis, but they are at least not a constant affair. It is precisely this neutral status that makes the inn the best place to get the pulse of much of the intrigue transpiring in the city.

The food and drink of the Crowned Button is above average for Erelhei-Cinlu. Not only the native mushrooms and fungus that are harvested in the Vault, but fare from far and wide across the underworld finds its way to the kitchens of the Crowned Button. Mushrooms of every type and description are found here, put into stews and soups, or cut into steaks and roasts smothered in butter and herbs. Lizard steaks and chops, braised for long hours at low temperatures and served with piquant sauces are a specialty, but one can also find *cerveaux de l'homme* imported from the lands of the illithids, pressed into thin patties and fried with shallots and bat-milk butter. All sorts of albino and blind fish from the Sunless Sea come in from kuo toan traders, both fresh and salted, giving the place a reputation as a center of goggler cuisine in the city. The giant Pitchy Flow mussel steamed in garlic and mushroom wine, served in its own shell, which serves four people, is not to be missed. Grains are few and far between in the underworld, so beers and ales are rare, but kumis made from bat or rat milk and wines made from mushroom and fungus are plentiful, and supplemented with spirits from across the underworld. Prices are:

Breakfast, plain	6 c.p.
Breakfast, elaborate	3 s.p.
Dinner, plain	6 s.p.
Dinner, elaborate	11 s.p.
Dinner, 6 course	2 g.p.
Supper, plain	4 s.p.
Supper, elaborate	8 s.p.
Gin, giant ant, pint	7 c.p.
Kumis, giant bat, pint	1 s.p.
Kumis, giant rat, pint	3 c.p.
Wine, house mushroom, pint	1 e.p.
Wine, derro silver, pint	13 s.p.

Wine, Sunless Sea green, pint	15 s.p.
Wine, illithid spicy red, pint	1 g.p.
Wine, illithid sweet white, pint	2 g.p.
Wine, Svifneblin umber sour, pint	3 g.p.
Spider venom liqueur, gill	4 g.p.
Lolth's Kiss venom liqueur, gill	5 g.p.

Bottles of Lolth's Kiss venom liqueur come with a dead spider in the bottle. Drinking the spider is said to bring one good luck (+1 on all saving throws for the next 24 hours), but requires a saving throw vs. poison or become ill for the next 24 hours and suffer -2 to all saving throw, "to hit", and damage rolls. *Bibitor emptori!*

Rooms run anything from 10 g.p. per night for a private suite (meals included) to 3 g.p. per night for a private room, to 3 s.p. for a space in the dormitory-style sleeping areas.

First Floor:

1. **COMMON ROOM:** This dark yet bustling place is some 40' by 30', with a bar along the long wall, behind which are the kitchens and the innkeeper's private chamber. The innkeeper is known as the Captain, a retired officer of the female fighting society, whose real name is Meloria (F9, H.P.: 41, AC 6, +2 **dagger** on her person, +2 **short sword** in her quarters, always wears a **ring of fire resistance**). She is personally loyal to Lolth, but does not begrudge others a seat in her inn, and can (unusually, for a drow) be trusted to keep her mouth shut, for a price.

In addition to Meloria, there are two serving wenches that assist her during the day (the potboys also assist serving food when the inn is particularly busy). J'mar is a full-drow thief (3rd level), while Lananna is a half-drow fighter (2nd level). J'mar is a spy in the pay of both the agents of House Eilsevs and the priestesses of Lolth, while Lananna watches the comings and goings for the Tormtors as well as the Female Fighters Society. Meloria knows of all their masters, but feigns ignorance.

During the day, only those staying at the inn will be present during the breakfast hours (and only 50% of those), but lunch sees a broad clientele, mixing visitors with city inhabitants. Between meals the main room will be mostly empty, but starting at the supper hour it will gradually fill with 9-16 customers plus the PCs, including approximately a quarter of those visitors staying in the rooms above. Between half and two-thirds of the patrons in the common room will be at tables; the rest will be at the bar.

Roll for random bar patrons, in addition to those who are staying in the inn (see the second and third floors for details):

Die Roll	Bar Patrons
1-3	3-6 rakes
4	Human magic-user party
5	Drow male patrol, off duty
6-7	2-5 thieves
8	Drow nobles
9	Drow mixed patrol, off duty
10-11	2-5 kuo-toans
12	Human cleric party
13	Drow female patrol, off duty
14	2-3 illithids
15-16	2-5 Drow merchants (plus 2-5 guards)
17-19	Prostitute plying his/her trade
20	Otherworldly guests (see below)

See D3 VAULT OF THE DROW for details on encounter make-up (pp. 4-5 and 16). Determine otherworldly guests on the following table:

Die Roll	Bar Patrons
1	Type I demon
2	Type II demon
3	Type III demon
4	Type IV demon
5	Type V demon
6	1-2 succubi
7	Mezzodaemon
8	Nycadaemon
9	Night hag
10	Tarry demodand
11	Slime demodand
12	Shaggy demodand

2. **BAR.** The bar is made of a single massive plank of polished bronzewood, brought here from Geoff more than a century ago at great expense. Anywhere from a third to half of the patrons in the common room will be at the bar. If the bar top is damaged, Meloria will not be pleased, to say the least. A box under the bar holds a hand crossbow and 20 sleep-poisoned darts, as well as the cash box, which has 23 c.p., 76 s.p., 15 g.p., and 3 p.p. of various types from around the underworld and as far as Keoland on the surface. A trap door (not concealed) leads to the basement via a ladder.
3. **KITCHEN.** The cook, Yesgarnomrod, is the kuo-toan (H.D. 7, H.P.: 56, AC 4) chef who rules his kitchen with an iron hand. There are three half-drow potboys and scullions (all level 2 fighters, H.P.: 12, 12, 13, AC 6) who maintain fighting trim by avoiding various objects hurled at them throughout the day by the cook in one of his many rages. His gurgled insults at their cooking and hygiene can often be heard in the main room, often quickly followed by the crash of a bowl or ladle aimed lackadaisically at a head. If needed, there is a large assortment of knives and carving implements in the kitchen which function as short swords, falchions, or daggers in combat. The place is immaculate, and filled with various spices, meats, and so forth.
4. **PRIVATE ROOM.** This well-appointed room can be rented for a modest fee, or provided gratis for those the Captain knows personally or wishes to cater to for whatever reason. It contains a single large table, leather-padded chairs, and a window directly into the kitchen through which dishes and drinks can be placed on a sideboard, through a sliding shutter. Two walls bear tapestries depicting lizard hunts in the fungus/crystal forests of the Vault, while stuffed giant lizard heads are mounted on the walls and above the door. There is a spy hole through which Meloria can listen in to conversations here, if desired.

Second Floor:

1. **PRIVATE ROOM.** This modest but comfortable room is currently occupied by a human illusionist from Highport in the Wild Coast, Resmolane (10th level illusionist, human (vampire) - S 18/76, I 17, W 12, D 16, C 13, Ch 16; 43 hit points; AC 1; SA energy drain; SD +1 or better weapon to hit, gaseous form at will, shape change into bat, immune to sleep, hold, poison, paralysis, cold does half damage) also has a **wand of fear** (56 charges), wears a **robe of scintillating colors**, and carries a **dagger +2/+3 vs. reptiles**. His spell book is concealed in a secret

compartment in his coffin (under the bed) and contains all his memorized spells plus **read illusionist magic**, **detect illusion**, **misdirection**, and **fear**. He has the following spells memorized:

First Level: **audible glamer**, **change self**, **color spray** (x2), **hypnotism**

Second Level: **blindness**, **improved phantasmal force** (x2), **mirror image**

Third Level: **continual light**, **non-detection**, **paralyzation**

Fourth Level: **massmorph**, **shadow monsters**

Fifth Level: **summon shadow**

He is here on a mysterious mission of his own, but could be persuaded to accompany the PCs on some very limited and specific mission. His vampiric nature is, of course, not known, and if the opportunity presents itself he will turn on his allies.

2. PRIVATE ROOM. Currently unoccupied. There are two beds.
3. PRIVATE SUITE. These rooms are very well appointed and comfortable. There is one large bed and a settee. They are currently unoccupied.
4. PRIVATE SUITE. These rooms are similar to the other suite, but are currently occupied by a deputation from a hidden temple of Nerull in Sterich to the temple of Nerull on the Street of Lies. The party is led by Ulana (12th level cleric - S 10, I 15, W 9, D 13, C 11, Ch 14; 45 hit points; AC -2; **plate mail +2**, **shield +2**, **staff of the serpent (viper)**, **ring of invisibility**, **sickle +2** (as dagger), **amulet of undead command**. All priests of Nerull are only surprised 1 in 12. She has the following spells memorized:

First Level: **command** (x3), **cause light wounds** (x2), **cure light wounds**, **protection from evil**, **sanctuary**

Second Level: **hold person** (x2), **resist fire**, **silence 15' radius** (x2), **slow poison**, **withdraw**

Third Level: **animate dead**, **continual light**, **dispel magic** (x2), **meld into stone**, **bestow curse**

Fourth Level: **divination**, **neutralize poison** (x2)

Fifth Level: **cure critical wounds**, **ebony tendrils***

Sixth Level: **blade barrier** (x2)

Her two assistants, Pleth and Wirinaw, are both staying in the outer chamber (both 7th level clerics; W 14; 28 hit points; AC 2; **chainmail +1**, **shield +1**, **scythe +1** (treat as hook-fauchard). Pleth has a **rod of cancellation** and **boots of speed**, while Wirinaw has a **girdle of frost giant strength** (+4 to hit, +9 damage). They both have the following spells memorized:

First Level: **command** (x2), **cause light wounds** (x2), **sanctuary**

Second Level: **hold person**, **silence 15' radius**, **slow poison**

Third Level: **continual light**, **dispel magic**

Fourth Level: **spike stones**

The group has a small chest with 500 p.p. for expenses, and each cleric also has a pouch with an additional 40

g.p. (Ulana has twice as much). The group's bodyguards are in the dormitory room upstairs. They also bring a prized gift for the temple here; a gem-encrusted reliquary filled with ichor from Nerull himself, worth some 5,000 g.p.

5. PRIVATE ROOM. This room has a single bed, and is currently occupied by Bhelan Ledge, a half-orc assassin originally from the Horned Society who has dwelled in the underworld for more than a decade (6th/8th level fighter/assassin - S 16, I 14, W 9, D 17, C 13, Ch 8; 36 hit points; AC 3; **leather armor +2**, **longsword +1/+3 vs elves** (including drow), **ring of silence** (acts as a silence 10' radius spell, but only affects the wearer), three **potions**, **boots of elvenkind**. He has 140 g.p. and three pieces of jewelry worth 300, 500, and 1,000 g.p. He is a freelance assassin, awaiting a new commission after having just completed a slaying. He charges 100 g.p. per day, plus commissions, and has an excellent reputation among his fellows.
6. PRIVATE ROOM. This room has three beds and is currently unoccupied.
7. PRIVATE ROOM. Currently occupied by a pair of spies from Keoland. They have been following the clerics of Nerull (see room 4) for months, have finally caught up to them here, and are stealthily observing their movements. Ostensibly they are here to meet some shadowy unnamed associate. Ulana and company are completely unaware of their true motives, and only know them as fellow travelers staying at the inn. Depending on how the PCs interact with the party of clerics, the Keolandish spies might actually work against them and ruin a subtle plan. The DM is encouraged to use this pair as a complication. Their partner, an elven magic-user/thief, obviously couldn't venture into the Vault, and is waiting with a group of friendly Deep Gnomes with the bulk of their wealth.

Orran Feldad (8th level ranger - S 14, W 18, D 13, C 14, Ch 8; 40 hit points; AC 2; **banded mail +1**, **two-handed sword +2**, **ring of water breathing**, **amulet of proof against detection and location**, four **potions**) is stern and taciturn. He has 140 g.p., and has the following spells memorized:

First Level: **detect magic**, **faerie fire**, **speak with animals**

Therema Goldbrow (9th level magic-user - S 12, I 17, W 11, D 7, C 6, Ch 12; AC 6; **bracers of defense AC 6**, **dagger +3**, **amulet of proof against detection and location**, **wand of fireballs**, three **potions**) is outgoing and willing to take risks. She has 130 g.p. and has the following spells memorized:

First Level: **charm person**, **hold portal**, **protection from evil**, **shocking grasp**

Second Level: **ESP**, **mirror image**, **pyrotechnics**

Third Level: **haste**, **protection from normal missiles**, **suggestion**

Fourth Level: **ice storm**, **wall of ice**

Fifth Level: **cone of cold**

In addition to those spells, she has the following in her spell book: **grease**, **read magic**, **spider climb**, **forget**, **rope trick**, **water breathing**, **wind wall**, **fumble**, **teleport**.

8. BATH. For an extra 3 c.p., one of the two tubs in this room will be filled with piping hot water and towels made ready.

* See Greyhawk Adventures p. 16

Third Floor:

- 1. DORMATORY ROOM. This room is reserved for females. Ten cots are here, 1-8 of which will be occupied on any given night by a drow female fighter level 2-4 (70%) a cleric/fighter level 3-4/2-3 (20%), or a human fighter level 5-7 with magic armor, shield, and weapon (10%).
- 2. DORMATORY ROOM. This room is reserved for males. Fourteen cots are here, 1-10 of which will be occupied on any given night by a drow male fighter level 2-5 (60%), a drow thief level 2-5 (10%), a drow magic-user level 2-5 (10%), or a human fighter level 5-7 with magic armor, shield, and weapon (20%). Two of Ulanda's guards (both human 6th level fighters with magic armor, shield, and weapon) are also staying here.
- 3. PRIVATE ROOM. Currently occupied by a pair of dark elves from the drow city of Urlisindatu. Turinda Ymish (5th/7th level cleric/thief - S 12, I 12, W 13, D 16, C 12 Ch 14; 23 hit points; AC 2; drow mail, +2 short sword, and cloak of invisibility) and her brother Perthvin Ymish (6th/7th level magic-user/fighter - S 16, I 14, W 10, D 13, C 14, Ch 13; 36 hit points; AC 2; drow mail and cloak, +1 buckler, +1 hand crossbow, +2 battle axe) are officially here to negotiate a trade agreement between their house and one of the minor merchant clans of the Vault. However, they also plan to burgle the Great Fane of Lolth, and could thus be enticed into assisting the PCs in a venture there, if approached correctly; the pair would abandon the PCs at the first sign of trouble or loot, however. Between them they have 139 p.p., 45 g.p., and 2 pieces of jewelry worth 500 g.p. each. Turinda is a cleric of Graz'zt and has the following spells memorized:

First Level: command, cure light wounds, cause light wounds, light

Second Level: find traps, resist fire, silence 15' radius

Third Level: remove paralysis

Perthvin's spell book is on his person when he is not in his room, and in addition to the spells he has memorized, it holds Read Magic, Spider Climb, Pyrotechnics, and Slow. He has the following spells memorized:

First Level: charm person, feather fall, magic missile (x2)

Second Level: knock, mirror image

Third Level: lightning bolt, monster summoning I

- 4. PRIVATE ROOM. Three beds, which are not used by the group of 5 kuo-toans who are staying here; four regular warriors (AC 4; MV 9/18; HD 2; 12 hit points each; armed with dagger, spear, and shield; SD immune to hold/paralysis/etc., see through illusions) are escorting a monitor (AC 1; 7 HD; MV 18/36; 56 hit points; attacks 4 times per round doing 2-8/2-8/2-5/2-5 points of damage, SA can strike to subdue). They have a minimum of wealth (100 g.p. between them) but do have pots of shield-glue. The monitor is on a particularly delicate mission. A kuo-toan priest-prince has gone insane and is attempting to start a war between Erelhei-Cinlu and the kuo-toan people. The monitor is here to prevent that from happening, as the kuo-toans would not fare well in such a conflict.
- 5. PRIVATE ROOM. Two beds, currently unoccupied.

Basement:

- 1. CELLAR. This place is cluttered with casks, bottles, boxes, barrels, and sacks of all descriptions, for this is where the stores for the kitchen and bar are kept. At night, the serving wenches sleep in a curtained-off area where three cots can be found.
- 2. COLD CELLAR. This room is lower into the ground than the rest of the basement, and so is naturally cooler. Here perishables such as cheese, meat, and fish are stored.
- 3. MELORIA'S CHAMBER. This is where The Captain sleeps when she is not at work in the inn above. The room is locked at all times, and contains the usual bed, table, chairs, and wardrobe. There is a locked strongbox kept under the bed with some 340 s.p. and a handful of more valuable coins, but this is a bluff intended to throw off the unwary. The wardrobe contains her drow armor and cloak, as well as several other changes of clothing and a short sword +2.
- 4. HIDDEN CHAMBER. If the door is opened, a trip line will ring a bell at the bar, alerting Meloria that someone has entered. She will grab the cook and investigate. This is where the real earnings for the inn are kept, as well as a few other treasures that Meloria has gathered over the years. One locked chest contains 10,000 g.p., while another contains 5,000 s.p. and 5,000 p.p. Both chests are protected with needle traps filled with giant spider venom. There are three tapestries on the walls worth 700 g.p. each (one of which is actually a flying carpet), and a small box on a table containing six pieces of jewelry worth 1,000, 2,000 (x2), 2,500, and 3,500 (x2) g.p., respectively.
- 5. HIDDEN PASSAGE. This passage leads to the nearby sewers, and is sometimes used as an escape route for close friends of Meloria in need of a discreet exit. There is a secret door on this side activated by a key which she keeps on her person at all times, and then another door which is stoutly barred against the various horrors of the sewers of Erelhei-Cinlu (which make the back alleys seem positively safe gardens by comparison), and then another secret door activated by turning a loose piece of brickwork 90 degrees facing into the sewer itself.

Events:

Roll 1d4 for an event every night. On a roll of 1, an event will occur. Roll on the following table to determine specifics. On a roll of 3, one of the guests in the inn (or a group, as applicable) will leave the following morning, and on a roll of 4 a new guest or guests will have arrived. The DM is encouraged to create new guests along similar lines as those described above, which may or may not have a direct bearing on the PCs' activities. It should be remembered that anyone staying here will not be a resident of the city, by definition.

Die Roll	Event
1	Bar fight. A friendly argument breaks out among the patrons, and everyone ends up taking sides.
2	Bard. A drow bard entertains the crowd for the evening with songs and stories the PCs are quite likely never to have heard before.
3	High Stakes Game. While games of chance are quite common, a game escalates to particularly high stakes, occupying the attention of most of the bar patrons.
4	Shady Dealings. Meloria can be seen conferring with a figure in a deeply hooded cloak. The two retire to a back room, and Meloria re-emerges alone a short while later.

Die Roll	Event
5	This Round's On Me. A noble hunting party (see D3 p. 9) comes in and buys a round for the house after having captured a large group of escaped slaves.
6	Doesn't Ring a Bell. A male drow patrol comes in looking for a fleeing criminal. The PCs can plainly see the various patrons of the bar protecting the fugitive, moving him from place to place, blocking the line of sight of the patrol, etc.
7	Your Papers, Please. A female drow patrol comes in checking to make sure all in the inn have the proper green cloaks worn by visitors, will inspect house insignia brooches, and will instantly be alerted if someone is still wearing a black brooch.
8	Cutpurse. The PCs notice a male half-drow thief picking the pocket of another patron (determine randomly).
9	Don't Stain the Floor. A drow (50/50 male/female) staggers into the bar, grasping a terrible wound in their abdomen. seems to move purposefully, but then collapses, dead, on one of the tables (determine randomly).
10	An Eventful Night. Roll twice, disregarding this result again. The second event happens 1d3 hours after the first.

On the second day of their stay at the Crowned Button, the PCs will be approached by a messenger. The messenger is a young half-drow girl named Cajella who bears a message from the illithid sage Oolachrithon. The mind-flayer wishes to employ the PCs for "a job that will further our shared interests", and promises that he can make it worth their while. Cajella is known to the patrons and owners of the inn as an urchin who is often used as a messenger by many different people. She is a 2nd level thief (9 h.p.) who hopes one day to join the Female Fighters Society.

OOLACHRITHON THE SAGE

Oolachrithon is an illithid, one of a few who have been granted permission to live in the city on a permanent basis. Supposedly an outcast from the empire of the illithids, he is in fact a spy for them. His activities in Erelhei-Cinlu, visiting its various mageries and libraries, and consulting with its sages and savants, affords him a perfect cover to perform his duties for his homeland. General Telenna, head of the Female Fighters Society, suspects the truth, but without proof he is considered too valuable to destroy.

Oolachrithon (H.P.: 42, AC 5) is a sage with a major field of demihumanity, within which he has specialized knowledge of history and theology & myth, and a minor field of the supernatural and unusual. In addition, he is also a 6th level magic-user who always keeps a **dagger +2** and two **potions of extra healing** on his person. He has the following spells memorized:

First Level: charm person, hold portal, identify, sleep

Second Level: mirror image, ray of enfeeblement

Third Level: hold person, phantasmal force

He dwells in a modest two-story building on the border between the Ghetto of Foreigners and the Ghetto of Scholars. The bottom floor is his study, crammed with the stuff common to sages of any race, filled to the ceiling with books and scrolls. The second floor is his personal living quarters, in which can be found a **scroll of protection from normal missiles**, a **flying carpet**, and **potions of hill giant strength** and **poison** (labeled as "growth"). His spell book is hidden

under the floorboard, and includes all of his memorized spells as well as **read magic**, **spider climb**, **shatter**, and **water breathing**.

He has only a single servant, one Alastes, who appears as an elderly human, emaciated and with a vacant expression on his face, as if he were in some deep trance. He is, in fact, a piscodaemon (H.P.: 31, AC -1) masked by a **phantasmal force** spell. The identity of Alastes is an open secret amongst the sage's regular acquaintances, and he is a faithful servant who will protect his master if the need arises.

Oolachrithon will make a standing offer of a set of 5 matched diamonds worth 20,000 g.p. each if they are able to witness a full sacrifice to the Elder Elemental God, and report back with everything they have seen. If questioned, he claims his motives are purely intellectual; a first-hand report of such a ritual would be invaluable to his researches. He does not make this a demand, however, as he knows how dangerous and improbable such a success would be.

In reality, he is acting in the interests of furthering discord within the Vault. For him the proposition is win-win; if the PCs actually get the information, it will indeed be valuable for his studies. But if the PCs fail, they will surely be seen as acting on the orders of the Lolth-worshipping faction within the Vault, and might even spark a full-scale civil war. He is unaware of the Eilservs' interest in the PCs. He will provide any reasonable information they might require to further their mission (such as places to purchase special equipment, etc.), but knows nothing about the Eilservs estate itself or its layout.

Oolachrithon also has a more prosaic mission for the PCs. A valuable scroll containing lore related to the Elder Elemental God has been stolen, and the illithid has it on good authority which of the city's many fences has the object. He is willing to pay the PCs 1,000 p.p. for the scroll.

Note that the DM can and should make use of the sage to get the PCs back on track, should they get stuck during the course of the adventure, with a helpful minor mission or piece of advice.

PEMBREG THE FENCE

The PCs have been given the address of one Pembreg, known throughout the city as a fence of stolen goods who pays fair prices and can be counted on for his discretion (which combination naturally makes him somewhat unique in such a city as Erelhei-Cinlu). Oolachrithon has offered them 200 p.p. for a stolen scroll which contains ancient lore concerning the Elder Elemental God.

The PCs have several paths open to them.

First, they could simply attempt to purchase the scroll from Pembreg. In such a case, they will be informed that there will be an auction two days' hence. At this auction (held in the private room of a local inn), several buyers will bid on several illicitly-gained items before the scroll comes up. After several low bids, a cleric of Graz'zt will top all other bids, and quickly exceed the 1,000 g.p. reward they PCs have been offered. He will bid as high as 2,000 g.p. for the scroll. If he wins, the PCs will have to obtain it from him and his fellows (see below). If the PCs win by offering more than double their promised reward, the scroll will be stolen from them in short order, and they will have to track down the priests of Graz'zt to recover it.

Second, the PCs could opt to steal the scroll from Pembreg's shop by stealth or force. His small shop is deep in the ghetto of chattels, convenient to the Thieves' Guild just two blocks away. The storefront is small, dark, and uninviting, and it is unclear what, exactly is expected to be sold there. Pembreg himself is a halfling exile from luz; formerly one of his closest minions and personal attendants, but fled the cambion's lands for reasons which remain unclear, eventually finding his way here, where he makes a good living

fencing stolen goods, often selling them back to their original owners at a tidy profit, which is not at all unusual in Erelhei-Cinlu.

Pembreg, 4th/8th level halfling fighter/thief (H.P.: 38, AC -1 (leather armor +3, DEX, **ring of protection** +2), short sword +1/+2 vs. enchanted creatures, dagger +4, PP 80%, OL 77%, F/RT 65%, MS 82%, HS 74%, HN 30%, CW 81%, RL 35%) S 14, I 15, W 12, D 18, C 13, Ch 16, chaotic evil. He carries a **gem of seeing** with him (which is very handy in his line of work) and wears an **amulet of proof against detection**. Pembreg is shaven-pated with pronounced pointed ears, and dresses in garishly brocaded jackets and trousers. He affects a boisterous and good-natured demeanor, but is (understandably) paranoid about agents of luz locating and returning him to his former master.

All business is handled either in a nearby tavern or in this front room. No one is ever allowed into the back room or his private quarters on the second floor.

The back room is filled with bric-a-brac. There are chests, crates, bags, and barrels of every description, and the whole place is stuffed to overflowing with junk. There are paintings and tapestries stacked up against the walls, and a heavy iron strongbox which is both locked and trapped with a poison gas trap that will fill the whole of the back room (all creatures within must save vs. poison or be rendered unconscious for 7-12 hours). The strongbox contains what appears to be 10,000 p.p., but which is in reality a box of copper coins covered by an **illusion**. All of the items in the back room are, in fact, worthless, although only an expert would recognize them as such at a glance. A hasty search will show everything is worth at least 100 g.p. A box of scrolls is also there, but they are all covered in gibberish writing that looks like various exotic languages. There is also a steep staircase leading to Pembreg's quarters on the second floor.

Pembreg's apartment is spartan, with a bed, wardrobe stuffed with halfling-sized clothing of fine make (the whole is worth 1,000 g.p. in a halfling community), a table and chairs, and cookstove.

The secret of Pembreg's shop is that there is a secret floor between the back room and the apartment, which can only be reached via a secret door on the stairs. Cramped even for a halfling, this is where Pembreg's real ill-gotten goods are stored. One minute after the secret door to this room is opened, a panel will open and release a gray ooze into the small room (H.P.: 18) unless a secret button is pushed to stop the timer (requires a successful secret door check to locate). Due to the cramped quarters, no DEX or shield bonuses are allowed to armor class, movement is reduced by 6" (min. 3"), and all "to hit" rolls are made with a -4 penalty. The secret chamber contains the following items: an astrolabe (250 g.p.), a large silver box engraved with spider motif (100 g.p.), three bolts of Illithid brocade cloth (120 g.p. each), a silver comb (10 g.p.), an ewer of gold (45 g.p.), rare kuo-toan incense (50 g.p. to a kuo-toan, 25 g.p. to anyone else, as it smells like rotting fish), a water clock (500 g.p.), a medium ivory carving of a lizard (120 g.p.), three large paintings (a portrait of one of the scions of House Everhate, 1,000 g.p.; a landscape of the Vault as seen from the noble lands, 800 g.p.; a famous work depicting a sacrifice to Lolth, 750 g.p.), a set of ten scrolls containing a history of the noble families of the Vault (1,200 g.p. for the set), a scroll of protection from demons (2,500 g.p.), the scroll concerning the Elder Elemental God, and an alabaster statuette of a stylized priestess of Lolth (400 g.p.).

The scroll itself is a collection of lore concerning the Elder Elemental God. In it is recorded the tale of how Beory the Oerth Mother destroyed the Elder Elemental God, shattering his physical form into dozens of shards which rained down upon Oerth*, which can now be used as conduits for the manifestation of his true form, which is imprisoned. The prison itself is imperfectly sealed, however, and the keys could be used to either seal it completely and cut off all support for the cult of the Elder Elemental God, or cast open the doors of the prison wide, and greatly spread the influence of the weird preternatural deity.

THE PRIESTS OF GRAZZ'T

If the PCs attend the auction in the previous encounter, they will be acquainted with the priests of Graz'zt, and will hopefully attempt to gain the scroll from them directly. If the PCs somehow gain the scroll from Pembreg before the auction, the priests of Graz'zt will discover their identity through magical means and attempt to get it themselves. Either way, the DM should arrange an encounter between them.

The priests are visitors from a secret cult base in Keoland. They have come to make contact with Eclavdra, as the followers of Graz'zt have common cause with any who dispute the overlordship of Lolth over all drow. They will be staying at some nondescript inn in the Ghetto of Foreigners if needed, and should not be too hard to find. (If a "Special Visitor" event is occurring at the Eilservs estate, this would be an ideal time for that meeting to take place.)

The deputation is led by Jirmelle Turusk, a 12th level cleric of Graz'zt (H.P.: 42, AC -2 (**plate mail** +3, **shield** +2), +3 **mace**, **ring of shooting stars**, **staff of command**, **boots of speed**), S 14, I 15, W 18, D 14, C 13, Ch 16. She is ruthless and cunning, and sees a potential alliance with the Eilservs as a way for her to come even further into her master's favor. As part of her mission, she has a fragment of an ancient stone tablet which reveals (in Suloise) that the prison of the Elder Elemental God is accessible on Lolth's home plane. The idea was to present both the tablet and the scroll to Eclavdra as a gift, to garner her favor. Jirmelle will have the following spells memorized†:

First Level: bless, change self, charm person, command, cure light wounds, light, protection from good, sanctuary

Second Level: enthrall, find traps, hold person, hold person, know alignment, silence 15' radius, wyvern watch

Third Level: continual light, cause disease, dispel magic, prayer, speak with dead

Fourth Level: cause serious wounds, neutralize poison, polymorph self

Fifth Level: cure critical wounds, sympathy

Sixth Level: blade barrier, harm

Jirmelle is accompanied by two lesser clerics. First is Barrak, a 7th level human cleric (H.P.: 25, AC 0 (**chainmail** +2, **shield** +2), +2 **flail**, **rod of cancellation**), S 16 (+1/+1), I 9, W 17, D 11, C 14, Ch 10. He is not very bright, and is given to fits of sullenness and surliness. He will usually have the following spells memorized:

First Level: curse, charm person, light, penetrate disguise, sanctuary

Second Level: enthrall, hold person, invisibility, silence 15' radius

Third Level: dispel magic, suggestion

clerics of particular demon lords and princes. Seeming discrepancies in spells memorized are thus not errors, and should be used as written.

* Those DMs with access to the Oerth Journal #12 will find a version of this tale, as related by Gary Gygax, within.

† Just as clerics of certain deities have access to certain spells that are not normally available to clerics, so too do

Fourth Level: cloak of fear

Ratham is the second cleric, a 6th level half-elven cleric (H.P.: 22, AC 0 (**chainmail +3**, DEX), **+2 mace**, **hat of disguise**, **ring of shooting stars**), S 14, I 14, W 17, D 15, C 13, Ch 14. Because of his race, he wears the hat to present himself as a pure human. He is intelligent and downright cheerful, and delights in flustering Barrak with his wit, sliding in wry insults that are only understood after the fact. But he is no less chaotic evil, and a devout servant of Graz'zt, for all of that. He will have the following spells memorized:

First Level: command, charm person, detect magic light, sanctuary

Second Level: fascinate, hold person, invisibility, silence 15' radius

Third Level: cause blindness, meld into stone

Fourth Level: protection from good 10' radius

The clerical party is accompanied by a pair of 6th level fighters who act as their bodyguards. One is human (H.P.: 42, AC 1 (**chainmail +2**, **shield +1**), **+3 longsword**, heavy crossbow with 20 bolts, **potion of extra healing**), while the other is a half-orc (H.P.: 41, AC 2 (**chainmail +1**, **shield +1**), **dagger +1**, battle axe, wearing a **girdle of hill giant strength** (gives 19 STR; +3 "to hit", +7 damage).

BLACKMAIL

Having obtained both the scroll and the Suloise tablet, the PCs should now be able to piece together than the prison of the Elder Elemental God can be sealed forever if they use the Keys to do so. Now they need to figure out how to get to the prison via Lolth's home plane. **Note to the DM:** If the PCs don't make this connection, Oolachriton can nudge them in the right direction. He does not, however, know how to enter Lolth's home plane.

If the PCs arrive at the conclusion that the best way to discover the entrance to Lolth's home plane is through one of the priestesses of Lolth, then any of them (the two 7th level clerics, or the two 9th level clerics, on Level 3 of the Great Fane, or the High Priestess on Level 5) will all know the secret, which is to walk through the illusion of Lolth and touch the mural on the 1st level of the Great Fane. Getting this information will require some ingenuity, however.

If the PCs befriend a group of drow/drow-elf/drow-human rakes, it is very possible to enlist them in a raid on the Egg of Lolth, should the plan appear sound (see D3 VAULT OF THE DROW, p. 16). Kidnapping one of the priestesses might be possible, but in the midst of all the guards would be difficult. The DM should remember that all drow have at least 50% magic resistance (50% plus 2% for each level, highest level if multiclassed), so various sorts of charm spells will be of limited use, especially if time is a factor.

If needed, however, chance can play in the favor of the PCs.

While staying at the Crowned Button, a thief makes an attempt to burgle one of the rooms occupied by the PCs. The thief is an elf-drow half breed, and will get caught in the act; 5th level thief (H.P.: 15, AC 4, +1 dagger, PP 55%, OL 37%, F/RT 40%, MS 45%, HS 41%, HN 25%, CW 90%, RL 25%). She will have on her person a pair of platinum earrings worth 1,000 g.p. as well as a bundle of letters. The letters are love letters between Velondra, the 7th level cleric in the Fane of Lolth who is found on Level #3, room 2, and Kelzin, an assassin in the employ of House Eilservs (see the Eilservs Estate, Villa #1, room 8). Such indiscretion between a high-ranking cleric of Lolth and an important functionary of House Eilservs is unthinkable, and Velondra would do anything, including aiding the PCs in getting to the Abyss, to get the evidence back. It is up to the PCs to figure out how to make best use of this trove of treachery, but if they are still on the Pembreg's good side somehow, he will readily suggest the obvious (to him) course of action; blackmail.

THE END IS NIGH

Walking down one of the main thoroughfares of Erelhei-Cinlu, the PCs encounter Dido, a self-described "prophet of Lolth" who regularly exhorts passersby about the threat posed by the Elder Elemental God and his followers. The Eilservs hate him because he stirs up hatred against them. The priestesses of Lolth hate him because he presumes to speak for their demon-goddess. The ordinary residents of the city hate him because he interrupts traffic and makes them late for their appointment at the torture parlor. And yet somehow, he has survived for months.

Dido is a 4th/6th level male drow fighter/magic-user (H.P.: 30, AC 2, unarmed). He has no spell book, no weapons, and no magic items except a drow cloak and boots. He has cast almost all of his spells over the last few months, and only has a single **blink** spell remaining to him. His hair is unkempt, his face dirty, and he is quite insane, having been touched by some otherworldly force which compels him to issue his dire warnings. It's quite obvious that it's not the "normal" sort of demonic possession that is sometimes seen in the Vault, but something else entirely, and that makes passersby all the more uneasy about him, as does the fact that he has survived on the streets of Erelhei-Cinlu unarmed and unaided.

When the PCs come upon him, Dido will be in the midst of some rambling speech, with a minor and not-so-sympathetic crowd gathered around him. He will look directly at the PCs (even if they are disguised, magically or otherwise) and resume his harangue: "And woe to you, air and earth and fire and water, if you fail to see the signs of the keys! Jewels and not jewels. One and three and eight and four! Remember those numbers and know what you seek! Once these are brought together, then the ancient enemy will be loosed and all will suffer! Or he will be trapped forever. But take care, lest our eight-legged Mother be trapped as well! Take great care!"

At this point, a female drow patrol will barge in, disbursing the crowd with the intention of arresting the mad prophet. Eight 3rd level female fighters (H.P.: 15 each, AC 0, +1 dagger, +1 short sword, hand crossbows with 10 bolts each) are led by a 5th level drow female fighter (H.P.: 25, AC -2, +2 dagger, +2 short sword, atlatl with 3 javelins). The commander of the patrol is a 7th level female cleric (H.P.: 35, AC -5, +3 mace), with the following spells memorized:

First Level: cause light wounds, cure light wounds, cure light wounds, fear

Second Level: hold person, hold person, silence 15' radius

Third Level: cause blindness, prayer

Fourth Level: tongues

If the PCs try to protect Dido, the patrol will fight them. Either way, Dido will somehow have slipped away in the confusion. Even if a PC states they are watching him during the incident, their attention will be momentarily distracted, or their vision obscured for an instant by someone in the melee, and then Dido is nowhere to be found.

THE EILSERVS ESTATE

Note to the DM: This estate can be used as a template for the others in the Vault, but remember that the Eilservs have the maximum number of people and monsters, as befits their station as the pre-eminent clan in the Vault. Other clans will have slightly smaller contingents of servants, animals, and civilians, and of course each has a different selection of magic items and unique personalities, as described in D3 Vault of the Drow, pp. 17-18.

The exact means of entering the Eilservs compound is left to the PCs to invent. Deception (pretending to be an ally or offering service) or stealth (infiltrating the compound using disguise, invisibility,

charming someone to gain entrance, etc.) would probably be the best way to accomplish their mission, but a full-on assault should be suicidal, and the DM is encouraged to make it so. The DM should in either case reward audacious yet careful planning, but also throw a few obstacles in their way (a suspicious NPC, an ill-timed encounter with a guard, etc.) to make sure things don't become too easy. A dead body will instantly alert the compound once discovered, so remember that as well.

One great irony is that Oolachriithon does not know of the existence or location of the Hidden Shrine to the Elder Elemental God. The best outcome the PCs could have is to learn of the shrine, and then being invited to visit it. Even learning of the existence of the shrine would be of great interest to the right parties.

Wherever hand crossbows are mentioned, it should be assumed that the bolts are covered with drow sleep poison.

Types of Residents

Slaves are either 0-level commoners or have statistics appropriate to their race if monstrous or humanoid. Slaves are quartered in their own building on the grounds of the estate, and are generally set about to do their tasks without direct supervision. They carry no wealth unless on some errand for a member of the clan, and are never armed. Slaves are marked by tattoos on their cheek to denote the clan to which they belong (in this case a copper staff), and a collar of steel. To determine the race of any given slave, roll on the following table:

Die Roll (d%)	Slave Race	Die Roll (d%)	Slave Race
01-05	Bugbear	34-37	Half-Elf
06-07	Deep Gnome	38-45	Half-orc
08-12	Dwarf	46-50	Hobgoblin
13-16	Elf	51-74	Human
17-26	Gnoll	75-77	Kuo-Toan
27-29	Gnome	78-96	Orc
30-33	Goblin	97-00	Troglodyte

Servants can be either bugbears or troglodytes. They are always armed, and form a reserve of troops that can be used in an emergency. They also accompany hunting parties and serve as guards in some places. They do not carry money.

Drow civilians are 2 HD monsters, and still have the magical powers appropriate for male or female drow. These are regular members of the clan, and function as farmers, merchants, craftsmen, etc. They dwell in the palace or one of the villas. Males will have 1d4 g.p. and 2d10 s.p., while females will have 1d6 g.p. and 2d12 s.p. If they are quartered with a leader, they will have keys to their quarters.

Guards are fighters of various levels. Their hit points, weapons, armor class, etc. are given in the specific description. They are stationed in various places in the palace or on the grounds, and some are quartered in the palace or villas. The remainder are quartered in the barracks. Males will carry 1d6 g.p. and 2d10 s.p. per level, while females will have 1d8 g.p. and 2d12 s.p. per level.

Leaders include anyone of 6th level or higher, with multi-classed characters adding the total number of levels. They have a variety of functions in the clan and on the estate, and are quartered either in the palace or one of the villas. They will have 5d6 p.p. and 1d4 gems. They will have keys to their quarters as well as others as noted in the text.

All treasure will either be on their person if not in their living quarters. If in their quarters, it will be on their person 30% of the time, and hidden someplace in their quarters 70% of the time. Each individual drow in will have at least 1-4 each g.p. and p.p. per level, with those over 3rd level having 1 100 g.p. base value gem per level.

Wandering Monsters:

On the grounds: Roll 1d8 every turn while outdoors inside the estate. On a roll of 1, a patrol of 2 2nd level male fighters, 1-3 bugbears, and 2-4 troglodytes, led by one of the females from the barracks, will encounter the PCs. If they are escorted by one of the known members of the clan, they will be noticed, but allowed to pass. If alone, they will be detained and questioned. If they have a pass, or a reasonably likely story, they will be let go. On a roll of 2-3, the PCs will encounter 1d3 servants (25%), slaves (45%), or other civilian members of the clan (30%) going about their normal business. Servants and civilians will not raise an alarm unless the PCs are obviously hostile; slaves will never raise an alarm.

In the palace or a villa: Roll 1d4 every turn. On a roll of 1, the inhabitants of a nearby room will meet the PCs. Reaction will depend on the person(s) who are encountered, and how the PCs are presenting themselves. On a roll of 2-3, 1d3 servants (50%) or slaves (50%) will be encountered on some mission; the servants will try to be as inconspicuous as possible and will assume the PCs are there by design unless the circumstances are obviously to the contrary (brandishing blood-dripping weapons, etc.). In such a case, they will attempt to escape and raise the alarm.

If the estate is on alert: Patrols (as above) will be encountered every turn while outdoors in the estate or within the palace; no roll is necessary. Patrols will be accompanied by a pair of displacer beasts on leashes. In the villas and other buildings, there is a 50% each turn of a patrol coming in and searching the place. Children will be locked in the nursery and guarded by a pair of 3rd level female fighters from the barracks. Servants, slaves, and civilians will be found in their respective chambers or barracks with doors locked (as applicable).

Major NPC Locations

The DM should take into account any actions by the PCs, or any events that are taking place in the estate, when determining where the major NPCs are located at any given time. For instance, it is certain that Eclavdra will be present at a fête, and there is a 80% chance that at least one or more will be present at a sewing party. The below percentages should be used as a guideline only.

Eclavdra (leader of clan Eilservs). There is a 60% chance she will be somewhere in the palace, and a 40% chance she will be elsewhere on the estate. There is a 20% chance that 1 (60%) or both (40%) of the male drow clerics of the Elder Elemental Eye in the Hidden Shrine will accompany her. The priest-servants will only be found in the actual Hidden Shrine.

Lyme (Eclavdra's consort). There is a 70% chance she will be present with Eclavdra. If not, he will be on some errand on the estate (15%) or in Erelhei-Cinlu (15%). If the latter, he will be accompanied by a force equivalent to a patrol, as bodyguard.

Tezrin (the chamberlain). She will usually (80%) chance be in the palace; if not, she will be on the grounds of the estate tending to some business.

Vireen (the butler). There is a 90% chance he will be in the palace, supervising the activities of the servants. If not, he will be on the grounds of the estate.

Divisca (the chief torturer). She will always be present at a sewing party, to supervise if nothing else. She will be in her chambers 30% of the time, elsewhere on the estate 40% of the time, and on some errand in Erelhei-Cinlu 30% of the time. The latter usually involves visiting one of the various torture parlors, where she is well known as an expert in the art.

Gelzt (the stablemaster). There is an 80% chance he will be in the stables. Otherwise, he will be on the grounds of the estate, tending to some animal.

Merindila (the assassin). There is a 30% chance she will be in the parlor of her villa, 20% chance in her bedroom in her villa, and a 50% chance she will be in Erelhei-Cinlu in some den of iniquity, on some mission for Eclavdra, or both.

Rendols (a noble). There is a 25% chance she will be in her chambers in Villa #3, a 30% chance she will be on the grounds of the estate (including possibly the palace), and a 50% chance she will be off visiting one of the merchant clans allied with House Eilservs, either in the city (50%) or (50%) at one of the merchant clan strongholds in the Vault (#6 on the main map of the Vault itself, found in **D3 Vault of the Drow**).

Pent (the beast master, consort of Rendols). There is a 20% chance he will be in his bedchamber (50%) or the animal room (50%) of Villa #3. The remainder of the time he will be in or around the Menagerie, attending to the various animals.

Verindra (a noble). There is a 50% chance she will be in her villa, a 30% chance she will be elsewhere on the grounds of the estate (including the palace), and a 20% chance she is elsewhere in the Vault working on some scheme, including the city. Note that her bodyguard will always be with her (see Villa #4 for details).

Wenx (Verindra's consort). There is a 70% chance he will be with Verindra at any given time. If not, he will be in the villa 20%, and on the grounds of the estate 10% of the time.

Events

On any given day, one of the following events may take place in the estate. Roll on the following table to determine what is going on in the Eilservs estate. If needed, roll randomly for start time.

Die Roll (d%)	Event
01-26	No event that day.
27-30	Soiree. There will be a party held at the palace (40%) or one of the villas (60%). 7-12 guests will be in attendance, and may include 1-10 of the important NPCs (see above), plus other lesser members of the house as needed.
31-45	Sewing Party. 1d6+6 random members of the household will be in Area 11 of the Palace, watching one of the slaves (50%), a servant (35%) or a captive from a rival house (15%) being tortured for their amusement. 1d4+1 guards from the barracks and 1d3 servants will also be in attendance. There is a 30% chance that 1-2 of the major NPCs will also be here. Lasts 1d4+1 hours.
46-55	Lockdown. The entire estate is on lockdown for reasons that are unclear. All stationary guards are doubled and the estate is treated as if on alert. Lasts 2d4 hours.
56-79	Hunting Party. A Drow noble hunting party (see D3 Vault of the Drow for details) is organized and sets out in the Vault. The various bugbears, displacer beasts, and nobles will come from their respective places in the estate, but the party will be led by Eclavdra (1-3), Lyme (4), Rendols (5), Pent (6), Verindra (7-8). Lasts 3d4 hours.

Die Roll (d%)	Event
80-85	Conference. Representatives of House Tormtor arrive to discuss strategy and the current state of the plan to take over the Vault. The estate will be on alert (see above), while Eclavdra and Lyme confer with Verdaeth Tormtor in the council chamber (#13) after formalities in the Foyer and pleasantries in the Drawing Room. The Tormtor guards (2 4th level female fighters (H.P.: 24 each, AC -4, +2 weapons, atlatl and 3 javelins each) and 4 3rd level female fighters (H.P.: 16 each, AC -2, +2 weapons, hand crossbows with 10 bolts each) and an equal number of Eilservs guards will be stationed at the door to the drawing room and the surrounding corridors for the duration of the meeting. Lasts 2d3 hours.
86-88	Special Visitor. Some ambassador or other notary has come to call upon House Eilservs. They will also be greeted in the foyer, but who does the greeting will depend on the importance of the visitor. Such visitors may be entertained in the Drawing Room or Eclavdra's Study, again depending on their importance. The visitor will be from the surface (1-2), from one of the merchant houses allied with Clan Eilservs (3-5), from some group of drow within the Vault putting out feelers about a possible alliance (6-7), or from some other subterranean power (8). Such meetings will last 1d4 hours.

There is a 10% chance that this special visitor will be a drider, seeking to be initiated as a priest-servant of the Eye (see the Hidden Shrine and the New Monsters section). Such a visitor will be carefully hidden in the cellars beneath the palace before eventually being taken to the Hidden Shrine, and much suspicious activity will take place to conceal it.

89-97	Unholy Day. The time for the dark worship of the Elder Elemental God is upon Clan Eilservs. The estate is decorated with foul-smelling creepers which are cultivated for just such an occasion, bearing sickly mauve and ruby blossoms. A procession, with the major NPCs at the lead, followed by the clerics (male and female, and including the clerics from House Tormtor, but <u>not</u> the priest-servants of the Eye) and then 2d6 civilians and 2d4 servants and slaves, will go from the estate to the Hidden Shrine of the Elder Elemental God (see below), with guards at the ready in case one of the other clans decides to move into open warfare. See the description of the Shrine, below, for details on what such a service looks like. Lasts 8 hours.
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Die Roll (d%)	Event
98-99	Market Day. A large caravan of civilians, leaders, servants, and guards makes its way into Erelhei-Cinlu. Many pack-lizards will be taken, and all are festooned with banners and flags bearing the copper staff device of the house. Officially, this is done in order to patronize the shops and markets of the city, inspect various businesses under their direct or indirect control, etc. Unofficially, it is also an opportunity to make a show of force through the streets of the city, reminding the residents, the other houses, and the priestesses of Lolth that although the Eilservs failed to establish their surface kingdom, they are still a force to be reckoned with in the Vault. Lasts 1d4+3 hours.
00	Fête. Almost all members of the clan, except for slaves and guards, will be in the Grand Ballroom (area 5) of the Eilservs Palace. A few may be found on the nearby grounds, engaged in private conversations, amorous liaisons, etc. Lasts for 1d4+4 hours.

Map Key:

WALL

The top of the wall surrounding the Eilservs estate is 15' in height, with an additional 5' of crenelated battlements protecting those who walk the top of the wall. The exterior is covered with plaster and blackwashed, providing a smooth surface that makes climbing difficult (-10% to any attempt to climb walls without a grapple and rope).

The interior of the wall has ladders in place every 50' which allow guards to quickly reach the wall walk. The walls are patrolled by three 3rd level male fighters from the barracks at any given time, who constantly patrol. They will be armed with fauchard-forks or military forks, in addition to their normal weaponry.

GATE

1. **MAIN GATE.** This door of solid bronze is set in stone carved in the visage of a great demonic face, and when the door is opened, it is as if the demon's maw is gaping wide. There are three sets of bars on the back of the door, and it would be easier to demolish the whole gate structure than to force the door itself. Closer inspection will reveal recent stonework; the spider motifs that are common throughout the architecture of the Vault have been chiseled away and replaced with those of tentacles.
2. **GATE TOWER.** A stone tower flanks the great bronze door, rising 10' higher than the wall itself. From here, the captain of the gate, a 5th level female fighter (30 hit points, AC -5, +3 longsword, +3 dagger, hand crossbow with 10 bolts plus 3 magical blinding bolts (burst of light in 10' radius blinds all who fail save vs. magic for 1-4 rounds)) can determine whether those who wish to enter should be admitted. A pair of troglodytes (10 hit points each, battle axe, 3 javelins) are at the door itself, and will remove the bars and open it when they are ordered by the captain to do so. There is a bronze gong which can be used to alert the estate that danger threatens the gate, and a staircase leads both to the top of the wall and the ground. Visitors who are admitted will be escorted by one of the troglodytes to the palace (or whatever other destination they might have) and then return.

STATUE

A larger-than-life stone statue of a beautiful drow female (Eclavdra) holding aloft a tentacle rod dominates the courtyard between the palace and the gate. The statue is, in reality, a stone golem under the command of Lyme, Eclavdra's consort (see palace Area #29). Stone golem: AC 5, H.P.: 60, # AT: 1, DAM: 3-24, SA: slow one opponent within 1" every other round, SD: +2 or better weapon to hit, transmute mud to rock will repair all damage, transmute rock to mud will slow the golem 50% for 2-12 rounds, transmute stone to flesh will make it vulnerable to normal weapons for 1 round). The sculpted rod will writhe as a real tentacle rod, but lacks the special effects of a genuine one.

EILSERVS PALACE

The palace of House Eilservs is as dark and foreboding as any building in the Vault, save perhaps the Fane of Lolth itself. Two stories in height, with a roofline of weirdly angled gables and dormers, with a single large tower reaching two additional stories in the northeast corner. The whole is made of black stone, while windows are of a special mica that allows the radiations of the Vault's "sun" through to illuminate the rooms within, allowing those within to see out, but no one can look in from the outside.

Within, the palace is always a-bustle at all times of day. Servants will be scurrying around on various errands and tasks, members of the household itself will be moving from room to room, and in and out on their various personal missions. Ten minutes will barely go without encountering someone in the palace (see Wandering Monsters above).

All rooms save the servants' rooms, guard rooms, and closets are decorated in the most horrific and baroque style. Carvings of demons abound, painted and carved tentacles creep around doors and windows (replacing the spiderwebs that used to grace such places), and paintings, tapestries, and rugs are all disquieting, libidinous, plain revolting, or a combination of all three. Most rooms and halls are lit by special lamps which emulate the effect of the Vault's "sun", but most of the rooms on the second floor and the top floor of the tower have gables in the ceiling which provide additional illumination. Such lights will lose their potency one month after being removed from the Vault itself.

The rooms themselves are occupied by an array of cousins, uncles, aunts, nephews, and other members of the extended Eilservs clan. The most important members of the clan (besides Eclavdra and Lyme, of course) have their own villas on the grounds of the estate (see below).

Bedrooms and other rooms as noted will normally be locked, with the occupants and the butler having keys. The butler's keys will often be given to some of the servants so that they may undertake their duties. Such keys are returned to the chamberlain immediately when done.

Those who approach the main entrance will be challenged by the guard on the parapet (#16).

1. **ANTECHAMBER.** This chamber has six comfortable chairs for visitors to wait until they are ready to be escorted within the palace. If the guard on the parapet warns of guests, the detachment in the guard room (area #3 below) will be here.
2. **FOYER.** It is here that visitors are met by whomever they are here to meet; depending on their importance, they might be met by a servant (although being met and escorted by a slave or maid would be a deliberate insult), the Butler, Chamberlain, or even a highly-placed member of the clan itself. Only those of the greatest importance will be met by Eclavdra and/or Lyme themselves.

3. **GUARD ROOM.** A contingent of two male guards (2nd level fighters, H.P.: 11, 11, AC 0, +1 long swords) commanded by a female guard captain (4th level fighter, H.P.: 24, AC -4, +2 morning star, atlatl and 3 javelins) are always on duty here. If alerted by the guard on the parapet (see area #15, below), they will move into the antechamber to greet guests. There are a table and chairs for the guards, who will also take their meals here.

4. **CHAMBERLAIN'S QUARTERS.** There is only a 30% chance the occupant will be here. This small but well-appointed room is the home of Tezrin, the Chamberlain of Clan Eilservs, a noble in her own right and the third-most powerful and important person in the clan (8th level cleric/5th level fighter, H.P.: 48, AC -5 (+3 armor, +2 buckler, +4 DEX bonus), armed with a +4 mace and +3 dagger (she can choose to fight with either two weapons or the mace and buckler; when fighting two-handed she gets a -1 penalty "to hit"), **S 16, I 15, W 12, D 18, Co 14, Ch 14.** She also has a **wand of viscid globs** and a **potion of extra healing**. She is outwardly loyal to Eclavdra and is in fact a cleric of the Elder Elemental God, but secretly thinks the move away from Lolth was a mistake, and is quietly gaining allies within the clan to stage a coup and return the Eilservs to the mainstream of Drow society. She holds keys to all the chambers on the first floor as well as the treasury. As a cleric of the Elder Elemental God, she knows that his prison is accessible through Lolth's stronghold in the Abyss, and that Lolth has the keys, but cannot use them herself. Tezrin has the following spells memorized:

First Level: Command (x2), Penetrate Disguise, Cause Fear, Sanctuary

Second Level: Chant, Hold Person (x2), Messenger, Silence 15' Radius

Third Level: Dispel Magic (x2), Cause Blindness

Fourth Level: Cure Serious Wounds, Cause Serious Wounds

5. **GREAT HALL.** It is here that grand entertainments are held, and the place is decorated accordingly. As elsewhere in the palace, any spider motifs have been replaced by tentacles, eyes, and flames (those showing demons in various states of debauchery have been retained, of course). The room is two stories high, with tall crystal windows that convert the light from the Vault's "sun" into a dazzling array of colors for those with infravision, or who are wearing the eye cusps. A staircase leads to a banistered hallway on the second floor (thus those in that section of the hallway can see into the ballroom, and vice versa), and another to a small platform where musicians can perform (area #17). The room can be filled with tables for dining, or made clear for dancing, as needed. It will normally be empty, with sheets covering tables stacked along the west wall.

6. **KITCHEN.** This room's function is obvious at first sight; there are long tables covered with food (mostly fungus and mushrooms, lizard meat, rat, and the like), bowls, utensils, etc. A large oven is on the east wall, and several smaller fireplaces are in the middle of the room, with vents in the ceiling to deal with smoke. A door in the north wall leads to a small fungus garden, while a spiral staircase in one corner leads down to the cold stores and wine cellar (see areas #31 and 32). There are usually three male cooks (2 HD, H.P.: 8, 8, 8) armed with +1 daggers, one female supervisor (2 HD, H.P.: 9, armed with +1 dagger), and 5

slaves (choose randomly from the slave quarters, below). Because all of the members of the clan tend to operate on different schedules, and thus have meals sent to them at all hours of the day, there is always activity here.

7. **STORES.** This is storage for foodstuffs that can be stored at room temperature - flour, barrels of oil and grain, dried sausages, fungus, and mushrooms, and the like.

8. **ECLAVDRA'S STUDY.** This room is a mix of the sort of posh study one might find in any nobleman's palace on the surface, and a chamber of horrors. A large desk dominates the room, with a throne-like chair behind it, where Eclavdra will be seated when she is here. Several overstuffed chairs upholstered with leather made from humanoid skins face the desk for guests to sit in. The west wall is lined with shelves filled with books and scrolls. Most of these will be unintelligible to the PCs, as they are written in the language of the drow, but they include books on history, the lore of both Lolth and the Elder Elemental God, and travelogues of the underworld, as well as many ledgers detailing the accounts of the estate going back centuries. Lyme's spell book is also among them, hidden in plain sight. Fifty volumes would be worth 100 g.p. each to collectors on the surface, if they could be recovered. The east wall sports large maps of both the Vault and Erelhei-Cinlu, with various places marked (these places will be the same as those noted on the DM's maps of these locales in D3 and the present volume).

In addition to these standard trappings of a nobleman's study, however, the room also includes a number of horrifying objects. Various small creatures are in jars, preserved in some sort of fluid. Skulls of all sorts accent the desk and shelves, while a line of shrunken heads of various sorts dangles from the ceiling like a garlic braid. A tank of algae-tainted water holds some sort of creature that resembles a cross between a crayfish and an octopus, and the bubbling of its circulating system (powered by an enslaved tiny air elemental) fills any silences.

On the desk is a highly crafted almost abstract carved statue, of unknown mineral and workmanship. Anyone who takes the idol will suffer a -1 curse on all die rolls impacting hits, damage, saving throws, etc. The idol radiates magic and dim evil.

The desk itself holds various papers dealing with different schemes the Eilservs have in motion, as well as spy reports on the various other houses (including their allies). While these could be used for blackmail or to ingratiate the PCs with one or another clan. In addition, there is a scroll that outlines the fact that there are four keys to the Elder Elemental God's prison, that they can take different forms, but are aligned to the elements. The scroll also says that the keys could be used to either seal the prison forever or free him. The middle drawer contains an **earth elemental stone** (which will be used in an emergency), and a bag of 50 p.p. is in the lower-left drawer.

To the east is a secret door leading to a small square room. In the floor of this room is a secret trap door; when opened, it reveals a ladder heading down to Area #35.

Lyme's spell book contains the following spells: *affect normal fires, charm person, magic missile, precipitation, read magic, run, spider climb, detect invisibility, ESP, flaming sphere, invisibility, locate object, pyrotechnics, shatter, web, dispel magic, fly, hold person, lightning bolt, protection from normal missiles, secret page, dig, Evard's*

black tentacles, magic mirror, polymorph other, wall of ice, wizard eye, cloudkill, hold monster, passwall, transmute mud to rock, teleport, invisible stalker, disintegrate.

9. **SHRINE.** This secret chamber is accessible only through a secret door. While not as fully functional as the Hidden Shrine of the Elder Elemental God (see below), it still allows Eclavdra, the clerics, and the highest echelons of the Eilservs-Tormentor alliance to make obeisance to the Elder Elemental God in a more convenient setting. The walls are draped in red and sickly green curtains emblazoned with the inverted-Y-in-a-triangle symbol (the Elder Elemental Eye), while the floors are finished with green and red bloodstone. On a hematite pedestal in the center of the room is a fist-sized chunk of dull, porous-looking black mineral streaked with what appear to be rust stains. The room is lit by black candles set in four three-branched candelabras. The flames glow purple, but the candles will never go out on their own.

If the stone is touched, even inadvertently, while none of the tentacle rods is present, the creature doing so will immediately become panicked and attempt to flee, screaming, for 2d4 rounds (50% strength loss, roll randomly whenever there is a choice of ways to run). If a tentacle rod is present, the light in the room will visibly dim, and any divination spells cast by a cleric of the Elder Elemental God will operate as if the caster were 3 experience levels higher than his or her actual level. Oolachrithon will pay a bonus of 10,000 g.p. if the stone is recovered and given to him, but it can also be useful if the PCs venture forth to the prison of the Elder Elemental God in the forthcoming **Q2 WEB OF SOULS** adventure.

10. **STAFF ROOM.** This room has several long tables and benches, and is used by the servants and slaves as a place to rest, conduct minor tasks like mending clothing, and organize themselves to keep the palace running. The whole is overseen by Vireen (see area #15 below). Of the 5 bugbear servants (H.P.: 16 each, AC 3, heavy morning star (+2 damage), heavy crossbow with 30 bolts each), 5 troglodyte servants (H.P.: 10 each, AC 5, battle axe and 3 javelins each), and 5 male drow servants (H.P.: 8 each, AC 4, dagger +1) on duty in the palace at any given time, 2d4 will be in this chamber at any given time. Another 1d6 slaves will also be here. There is but a 10% chance that Vireen will be here, otherwise he is off supervising the servants.
11. **SEWING ROOM.** This room is euphemistically referred to as the "sewing room". Its real function is to provide entertainment for the members of the clan. Slaves, disobedient servants, and captives are often brought here to suffer horrible tortures for the amusement of the members of clan Eilservs, in genteel surroundings. There are several chairs, couches, and divans upholstered in the finest spider-silk for the onlookers, as well as small tables where sweetmeats and wines are set for their refreshment. A pair of heavy wooden x-frames dominate the center of the room, which bear heavy straps and stout chains to ensure that the objects of the entertainments remain in position. A variety of instruments of torture can be found here as well; pincers and tongs, knives of all description, thumbscrews, needles, and many, many more. A brazier can also be filled with hot coals, either for direct use or to heat the various implements of torture. There is a 1 in 3 chance on any given evening that this room will be in use,

and thus many of the clan distracted by the night's entertainment.

12. **DRAWING ROOM.** This chamber is used for entertaining important guests and members of the clan. There are eight overstuffed chairs upholstered with demi-human skin, several small tables, a large sideboard, and many thick rugs. A free-standing game table is placed between two of the chairs, and is set for the game of Flies and Spiders, which is a traditional drow board game. The board itself is of alabaster and onyx squares, and the game pieces are carnelian and chrysoprase. Each game piece is worth 50 g.p. (there are a total of 28) but the whole set together would be worth 2,500 g.p.

The room is lit by a tentacle-motif chandelier, and supplies of spirits and wine can be found in or on the sideboard. Portraits of Eclavdra and the other prominent female members of the clan adorn the walls, and thick rugs line the floor. One of the chairs (if they are systematically examined by the PCs, it will be the third chair) which will, at the touch of a secret button on the side board, trigger a poisoned needle in the back of the chair, which will cause instant death to whomever is seated therein (wearing armor will allow a saving throw). Only Eclavdra herself knows about the secret needle trap, and it must be manually activated. Naturally, given a chance, she will guide an enemy to that particular chair and connive to trigger the needle.

13. **COUNCIL CHAMBER.** The door to this room is kept locked; Eclavdra, Lyme, and Tezrin have keys. This room is dominated by a large table with 6 heavy chairs. A small scroll rack on one wall holds maps of the city and the Vault, as well as a detailed map of the Fane of Lolth's 1st floor (see **D3 VAULT OF THE DROW**). Marked on the map is the phrase (in drow script, of course) "Illusion of Lolth. Walk through it and touch the mural to visit her plane. She herself is in the dungeons." It is here that Eclavdra Eilservs and Verdaeth Tormentor plot their war against the houses loyal to Lolth, and their takeover of the Vault. This room is magically protected against any and all attempts at scrying or divination.
14. **BOLT HOLE.** In an emergency, this small room can be used as a means of escape from the council chamber. The secret door to the north can be barred from inside, and the secret door to the west, which leads outside, can only be opened from this chamber. As far as Eclavdra and Lyme are aware, this bolt-hole is unknown to anyone else, however. Vireen also knows about it, and keeps that fact very secret.
15. **BUTLER.** This is the living quarters/office of Vireen, the butler (4th level male fighter, H.P.: 24, AC -4, +2 dagger, hand crossbow with 10 bolts) who is constantly moving about the palace and the other buildings in the estate to make sure none of the servants are slacking. In an emergency, he will rally the servants as a reserve force, as all of them are armed at all times. There is a 10% chance he will be in area #10, otherwise he will be off in the palace or the estate supervising the servants and slaves.
16. **PARAPET.** A female guard (3rd level fighter, H.P.: 16, AC -2, +2 glaive, hand crossbow with 10 bolts) is always on duty here. She will challenge visitors who are not accompanied by one of the troglodytes at the gate. She has two ways of raising an alarm; one bell is connected to the guard room (area #3 above) and is used for guests who are either

- known or accompanied by a troglodyte from the gate. The second will ring a bell in the second floor guard room (area #29 below), and those guards will quickly come to the parapet and raise the general alarm if it is warranted. Either bell can be rung in but a single round. It should be noted that various individuals; guards, civilians, servants, slaves, etc. will be in the vicinity on their regular business unless the compound is on alert, and will see an attack on the guard.
17. GUARD ROOM. Three 3rd level female fighters (H.P.: 16 each, AC -2, +2 short sword/+2 mace/+2 halberd and hand crossbows with 10 bolts each) and a 5th level female guard captain (H.P. 30, AC -5, +3 morning star, hand crossbow and 10 bolts) are stationed here. They are here to back up the guard on the parapet, if needed, as well as reacting to any disturbances on the second floor of the palace. Within 1d4+3 rounds, the whole compound can be alerted. There is a table and chairs for the guards, who also take their meals here.
 18. MUSICIANS' PLATFORM. When large events are hosted in the great hall, musicians can be placed up here for the entertainment of the crowd. Otherwise, it is empty except for a half-dozen seats.
 19. BEDROOM. Like all the bedrooms in the palace, this room has a bed, table, chairs, wardrobe and/or chest, appropriate to its inhabitants. There will be clothing and personal effects as well. This bedroom is home to a 4th level female fighter (H.P.: 24, AC -4, +2 battle axe, +2 dagger, atlAtl with 3 javelins) and her lover, a 4th level male fighter (H.P.: 24, AC -4, +2 broad sword, +2 throwing axe, hand crossbow with 10 bolts). They are both supporters of Tezrin's plan to bring the clan back to the service of Lolth, but their disloyalty has been noted, and they are often surreptitiously watched by Eclavdra's agents even while in the estate.
 20. CLOSETS. These expansive closets hold linen, blankets, towels, etc. They will be a center of activity for the household servants during the day, as they perform their duties. In the back of the rightmost closet dwells a sheet phantom (H.P.: 13, AC 3) that all of the servants are aware of, and consciously avoid. It has gotten to the point where the phantom doesn't even bother the staff who take items from the front of the closet, so it is permitted to remain, just in case it is needed.
 21. NURSERY. Horrific versions of children's toys are found here, and the décor is no less nightmarish than the rest of the palace. Sixteen drow children (8 male and 8 female) of ages 1-11 are usually here, accompanied by their nanny Zyn (4th level female fighter, H.P.: 24, AC -4, +2 short sword, atlAtl and 3 javelins are nearby in the room), and her assistant (2nd level female fighter, H.P.: 12, AC 0, +1 dagger, hand crossbow with 10 bolts). There is a 40% chance that the children will be outside under the watchful eye of Zyn and her assistant, somewhere in the compound. Once they reach age 12, the children are deemed fit for service to the clan, or in one of the fighter societies. Zyn is incredibly devoted to the safety and welfare of the children in her care.
 22. BEDROOM. This large bedroom is home to six female civilians (H.P.: 9 each, AC 2, armed with +1 daggers), plus one 3rd level female fighter (H.P.: 16, AC -2, +2 mace, hand crossbow with 10 bolts). Zyn and her assistant also sleep here when not in the nursery.
 23. BATHS. Four large tubs of water are here, along with towels, soaps and oils, etc. The water is kept magically heated by a captive steam mephit (H.P.: 15). Four massage tables are also here, for the enjoyment of the clan's many members. Eight slaves are always in attendance here, and there will be 1d8 drow from the estate here at any given time (determine randomly). Naturally, they will be unarmed and unarmored.
 24. BEDROOM. This smallish chamber is home to three 3rd level female fighters (H.P.: 16 each, AC -2, +2 longsword, +2 morning star, +2 mace, each with a hand crossbow with 10 bolts). There are beds for six; only three will be here at any given time.
 25. BEDROOM. Another small bedroom, this is home to a 6th level female fighter (H.P.: 30, AC -6, +3 spear, +3 short sword, hand crossbow with 10 bolts). There is also another bed. Divisca is the chief torturer for the clan. She is quite dispassionate in her work, and has a streak of humility about her that is quite disarming. Until she starts to work, that is...
 26. BEDROOM. This chamber is home to 5 female civilians (H.P. 9 each, AC 2, +1 dagger) and a 3rd level female fighter (H.P.: 16, AC -2, +2 mace, hand crossbow with 12 bolts). 1d4 civilians will be present at any given time. The 3rd level fighter is notably friendly, for a drow.
 27. BEDROOM. Home to four male civilians (H.P.: 8, AC 2, +1 daggers) and a 3rd level male fighter (H.P.: 16, AC -2, +2 long sword, atlAtl and 3 javelins). There are also 3 empty beds. 1d4 of the civilians will be present, the others off on various errands. The male fighter has a reputation for being tight with his purse-strings.
 28. BEDROOM. Home to a 6th level female fighter (H.P.: 36, AC -6, +3 halberd, +3 longsword, hand crossbow and 10 bolts) and her mate, a 6th level male fighter (H.P.: 36, AC -6, +3 glaive, +3 mace, hand crossbow with 10 bolts). The male is unwaveringly courteous, while the female is noted for being suspicious and overly cautious.
 29. GUARD ROOM. A contingent of two male guards (2nd level fighters, H.P.: 11, 11, AC 0, +1 long swords) commanded by a female guard (4th level fighter, H.P.: 24, AC -4, +2 morning star, atlAtl and 3 javelins) are always on duty here. If they see anything suspicious, will raise the alarm in the palace in short order, as well as alerting Eclavdra and Lyme in the chamber above.
 30. ECLAVDRA'S QUARTERS. This room is dominated by an enormous bed decorated with a motif of purple tentacles, red sheets, and green coverings, all of which produce a nauseating effect to those not used to the sight. Eclavdra and Lyme have an assortment of furniture here at their disposal, such as tables, chairs, a settee, wardrobes, etc., but almost no one is ever permitted in these quarters except for a select set of slaves specially chosen to directly serve the head of the clan and her consort. One such slave will be here at any given time, to wait upon them.
- In addition to the standard sort of furnishings and appointments one would expect in the private living quarters of a powerful noble, the chamber boasts a large and detailed globe of Oerth, with major tunnels and cities of the underdark marked upon it. The globe, which is some 2' in diameter and made of finely worked hardwood and brass, would be worth 5,000 g.p. on the surface.

Eclavdra, ruler of house Eilservs (10th level cleric/fighter, H.P.: 60, AC -8 (+3 shield, +5 chainmail, +4 DEX bonus), S 14, I 18, W 17, D 18, Co 10, Ch 18. She bears a +4 mace on her belt, and wears a ring needed to control her **greater tentacle rod**. The ring itself is made of amber with an amethyst, and is worth 2,500 g.p. for its materials and workmanship. The greater tentacle rod has 6 violet arms, each of which strike as a 6 HD monster with a +6 bonus "to hit". Each hit inflicts 6 h.p. of damage, and if three of the tentacles strike the same target in the same round, the victim is numbed and suffers -4 to all attack rolls for 3 rounds. If all 6 hit in the same round, the victim loses 1 point of DEX permanently, and is numbed for 6 rounds. She has keys to this chamber, the study, the treasury, and the council chamber. She personally knows all of the information the PCs seek, but getting her to divulge it will be difficult at best. She is beautiful, cunning, and thoroughly evil and debauched. Her thirst for power is endless, and she will grab any opportunity to increase her influence, while at the same time being smart enough to flee when she knows the battle is turning against her. She normally has the following spells memorized:

First Level: cause light wounds, curse, darkness, fear, resist cold, resist cold

Second Level: hold person, hold person, know alignment, silence 15' radius, silence 15' radius, silence 15' radius

Third level: blindness, dispel magic, prayer, disease

Fourth Level: cause serious wounds, cure serious wounds, poison

Fifth Level: flame strike, true seeing

IMPORTANT NOTE: If the PCs encountered Eclavdra and/or Lyme in the HALL OF THE FIRE GIANT KING, they will surely be recognized here, unless Eclavdra was slain there, in which case this one is a clone (since the clone would not have the very latest memories of the original). If Eclavdra is slain, she has several clones prepared and in stasis in hidden locations, one of which is triggered to be activated upon her death.

Lyme, consort of Eclavdra (5th level fighter/12th level magic-user, H.P.: 56, AC -7 (+3 shield, +4 chainmail, +4 DEX bonus), S 16, I 17, W 15, D 17, Co 15, Ch 15. He wears a +4 longsword and carries a +3 hand crossbow with 20 sleep-poisoned darts. He has the same keys as Eclavdra. He is cunning and grasping, and his loyalty to Eclavdra is unbreakable (in part because he knows he owes his position to her, and that she would not be above replacing him if she suspected even the slightest disloyalty). He commands the stone golem in the courtyard (which he will use to help defend the compound against enemies, and which is the reason he has **transmute mud to rock** memorized, as it will completely heal the golem of all damage when cast). He usually has the following spells memorized (his spell book is in Eclavdra's Study; see area #8 above, and the DM is encouraged to have him memorize different spells if such is warranted by events):

First Level: charm person, magic missile, magic missile, spider climb

Second Level: ESP, invisibility, invisibility, web

Third Level: dispel magic, lightning bolt, lightning bolt, protection from normal missiles

Fourth Level: Evard's black tentacles, polymorph other, wall of ice, wall of ice

Fifth Level: cloudkill, cloudkill, transmute mud to rock, teleport

Sixth Level: disintegrate

Finally, Lyme has a scroll with the spells **passwall** and **globe of invulnerability** on it hidden under a small table near the bed.

31. **DUNGEON.** While the sewing room (Area #11 above) is used for public entertainments involving the torturer's art, more mundane and everyday applications thereof are conducted here in the dungeons. There are always two 3rd level male fighters (H.P.: 16, AC -2, +2 morning star, +2 bastard sword, atlatis and 3 javelins each) on duty guarding the prisoners. The chief torturer, Divisca, is described in Area #25, above. There is a 50% chance she will be here. Various instruments of torture are prominently displayed in the center of the room, for all the inhabitants of the cells to contemplate; a rack, tight cages, pokers and hooks of all description, an ever-burning brazier, a grinding wheel for sharpening knives and similar instruments, a spiked chair, an iron boot, thumbscrews, and of course an assortment of chains, shackles, ropes, and the like. Four large wooden levers are in the north wall, which activate the devices in cells c and g.
 - a. CELL. 1d3 slaves (60%) or servants (40%) will be here, suffering for some minor infraction.
 - b. CELL. Currently empty.
 - c. CELL. Currently empty. This cell is specially designed; the western wall can slide back, revealing a wall of spikes, which can be made to slowly inch their way towards the bars of the cell.
 - d. CELL. Currently occupied by Rolthenil Kilsek (3rd/6th level male fighter/magic-user, H.P.: 30, down to 16 because of injuries). Rolthenil is the heir apparent to house Kilsek, and was captured some weeks ago. The Kilseks do not know definitively where he is, but suspect the Eilservs. Eclavdra is holding him as ultimate leverage in the conflict for dominance, but fears the Kilseks might resort to an open assault to get him back if they knew for certain he was held captive here. The Kilseks would pay 100,000 g.p. for his safe return.
 - e. CELL. Currently empty.
 - f. CELL. Currently occupied by Puva Eilservs (3rd level male fighter, H.P.: 16, down to 8 because of injuries), a minor cousin from a cadet branch of the family who is here for dereliction of duty. If offered the chance to escape, he would gladly do so, and knows the location of the Hidden Shrine of the Elder Elemental God, even though he does not know the secret to open the entrance. He also knows the layout of the palace.
 - g. CELL. Currently empty. This cell is also specially designed; crystal panels can be made to slide into the cell, sealing it, and another lever can be used to start slowly flooding the cell with water.
32. **DEMONORIUM.** This place is home to a Type III demon (H.P.: 53), with which Eclavdra has forged a pact. It is slowly attempting to convince others of its kind to support the cause of House Eilservs. The creature has been only

moderately successful, but a full 25% of all demons of types I-III encountered in Erelhei-Cinlu will be favorable towards the Eilservs. It is occasionally rewarded with prisoners from the dungeons, and its duties are extraordinarily light, as it is not expected to physically aid in the defense of the estate. However, if attacked it will most certainly defend itself. When first encountered, there is a 5% chance it has **gated** in a demon of type I-III (determine type randomly) and is currently trying to persuade and/or intimidate it into supporting the Eilservs cause.

33. **COLD STORAGE.** The natural chill of this underground room is used to store items which would otherwise rapidly spoil; haunches of meat hang from hooks and barrels of salted fish and meat line the walls. Some more delicate types of fungi and mushroom hang in long intricate braids from the ceiling beams. The spiral staircase leads up to the kitchen.
34. **WINE CELLAR.** Racks of bottles of wine and spirits, as well as several large barrels of wine, are stored here. Among the vintages that can be found here are derro silver, Sunless Sea green, illithid spicy red, illithid sweet white, shelf mushroom rum, and even some surface vintages including Fuyondian Emerald Pale Wine and Yeomanry sparkling wine. There are over a thousand bottles here, worth between 1 g.p. and 100 g.p. if sold on the surface.
35. **ESCAPE ROOM.** This room is intended to be a bolt-hole where Eclavdra and her trusted henchmen could flee if pressed. A ladder leads up to the secret room east of Eclavdra's study (Area #8), and the most obvious exit from the room leads to the Demonorium. There are supplies such as might be needed to conduct a quick escape; a shelf holds six pouches with 200 p.p. and 50 gems each, two **potions of extra healing**, **wings of flying**, and a **scroll of protection from demons**. In extremis, Eclavdra and her cohorts would leave through the Demonorium, leaving the demon as a rear guard, and either escape through the wine cellar and up into the kitchens, or through the second secret passage that leads to the cellar of Villa #2.
36. **GUARDIANS.** Here dwell the guardians of the Eilservs treasury; a trio of groaning spirits (H.P.: 35, 36, 37). These are the spirits of the matriarchs of the clan; Eclavdra's mother, grandmother, and great-grandmother. They will attack any who enter this room who are not drow, and any drow who are not of house Eilservs, which they can detect at a glance. Eclavdra will sometimes come here to converse with her ancestors, seeking their counsel and wisdom in helping rule over the house and increase its power. The door leading to the treasury room is a massive steel affair. Only Eclavdra and Tezrin have the keys.
37. **TREASURY.** Herein lies the wealth of house Eilservs, contained in eleven large iron boxes. Some have a traditional padlock, while others have a combination lock (Eclavdra and Tezrin know the combinations). Thieves' picks are useless on the combination locks, although a thief could attempt to pick the lock by making three successful hear noise checks in a row, for each box. There is a ring of ten keys (more than the number of padlocks) to the left of the door; inserting the wrong key into a lock will cause 1d4 points of electrical damage to the person doing so; double if the person is wearing metal armor. Insulation (such as wearing leather gloves or holding the key with a cloth) will cut the damage in half, with a minimum of 1 h.p. of electrical damage. Eclavdra and Tezrin know which keys fit which boxes by sight. A successful bend bars check, or

a **knock** spell, etc. will also open the boxes. Each box is some 5' by 3' by 2'.

Box #1: Combination lock, no trap. Contains 300 ingots of silver, each weighing 10 lbs. and worth 5 g.p.

Box #2: Combination lock, trapped (appears empty); contains two **invisible** rat traps (anyone feeling around in the box has a 50% chance per round of finding a trap; saving throw vs. petrification or the hand is broken, can't wield a weapon with it, take 1d3 h.p. of damage, -4 penalty to hit with the off hand until a cure wounds spell is used or 1d3 weeks have passed) as well as six pieces of jewelry worth 1,000 - 6,000 g.p. each that are also invisible, and only become visible by touching them or magical means.

Box #3: Padlock, trapped; a cloud of corrosive vapor will envelop the box in a 5' radius, any creature inside the radius must take 3d6 damage (save vs. breath weapon for half), and all worn items (armor, cloaks, etc.) must make a save vs. acid. Contains four carved pieces of petrified wood worth 1,500 g.p. each plus a small bag containing 33 s.p. The silver coins are of Suel minting and are in excellent condition, however, and are worth 100 g.p. each to a collector.

Box #4: Padlock, no trap. Contains 30 pouches of spider silk. 19 of the pouches contain 100 p.p. each, 10 of them contain 100 g.p. each, one of them contains 33 large gems each worth at least 100 g.p.

Box #5: Padlock, no trap. Contains seven bolts of spider-silk worth 35 g.p. each (each is 4' in length).

Box #6: Combination lock, trapped; scything blade trap will strike at anyone standing in front of the box, inflicting 4-16 h.p. of damage unless a successful save vs. petrification is made. It contains 20 bars of mithril, each weighing 10 lbs. and worth 2,500 g.p. each in the underworld (three times as much on the surface) and 10 bars of adamantite, each weighing 10 lbs. and worth 4,000 g.p. in the underworld (again, three times as much on the surface).

Box #7: Padlock, no trap. Contains a necklace of carved red dragon teeth worth 2,000 g.p., a gift from King Snurre. Also a carved ivory baton showing Jarl Grugnir's and Eclavdra's face at the top worth 1,000 g.p., and a carved drinking horn made from the horn of a giant goat worth 100 g.p., a gift from Chief Nosnra.

Box #8: Padlock, no trap. Contains 51,249 c.p., under which is a layer of 1,245 p.p.

Box #9: Combination lock, trapped; contact poison on the lock causes weakness (as per the ring) for 24 hours (no save). Contains a **frost brand** sword, a **scroll of protection from elementals**, and **potions of delusion (invisibility)** and **fire breath**.

Box #10: Padlock, trapped; when the box is opened, poison needles shoot out from box in every direction except directly in front; save vs. poison -2 or die. Contains a pile of 10,000 p.p. One coin is enchanted and carrying it acts the same as wearing a **ring of fire resistance**, but does not count against the limitation on the number of magic rings that can be worn.

Box #11: Combination lock, no trap. Empty.

VILLA #1

This is a two-story stone building with windows on the second floor. Two guards are stationed at the main door (2nd level male fighters, H.P.: 11 each, AC 0, +1 mace/+1 morning star, hand crossbows with 10 bolts each). One guard will escort visitors into the entry.

1. ENTRY. This waiting room is well-furnished, with chairs, sideboard, etc. A female drow civilian (H.P.: 9, +1 dagger) will greet visitors.
2. SERVANTS. 2-3 drow female civilians (H.P.: 9 each, +1 dagger) will be here, working on various tasks to keep the household going. There are two tables and benches.
3. PARLOR. This is the main room of the villa, and there is a 30% chance that Merindila will be here. The room has several couches and settees, elegant tables, and the like. Merindila will meet visitors here, where she engages in urbane conversation, offering guests food and drink. It should be noted that two of the decanters of wine are poisoned; one with a sleep poison that functions like drow sleep poison, and one with ingestive poison type C (takes effect after 1-4 hours). Soirees will take place here.
4. DINING ROOM. This formal dining room is rarely used, as Merindila takes her meals in the parlor when she is in her villa. There is a long table with 12 chairs. Sideboards contain plate and cutlery.
5. KITCHEN. This is a small but functional kitchen. Two male servants will be here at any given time (H.P.: 8 each, armed with +1 daggers). A is a storage room with various casks, sacks, crocks, etc. filled with various comestibles.
6. LINEN CLOSET. Storage for linen, cleaning supplies, etc. for the villa.
7. BEDROOM. This small bedroom houses the servants. There are three bunk beds, each with a small chest containing clothing and personal effects. Three female drow civilians will be here off-duty (H.P.: 9 each, +1 daggers).
8. BEDROOM. This luxurious chamber is home of Kelzin, who is Merindila's assistant and partner. Kelzin is a 4th level male assassin (H.P.: 24, AC -7, +2 dagger, +2 short sword, hand crossbow with 10 bolts, PP 45%, OL 33%, F/RT 30%, MS 32%, HS 30%, HN 20%, CW 87%, wearing **ring of protection +3**). Kelzin has not made the same in-depth studies of poison that his mistress has, but has made a special study of the art of disguise; his chance of being detected while disguised is reduced by 5% (minimum 1%). When on a mission, he will often go ahead as an "inside man" to befriend the target or at least be seen as a neutral party. He keeps a small bag with 50 p.p. and 10 50 g.p. gems tucked in the bottom corner of his clothes chest. He and Velondra, a high-ranking priestess of Lolth, are lovers, but he has been much more discrete and has not kept any of their letters (see "Blackmail" above). If uncovered, he will simply claim he was using her as an asset to spy on the inner goings-on of the Fane. Love may be blind, but it's not stupid...
9. MASTER BEDROOM. The door to this room is always locked, and only Merindila has the key; not even her servants and maids are allowed within. This chamber is almost spartan in its furnishings, with a medium-sized bed, table and chair, and chest of clothing. Hidden in a false bottom of the chest is a box with 1,000 p.p. and 20 gems worth no less than 500 g.p. each. These are the quarters of Merindila, a 7th level female assassin (H.P.: 42, AC -7, +3 dagger, +4 short sword, hand crossbow and 10 bolts, also has 3 magic

bolts for her crossbow (10' radius blast **stuns** for 1-4 rounds) always carries two doses of insinuate poison B and one dose of ingestive poison B; PP 65%, OL 52%, F/RT 45%, MS 55%, HS 51%, HN 25%, CW 90%, RL 25%), S 14, I 17, W 14, D 18, C 15, Ch 16. She is Eclavdra's chief "special agent", and is fanatically loyal to her mistress. Outwardly she poses as a fighter and wastrel, and is often seen in Erelhei-Cinlu's gambling dens or pleasure houses, squandering some small fortune or other. This is, in fact, a long-standing ruse, and allows her to move in certain company that would otherwise be closed to her. Few suspect her true nature and role within the clan, and she prefers it that way. A is a closet filled with all manner of clothing that allows Merindila to use her many disguises.

10. STUDY. This chamber sports tables and benches, upon which are various alchemical devices, small earthenware pots of various substances (rare mushrooms and fungus predominate), and so forth. This is where Merindila prepares the poisons which she uses. At the moment there are four vials of ingestive poison B, three vials of ingestive poison D (slow acting; takes effect after 1-4 hours), two vials of ingestive poison E (requires 4 doses; takes effect 1-10 days after the final dose), five vials of insinuate poison A, three vials of insinuate poison B, and one dose of insinuate poison D.

VILLA #2

This is a small, two-story stone building with windows on the second floor. No guards are usually on duty, but occasionally servants will be seen entering and exiting. This villa is kept vacant, for use when groups of important guests arrive. If the PCs have disguised themselves as important visitors to gain access to the estate, they may be quartered here, depending on how important they have made themselves out to be. In such a case, the spider in Area #5 will already have been driven out, but the shadow in Area #3 will have moved into the cellar (Area #7).

1. ENTRY. This entry room is small but finely appointed, with cured mushroom-wood paneling on the walls. Several padded benches are here for guests.
2. KITCHEN. A tidy kitchen with no stores save those which are dried (herbs, etc.) or which do not go bad with age (wine, etc.).
3. GREAT ROOM. Intended for entertaining and relaxing, this room has several stuffed chairs and couches, tables, a sideboard, etc. All are covered with white sheets to prevent dirt and dust from settling on them (these will be removed if the villa is to be used by guests). A shadow (H.P.: 17) dwells here, taking advantage of the relative disuse of the villa. Anyone disturbing the sheets covering the furniture will be attacked. If pressed, the shadow will retreat to the cellar.
4. SERVANTS' ROOM. This room is reached by a door under the stairs. Two bunk beds and four small chests are here. When in use, the serving staff for the villa would be quartered here. The trap door is not concealed, and leads down to the cellar (Area #7).
5. BEDROOM. This room is dressed with sturdy, if not particularly opulent, furnishings. It is also home to a large spider (H.P.: 5), which will attack anyone entering the room.
6. BEDROOM. This room is identical to the other bedroom, but has no spiders living in it.

7. **BALCONY.** This balcony overlooks the estate, but there is no permanent guard posted here. The door to the villa remains locked, however.
8. **CELLAR.** A ladder leads up to Area #4. This chamber has a dirt floor and is empty, but if the villa is in use, the shadow from Area #3 will be hiding here. The secret door leads to a tunnel that ends in the cellars of the Palace (see Palace Area #35 for details).

VILLA #3

This is a sprawling building with a three-story tower in the left corner. Only the tower has windows, on the top floor. There are two guards stationed at the main door; one male 3rd level fighter (H.P.: 16, AC -2, +2 glaive, +2 dagger, atlatl and 3 javelins) and one female 3rd level fighter (H.P.: 16, AC -4, +2 scimitar, hand crossbow with 10 bolts). Visitors will be challenged, and the female will enter the villa to announce them to one of the servants, who will meet them in the entry.

1. **ENTRY.** This magnificent room has walls covered in mosaics of various rare and exotic beasts both magical and mundane; dragon turtles, griffons, bears, wolves, centaurs, etc. The furniture is all carved with animal motifs, and upholstered with the skins of various beasts both from the surface and the underworld. One of the male drow from the servants' room (Area #3) will greet visitors.
2. **ANIMAL ROOM.** This room has a large table in the middle, and the southern half of the room is sectioned off by stout cage bars with a door in the middle. The outer door is a large double-door, big enough for large creatures to pass easily. This is where Pent the beast master breaks in new creatures for the menagerie, as well as where animals are taken when they are in need of medical care. Such is not done out of compassion, of course, but out of necessity, as some of the beasts under his care are rare in the extreme in the Vault. A variety of balms, salves, and herbs are on a shelf on the wall opposite the cage, and a small table holds a variety of veterinary tools such as scalpels, probes, and other surgical equipment.
3. **SERVANTS' ROOM.** Two long tables with benches are here. Four drow male civilians (H.P.: 8 each, +1 daggers) and two troglodytes (H.P.: 10 each, metal battle axe, 3 javelins each) are based here, but only 1d6 will be here at any given time, the others elsewhere about the house performing their various duties. Note that one of the servants will have a key to Area #8.
4. **KITCHEN.** A large and well-stocked kitchen, with the head chef a 2nd level female fighter (H.P.: 12, AC 0, +1 cleaver (treat as battleaxe), hand crossbow with 10 bolts) and two bugbear assistants (H.P.: 16 each, heavy morning stars (+2 damage), heavy crossbow and 10 bolts). Weapons will be nearby, but not immediately in-hand, with the exception of the cook's cleaver. Because of the many dinners Rendols hosts to maintain relations with the merchant clans, the cook's skills are much better than average.
5. **DINING ROOM.** A long table with a dozen seats, a sideboard, and three large silver candelabras (worth 25 g.p. each) adorn this room. Soirees will start here, but adjourn to the drawing room after dinner.
6. **DRAWING ROOM.** This room is very stately, with seating for a dozen guests, decanters of rare vintages (8 decanters with liquor worth 10-60 g.p. each), etc.
7. **CLOSET.** Shelves hold various linens, brushes, brooms, mops, etc.

8. **BEDROOM.** The door is locked; Kelara, Rendols, and one of the servants will all have keys. This chamber is home to Kelara, a 5th level female fighter (H.P.: 30, AC -5, +3 morning star, +3 fauchard-fork, hand crossbow with 10 bolts) who is both the assistant Beast Master as well as personal assistant to Rendols, assisting her with managing relations with the merchant clans. She is also a spy for Eclavdra, on a mission to uncover any suspicious activity (to date there has been none). Hidden in her wardrobe is a small bag with 36 gems worth at least 100 g.p. each, and two pieces of jewelry worth 500 g.p. or more.

9. **MASTER BEDROOM.** The door is locked; Rendols and Pent have keys. This large bedroom is home to two important members of House Eilservs. There is one large canopy bed, a settee, and two wardrobes. Hidden in the first wardrobe is a **scroll of protection from poison**,

Rendols is a 5th/3rd level female cleric/fighter (H.P.: 30, AC -4, +3 mace, hand crossbow with 10 bolts, plus 3 magic bolts that release stinking vapors in a 30'x30'x20' cloud that acts as a **stinking cloud** spell). She is the head of one of the largest cadet branches of the House, and has connections with the most successful merchant clans allied with House Eilservs. She is loyal to the House, but Eclavdra distrusts her because of her powerful and influential contacts. Rendols is aware of this, but can't think of a way to prove her loyalty that would convince Eclavdra without lessening her own power. Fortunately, Eclavdra cannot move against her without risking alienating some of her most lucrative sources of income and influence. As a cleric of the Elder Elemental God, she knows that his prison is accessible through Lolth's stronghold in the Abyss, and that Lolth has the keys, but cannot use them herself. Rendols has the following spells memorized:

First Level: command (x2), cure light wounds, fear, sanctuary

Second Level: enthrall, hold person, silence 15' radius

Third level: bestow curse

Pent, her consort, is a 3rd/8th level male fighter/magic-user (H.P.: 40, AC -5, +4 military fork, +2 whip, +3 dagger, **gauntlets of ogre power** give him 18/00 strength, +3 "to hit" and +6 to damage). Pent is beast master for the menagerie (see below) and holds a very high-profile position within House Eilservs. This feeds into Eclavdra's suspicions, although he is too focused on his duties to really care about the internal politics of his House. He tends to be gruff and plain-spoken, which sometimes causes insult and complications that could have been otherwise avoided. He has the following spells memorized:

First Level: enlarge, magic missile, sleep

Second Level: ESP, mirror image, whip

Third Level: fireball, monster summoning I, tongues

Fourth Level: charm monster, polymorph self

10. **SITTING ROOM.** This room is well-insulated with tapestries (eight, worth 100 g.p. each). A large desk dominates the room, but there are three overstuffed chairs, two small tables, and a small bookcase. The bookcase contains mostly scrolls recording various business transactions among the merchant clans, but there are also one scroll with the spells **ice storm** and **polymorph other**, as well as a scroll that neatly outlines all of the alliances and rivalries between the 16 merchant clans, as outlined on p. 14 of

D3 Vault of the Drow. Pent's spell book is here, prominently sitting on a table, and contains all of the spells he has memorized as well as the following: read magic, precipitation, spider climb (but it has been crossed out and rendered useless), wizard mark, forget, wizard lock, suggestion. It also contains the formula to brew a **potion of animal control (mammals)**.

VILLA #4

A two-story building with windows on the second floor. There are two guards by the front door; 2nd level male fighters (H.P.: 11, AC 0, +1 longsword / +1 spear, hand crossbows with 10 bolts each) will ask visitors their business and pass along seemingly right ones to the foyer.

1. **FOYER.** A very plain and understated entry way, dominated by the wide staircase leading to the second floor. One of the servants (see Area #6) will be here to greet visitors.
2. **DINING ROOM.** A large circular dining table fills the room, with ten chairs upholstered in black leather (this is actually the skin of drow clerics loyal to Lolth). A sideboard contains silver plate (weighs 500 g.p., worth 1,500 g.p.).
3. **KITCHEN.** A small but functional kitchen, with two female drow civilian cooks (H.P.: 9 each, +1 daggers).
4. **DRAWING ROOM.** Several stuffed chairs and a sofa are here, but the highlight of this room are the several gaming tables. Some are purpose-built; there is a table for a form of billiards involving pyramidal targets and cubical obstacles, with balls shoved with thin maces. Others are played on boards, set up on several tables in the room; there is chess (with the black queen carved to resemble Eclavdra, of course, and the other pieces resembling other notable individuals, the whole being worth 1,000 g.p.), spider-and-flies, and a three-player version of backgammon. One table is set aside for games of plaques (cards). Soirees will naturally be centered on this room. Verindra is not actually the avid gambler she poses to be; she really uses these games to evaluate the psychology and test the intelligence and skill of those against whom she plays.
5. **MASTER BEDROOM.** The door is locked; the inhabitants have the keys. This luxuriously appointed chamber is home to Verindra, an 8th level female fighter (H.P.: 60, AC: -4, +4 morning star, +3 spiked buckler, hand crossbow with 10 bolts, wears a **girdle of fire giant strength** that gives her a 22 strength; +4 to hit, +11 damage), and her consort Wenx, a 4th/6th level male fighter/magic-user (H.P.: 30, AC: -4, +3 dagger, **wand of fire** with 83 charges). Wenx has the following spells memorized:

First Level: charm person, friends, magic missile, ventriloquism

Second Level: ESP, wizard lock

Third Level: dispel magic, slow

Due to the complexities of drow family politics, Verindra is the next in line to succeed Eclavdra to the leadership of House Eilservs. As such, she is under constant suspicion and surveillance, and with good reason. While outwardly loyal, Verindra is constantly plotting to overthrow her mistress and assume the leadership. The recent failure with the giants has not only weakened House Eilservs within the Vault, but it has also weakened Eclavdra's position within House Eilservs. Verindra has exploited this weakness by setting up a scheme to succeed where Eclavdra failed; she has

been giving wealth and other support to a group of slavers operating out of the Pomarj, hoping to establish a realm above ground and use that to increase the power of House Eilservs, just as Eclavdra had hoped to do. Eclavdra is aware of all this, hoping to use it against Verindra if it fails, and to take the credit if it succeeds. It should be noted that Wenx and Lyme are actually good friends, and commiserate about the rivalry between their ladies (although neither does so to the point of disloyalty). Several messages between Verindra and the slavers can be found in a small desk.

A large iron chest is concealed under cushions. It is locked (both Verindra and Wenx have keys) and is trapped with a poison needle trap on the lock; save vs. poison or die. Within are 5 sacks each containing 200 p.p., 7 sacks each containing 200 g.p., a small bag with 50 gems each worth at least 100 g.p., and Wenx's spell book, which contains all of the spells he has memorized as well as enlarge, read magic, spider climb, knock, stinking cloud, blink, and water breathing.

6. **SERVANTS.** Doubles as a servants' room and linen closet; there are shelves with various linens and cleaning instruments, as well as a small table with 4 chairs. 1d4 servants will be here at any given time performing minor household functions; sewing, cleaning silver, etc. There are a total of 2 bugbear servants (H.P.: 16 each, AC 3, heavy morning star (+2 damage), heavy crossbow w/30 bolts) and two male drow civilians (H.P.: 8 each, +1 daggers). When not here, these servants will be moving throughout the villa on various errands and performing various duties.
7. **BEDROOM.** This room is plainly appointed and is unoccupied.
8. **BEDROOM.** The door is locked; the inhabitant and Verindra have keys. This bed chamber is neat and plain. It is home to a 5th level female fighter (H.P.: 30, AC -5, +3 long sword, +3 dagger, hand crossbow with 10 bolts, **wand of enemy detection** with 91 charges) who is Verindra's personal bodyguard. Verindra will not be found anywhere without her. There is a locked chest with 500 p.p. and two pieces of jewelry worth 1,000 and 1,500 g.p.

BARRACKS

1. **SERVANTS' BARRACKS.** No guards are posted here, as the servants are deemed to be loyal. There are two rooms; one with 16 large cots where the bugbears sleep, and one with 24 piles of straw and mud for the troglodytes. There will be 5-10 bugbears and 6-16 troglodytes here at any given time.
2. **FEMALE WARRIOR BARRACKS.** This building is two stories tall; each story consists of a single large room. There are 12 cots on each floor, each with an associated locker containing clothing and personal items. At any given time there will be the following warriors present:
 - 1-6 2nd level fighters (H.P.: 12 each, AC 0, +1 weapons, hand crossbow with 10 bolts each).
 - 1-4 3rd level fighters (H.P.: 16 each, AC -2, +2 weapons, hand crossbows with 10 bolts each).
 - 1-3 4th level fighters (H.P.: 24 each, AC -4, +2 weapons, atlatis and 3 javelins each).
3. **MALE WARRIOR BARRACKS.** This building is but a single story, and contains 12 cots, each with a chest with clothing and

personal effects. The following individuals will be here at any given time:

1d6 2nd level fighters (H.P.: 11 each, AC 0, +1 weapons, hand crossbows with 10 bolts each).

1d4 3rd level fighters (H.P.: 16 each, AC -2, +2 weapons, atlatl and 3 javelins each).

4. FEMALE QUARTERS. This low building is home to the many ordinary females who keep the estate and affairs of the House running on a day-to-day basis. There are 20 cots, each with a wardrobe containing clothing and personal effects. At any given time, there will be 6-12 females here (H.P.: 9 each, +1 dagger).
5. MALE QUARTERS. This two-story building is similar to the female quarters, but there are 15 bunks on each floor, and the males have small chests for their effects. At any given time, there will be 7-13 males here (H.P.: 8 each, +1 daggers).

STABLES

1. RIDING LIZARDS. Twelve riding lizards are kept here, but 2d4 of the beasts will be out being used at any given time.
2. NIGHTMARES. Five nightmares are stabled here (H.P.: 35, 34, 33, 31, 31). There is a 50% chance that 1-3 of the creatures will be in use and thus not in the stable. They will attack anyone who does not enter with the stablemaster.
3. DISPLACER BEASTS. One of the Eilservs' many sources of pride, this prized pack of eight trained hunting displacer beasts (H.P.: 30, 29, 29, 28, 28, 28, 27, 26) will evince great cunning and intelligence when set against prey, sending out two pairs to keep prey from escaping and using sophisticated tactics to steer the prey into waiting ambushes. There is a 20% chance the pack will be out hunting.
4. STABLEMASTER. All of the animals stabled herein will obey the commands of the stablemaster, Gelzt (5th level male fighter, H.P.: 30, AC -5, +3 mace, +3 dagger, atlatl and 3 javelins). If any of the animals is killed within his view, he will go berserk and get a +2 bonus "to hit" against the individual who did so. There is a small bunk here, as well as a table and small chest with personal effects, clothing, etc.
5. TACK ROOM. This is where the various bits of harness, leashes, saddles, and the like are stored and repaired. Thus, there are riding lizard goads, bridles, and the special saddles that fit the creatures; bits and bridles and saddles for the nightmares, and long leashes and collars for the displacer beasts.

MENAGERIE

The menagerie consists of a half-dozen barred enclosures plus a small hut where various tools, feed, etc. are stored. The whole is managed by the Beast Master (see Villa #3 for details).

1. UNICORN. Bringing this creature to the Vault entailed no small amount of effort, and keeping it alive was an even greater task, and thus this unicorn is one of the great prizes of the Eilservs, and once which they display at every opportunity to brag of their power and wealth. This poor creature is emaciated, depressed, and listless at the best of times, wearing iron chains on all four limbs that not only restrict its movement to 6", but also magically prevent it from using its *dimension door* ability. It has considered provoking its captors into killing it just to end its degradation. Eclavdra sometimes comes here to taunt it, promising it a

fine dark elven maiden as companion, tempting it to turn to evil. It would jump at a chance to escape, and would instantly bond to a true good elf maid. Unicorn: 4+4 HD, H.P.: 20 (12 due to wounds), AC 2, #AT: 3, DAM: 1-6/1-6/1-12, SA: charge with horn does double damage, detect enemy 24" range, horn gives +2 magical bonus "to hit", move silently and surprise 1-5, horn is 100% proof against poison, dimension door 1/day 36" distance.

2. DRAGONNEL. Another surface creature, this dragonnel was sent as a gift from Edralve, currently exiled from the city and dwelling in or near the Pomarj. A thick iron chain is connected to its leg, preventing it from flying away. Many seeing it mistake it for a genuine red dragon. Dragonnel: 8+4 HD, H.P.: 19, AC 3, MV 12"/18", #AT: 3, DAM: 1-6/1-6/4-16).
3. GIBBERING MOUTHER. This creature is kept in a cage of solid crystal sheets, which prevents its *confusion* attack from being heard and which prevents it from changing the surface density beneath it. Gibbering mouter: 4+3 HD, H.P.: 20, AC 1, MV 3"/6", #AT: 6+, DAM: 1 (x6) +1 per round, SA: confusion, spittle, SD: control ground density for 5 foot radius).
4. GIANT RAVEN. This magnificent creature has a wingspan of 10' and is kept in a large aviary of iron bars. Giant raven: 4 HD, H.P.: 15, AC 4, MV 3"/18", #AT: 1, DAM: 3-6).
5. OWLBEAR. Purchased last year from a caravan from the surface who brought a number of surface creatures for sale in the Vault. Owlbear: 4+2 HD, H.P.: 19, AC 5, MV 12", #AT: 3, DAM: 1-6/1-6/2-12, SA: hug).
6. YETI. A gift from Jarl Grugnir, this beast is listless and logy due to the lack of cold. It is still formidable, however, especially when the beast master (see Villa #3) goads it into action, often literally. Yeti: 4+4 HD, H.P.: 24 (18 due to heat exhaustion), AC 6, MV 15", #AT: 2, DAM: 1-6/1-6, squeeze on natural 20 for 2-16 damage, SD: impervious to cold attacks.

SLAVE QUARTERS

This low, windowless building has but a single entrance. No guards are evident outside.

1. GUARD ROOM. Two troglodyte servants (H.P.: 10 each, armed with metal battle axe and three javelins) and two bugbear servants (H.P.: 16 each, AC 3, heavy morning star (+2 damage), heavy crossbow, and 3 bolts) are commanded by a 3rd level female fighter (H.P.: 16, AC -2, +2 scimitar, hand crossbow with 10 bolts). The female drow has the keys to the shackles that secure the slaves. One troglodyte and one bugbear will patrol inside the slave quarters every hour, but they are quite used to complete docility on the part of the slaves, and will only notice something suspicious 5% of the time.
2. MALE SLAVE QUARTERS. Twenty-three male slaves of various races are kept here. See above to determine the race of any given slave. All are chained to their bunks when not in service by long chains that stretch down the entire row of bunks. There are four rows of five bunks each, and the chains are attached at the ankle. Only 7-12 slaves will be here at any given time, the rest being working elsewhere on the grounds.
3. FEMALE SLAVE QUARTERS. Twenty-seven female slaves are kept here. It is otherwise identical to the male slave quarters, save that 9-16 slaves will be here at any time.

4. **PUNISHMENT QUARTERS.** This small room is used to house slaves who are disobedient, but not so much so that they end up in the Sewing Room of the palace. The door is barred from the outside and there are six sets of shackles on the walls to secure the slaves. A brazier filled with glowing coals is kept going here at all times, so the room is unbearably hot. Naturally, no food or water is provided to the slaves kept here. There will be 1d4 slaves here at any given time (roll randomly for sex and race).

HIDDEN SHRINE OF THE ELDER ELEMENTAL GOD

In the original **D3 Vault of the Drow** module, the DM was referred back to the Temple of the Eye detailed in **G3 Hall of the Fire Giant King**. In the reprint, *Queen of the Spiders*, a modified version of the Temple was included. DMs are encouraged to make use of the following alternate version of the Temple frequented by the Eilsevs, which is located two hexes to the northwest of their estate.

Near the edge of the bluff overlooking the river, where the cavern wall meets the floor, there is a secret door whose very existence is a closely guarded secret. Only the actual members and most trusted servants know of its existence, and only Eclavdra, Lyme, Negara, and the two curates know the secret of opening it (random checking requires a roll of 1 on a d12 to discover the mechanism, even for an elf). Beyond the secret door a rough natural passage curves down and to the north some 50 yards, before opening up into area 1.

1. **ANTECHAMBER.** The walls here are covered with frescoes that wrap around from the southern entrance and lead to the doors on the north wall. To the right, the wall is covered with a fresco depicting drow bowing and making offerings to a large black stone, merging into a scene of horrific human (and drow) sacrifice as the scene gets closer to the west door. To the left, the wall is frescoed with a scene of three creatures by the door that look like vast squids with ten hair-covered tentacles. Leading up to these creatures along the wall are lines of humans, demi-humans (including drow), and humanoids, crawling towards them (seemingly willingly), only to be torn to gibbets and devoured. The creatures themselves are shown in hues of purple. Between the two doors is a large mauve tapestry with the eye of fire sigil (a triangle trisected into three smaller triangles) in amber.
2. **CLERICS' QUARTERS.** These quarters are quite mundane, with a pair of bunks, two wardrobes, and a table with chairs. This room is home to two 4th level male clerics (H.P.: 20 each, AC -2, +2 mace/+2 flail). He has a scroll with the following spells inscribed on it: **find traps, dispel magic, meld into stone**. The first has the following spells memorized:

First Level: command, cure light wounds, cause light wounds, penetrate disguise, cause fear

Second Level: hold person, silence 15' radius

The second holds a **lesser tentacle rod** with purple tentacles (strikes three times each at a single opponent as a 3 HD monster with +3 bonus "to hit". Inflicts 3 h.p. per hit, and causes double damage plus **slows** the opponent for 9 rounds if all three tentacles hit), and wears the 500 g.p. malachite ring. It has the following spells memorized:

First Level: command, cause light wounds, resist cold, sanctuary

Second Level: enthrall, resist fire

The chamber has a large locked chest (both clerics have keys, but if the first cleric's key is used, it will set off a trap, spraying acid at whomever used it, causing 3d6 H.P. damage, save vs. breath weapon for half damage).

As clerics of the Elder Elemental God, they know that his prison is accessible through Lolth's stronghold in the Abyss, and that Lolth has the keys, but cannot use them herself.

3. **PRIEST-SERVANTS' QUARTERS.** In addition to Eclavdra and the other priests of the Elder Elemental God who dwell clerics' quarters, two very special clerics of that fell deity dwell here, and their very existence is a closely guarded secret. They are both doubly renegades, for, in addition to having failed the test of Lolth and been condemned to become driders, have then been taken into the service of the Elder Elemental God, who has marked them as its own. Their spider-bodies have been transformed into tentacled horrors and they have become something new; Priest-Servants of the Eye (see *New Monsters* for details).

Both priest-servants are 4th level clerics. The first is a 4th level cleric (H.P.: 30, AC 3/0, armed with +3 mace and a hand crossbow with 10 bolts). The priest-servant also has a **scroll of protection from magic**. It is afflicted with melancholia, and there is a 50% chance of ignoring any given situation, as it sits in a fit of melancholy. It will be brooding and sullen most of the time regardless. It has the following spells memorized:

First Level: command, cause light wounds, detect magic, cause fear, sanctuary

Second Level: enthrall, hold person, silence 15' radius

The second is also a 4th level cleric (H.P.: 31, AC 3/0, armed with a +3 flail and atlatl with 3 javelins). It has a **lesser tentacle rod** with amber tentacles shot through with crimson streaks (strikes three times each at a single opponent as a 3 HD monster with +3 bonus "to hit". Inflicts 3 h.p. per hit, and causes double damage plus causes blindness in the target for 9 rounds if all three tentacles hit) and the 500 g.p. topaz ring needed to control it. It is afflicted with pathological lying, and often claims enormous insights into the nature of the Elder Elemental God which turn out to be completely false. It has the following spells memorized:

First Level: curse, cause light wounds, cause fear, sanctuary

Second Level: hold person, resist fire

Neither of the priest-servants has any treasure beyond the lesser tentacle rod held by the second one. Their minds are so far gone that any sort of material reward has little meaning for them.

As clerics of the Elder Elemental God, they know that his prison is accessible through Lolth's stronghold in the Abyss, and that Lolth has the keys, but cannot use them herself.

- 4-6. **TEMPLE OF THE ELDER ELEMENTAL EYE.** This whole rough-hewn chamber is illuminated by a light that seems to emanate from the very air. Strange eddies of mists swirl and pool in various parts of the temple, distorting distance and muffling sound, while various shades of purple seem to slither through the atmosphere. The ceiling disappears beyond vision, and is some 70' high at its peak. The DM should note there are subtle differences in the way this Temple of the Eye functions, compared to others.

4. Drow Worship Area. The pillars between this area and area #6 cause **nausea** for 2-5 rounds if approached within 2 feet (-1 to all "to hit" rolls and saving throws). The floor is made of porphyry and serpentine in a checkerboard pattern which is subtly disturbing to the eye.
5. Servants' & Slaves' Worship Area. The floor here is solid red hematite, shot through with green veins that give the illusion of pulsating if they are stared at for too long. Moving from this floor to the floor in Area #4 will cause the creature doing so to suffer 2d4 h.p. of electrical damage and be stunned for 1 round. Creatures wearing metal armor have both effects doubled.
6. Priests' Area. The walls of this area are formed of a cloudy violet stone, and the floor and ceiling seemingly made of obsidian with jagged red streaks like lightning bolts. In the center of the ceiling is a large triangle with an inverted Y inlaid with amber (this is the symbol of the Elemental Eye). The central dais is made up of three round stacked platforms. The top ring is made of black stone flecked with orange and silver, upon which rests a large altar made of some porous-looking, rusty black mineral. Next to this altar are two corroded metal braziers, covered with green verdigris. Upon the next ring stands nine tall metal candle holders, each with a single black taper which burns with a purple flame, but which never is consumed. There is also a metal triangle on a stand, with a hollow pipe attached to it by a short chain. On the lowest tier there is a large round drum covered with cured drow skin, as well as a square frame from which nine silvery metal tubes hang.

This altar setup functions much as do the others the PCs may have encountered. If the altar is touched by a living creature, it will become a translucent amethyst in color in 3 rounds, with a black center whose edges seem to undulate if stared at too long. If the altar is touched while in this condition, the creature touching it will be paralyzed for 5-20 turns.

If, while the altar is changed but no tentacle rods are present, the candles and braziers are lit, the chimes are sounded, the triangle is struck, and the drum is beaten, the black center of the altar will transform into a glowing golden eye. All creatures seeing the eye must roll on the following table to determine their fate:

Die Roll	Effect
1	Lose one experience level
2	Become overwhelmed with fright, lose 50% of Strength (round down). Can be restored by a remove curse spell.
3	Eyes melt away; blindness is permanent and cannot be restored by cure blindness , but regenerate will work.
4-10	No effect (looked away in time).

If, however, the three tentacle rods are present when the above actions are taken, then the eye will become shot with flaming red, the altar stone will

turn a vivid purple in color, and a tentacle covered with cilia will emerge from the altar, grabbing whatever creature has been paralyzed upon it. If no such creature is waiting for it, the tentacle will grab whatever creature is closest, within a 20' radius. The creature will be drawn into the stone, utterly and irrevocably destroyed. The altar will return to its original state and color, and upon the altar will be some object or item most desired by the individuals performing the ritual, or at least something which will allow them to attain that desire.

If Eclavdra leads the ritual (as she invariably does, as she does not lend the **greater tentacle rod** to others, and the ritual cannot be completed without it), then the item produced will be something to assist with her power struggles within the Vault, since gaining power here is really her utmost desire, and serving the Elder Elemental God is just a means to that end. Usually this will be in the form of some magic item or item of great wealth. However, if one of the other clerics performs the ritual for some reason (if Eclavdra is slain, or her tentacle rod and ring have been stolen, or some other extraordinary circumstance), then what will be present on the altar is a round cut smoky quartz gem which radiates both magic and evil. This is actually the first of the Elemental Keys to the prison of the Elder Elemental God. It will be manifested because the true desire of the other clerics is to free their deity, as opposed to Eclavdra's true desire to rule the Vault. Subsequent rituals performed by a drow cleric other than Eclavdra will produce the other keys in succession.

If the PCs conduct the ritual, they will also receive a gem (and three more if they conduct further rituals), as it is the key to their chief desire; to end the threat of both the Elder Elemental God and Lolth...

If the PCs are present during a worship service, they will note in particular the phrase "Our God who art held in His imperfect prison, may we secure the Four Keys and fling open wide the gates of Your prison, lest our enemies use them to forever seal it." This is a reference to the iron pyramid, silver sphere, bronze star, and blue cube that are within Lolth's platinum Egg, which are in fact they keys to the Elder Elemental God's prison (see the forthcoming Q2 Web of Souls for details on how these keys are used).

If the ritual is done more than once every 24 hours, roll on the following table to determine the outcome:

Die Roll	Effect
1	All precious metals in the vicinity are turned to lead, all gems are turned to glass
2	All wounds are healed on everyone in the temple area
3	1d4 tentacles will emerge from the altar and grab the nearest 4 sacrifices, no boon is granted
4	Everyone is blinded
5-12	No effect; the attempt is ignored

7. **SECRET CHAMBER.** Note that the secret door to this chamber cannot be detected merely by passing; an active search must be made to discover it. This small room houses a coffin-sized container formed of some coppery metal, resting on a stone bier. It is in fact a stasis chamber, holding one of Eclavdra's clones in perfect suspension until the death of the original. The metal chamber has an obvious seam running around the perimeter, but there is no obvious means of opening it (it is in fact locked from the inside). If the capsule is forced open somehow (doing so would take a successful open doors check by something with at least 19 strength) the clone of Eclavdra will awaken within 1 round (she is already a "complete" clone, with all of Eclavdra's memories as of a few months ago, but the effects of homicidal rage and insanity was kept at bay by the stasis). She is every bit as ruthless and clever as her original self, and will quickly figure out if anyone present at her reawakening is friend or foe.

Hidden in a secret panel in the stone bier are a suit of drow armor +4, a +4 longsword, +3 dagger, drow cloak and boots, and a metal box. The box itself is unlocked but trapped with a poison needle trap; anyone turning the latch must save vs. poison or die (the clone is aware of this and can automatically avoid it). Within are 500 p.p., a pouch of 100 jewels worth no less than 100 g.p. each, and several leaves of parchment covered in a fine script (illegible unless one knows how to read the drow written language). These are notes the real Eclavdra has prepared to bring her clone "up to speed" since she was grown, and include an account of the downfall of the giants, various schemes and plots among the various Houses, and the fact that the prison of the Elder Elemental God is in Lolth's stronghold and that Lolth herself holds the four keys to that prison.

It should be noted that this is only one of several hidden clones of Eclavdra, with the next being triggered to awaken from stasis when this one is slain. Not even Lyme knows the location of all of Eclavdra's clones.

MAGIC ITEMS

ELEMENTAL KEYS

The Elemental Keys are the keys that control access to the prison of the Elder Elemental God. They appear in sets of four, and while incredibly rare, their power makes them very sought-after by creatures that have no interest in freeing (or fully imprisoning) the Elder Elemental God. They radiate both magic and evil.

Many have been lost or converted into conventional magic items over the years, but every few centuries dedicated followers of the Elder Elemental God will receive such Keys as rewards for sacrificial offerings. Such incidents are relatively rare, however, as they rely on the true heart's desire of the cultist being the freedom of their god.

The following correspondences are known to be seen in sets of Keys:

Element	Gem	Metal	Colors	Shape
Air	Smoky quartz	Silver	White/ silver	Circle/ sphere
Earth	Carnelian	Iron	Tan/ brown	Triangle/ pyramid
Fire	Garnet	Bronze	Red/ gold	Star
Water	Aquamarine	Copper	Blue/ green	Square/ cube

Sets of elemental keys can take many forms, from gems to Pythagorean solids, figurines, discordant lumps of metal, etc. The

exact form will depend on the nature of the individuals making the sacrificial offering, and the exact nature of their desire to free their god; one set was in the form of figurines in the form of a sylph, salamander, triton, and xorn, for instance. They will, however, have at least some of the correspondences above in common, as a set.

While they do not, in and of themselves, possess innate magical powers, they are powerful magical "engines" and can be used in the creation of very powerful magical items by artificers, priests, and mages who themselves possess great skill and power. The demoness Zuggtmoy and the cambion luz did so when they crafted the Orb of Golden Death and incorporated a set of the Keys in gem form (found in the dungeons of the Temple of Elemental Evil, which itself was built on the site of a shrine to the Elder Elemental God, whence the gems doubtlessly came by some means now long forgotten).

The Demoness Lolth has a set of Keys as well, which she keeps in her cursed Platinum Egg. These are believed by some sages to be the original Keys which were used to imprison the Elder Elemental God, but others hold that the originals are hidden elsewhere, and Lolth's Keys are simply another set which has been loosed upon the world by the Elder Elemental God's last remaining thread of power.

No matter what modifications have been made to such Keys, however, they will still function in the lock to the Elder Elemental God's prison. There is a 5% chance that any given **bowl of commanding water elementals**, **stone of controlling earth elementals**, **brazier of commanding fire elementals**, or **censer commanding air elementals** will in fact be a converted Elemental Key. See adventure **Q2 Web of Souls** for details of their use.

NEW MONSTERS

LIZARD, PACK

FREQUENCY: Very Rare (common in the Underworld)

NO. APPEARING: 1-3

ARMOR CLASS: 5

MOVE: 9"

HIT DICE: 6+6

% IN LAIR: Nil

TREASURE TYPE: Nil

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-8

SPECIAL ATTACKS: None

SPECIAL DEFENSES: None

MAGIC RESISTANCE: Standard

INTELLIGENCE: Non-

ALIGNMENT: Neutral

SIZE: L (15' long, broad-backed)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

Pack lizards are ubiquitous in the underworld, being used as beasts of burden by many different races. They are sullen creatures, and will ignore passersby unless they are molested. If handled with the proper goads (long ankus-like hooks), they will be led easily. Pack lizards can hold up to 6,000 g.p. weight without being encumbered, with a 12,000 g.p. weight maximum. They are quadrupedal, and carry themselves low to the ground as they lumber along. They are often fitted with baskets or cages to better secure cargo on their broad backs.

LIZARD, RIDING

FREQUENCY: Very Rare (uncommon in the Underworld)
NO. APPEARING: 2-5
ARMOR CLASS: 5
MOVE: 15"
HIT DICE: 5
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-3/1-3/1-6
SPECIAL ATTACKS: None
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
INTELLIGENCE: Animal
ALIGNMENT: Neutral
SIZE: L (12' long, 9' high)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

Riding lizards are bipedal cousins of subterranean giant lizards, specially bred for riding. They are fitted with saddles which support the rider on the semi-upright back of the beast, and are ridden much as normal horses are on the surface, with stirrup, bit, and bridle. They attack with two claws and a bite.

A riding lizard can carry up to 3,000 g.p. weight before becoming encumbered, with a maximum of 6,000 g.p. weight. Occasionally they are fitted with barding, but such is incredibly rare and only found among the wealthiest of riders.

PRIEST-SERVANT OF THE EYE

FREQUENCY: Very Rare
NO. APPEARING: 1
ARMOR CLASS: 3 (body), 0 (tentacles)
MOVE: 16"/22"
HIT DICE: 6+6 (body) 10 H.P. (each tentacle)
% IN LAIR: 100%
TREASURE TYPE: Nil
NO. OF ATTACKS: 9
DAMAGE/ATTACK: by weapon/1d3 each tentacle
SPECIAL ATTACKS: Spells, strangle
SPECIAL DEFENSES: Immune to mind-affecting spells
MAGIC RESISTANCE: 30%
INTELLIGENCE: High
ALIGNMENT: Chaotic evil
SIZE: L
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

Priest-Servants of the Eye are a unique creation of the cult of the Elder Elemental God as practiced by the Eilservs in the Vault of the Drow. They are a (further) corruption of driders, the weird drow-spider hybrid that are the result of failing the Test of Lolth to which all drow are subjected once they reach 6th level. In this case, a drider is deliberately exposed to the energies of the Elder Elemental God, which transforms the creature once more, turning the spider-elements of its physical form into those resembling the otherworldly tentacled horrors that have served the Elder Elemental God since time immemorial. The lower body is turned into the boneless form of an impossible squid-like creature, while the spider legs are transformed into tentacles covered with thousands of cilia. Only those driders who were clerics prior to failing Lolth's test may become priest-servants; their full clerical abilities are immediately restored, deriving from the thread of energy that the Elder Elemental God can send through the imperfect door of its prison.

This process drives the drider insane without fail. Each drider should roll on the insanity table in the DMG to determine the specific

manifestation of this affliction, but all will have the side effect of rendering the priest-servant immune to all magical or psionic effects that affect the mind, including illusions, enchantment/charm type spells, and the like. Their transformation strips them of all their inherent drow magical abilities.

Priest-servants of the Eye usually attack with a melee or missile weapon, and are fond of the hand-crossbows frequently used by regular drow. In addition, their tentacles can each attack a separate opponent (if such are within 8' of the priest-servant), and if a natural 20 is rolled the tentacle will strangle the victim in 1d4 rounds in addition to inflicting normal damage each round with no "to-hit" roll being required. Only one tentacle can strangle the same target at the same time. They retain their regular spell-casting and other class-based abilities (if they were originally multi-classed).

Priest-servants of the Eye have the upper torsos of drow, but the lower body is a mass of squirming tentacles in nauseating patterns of red and black.

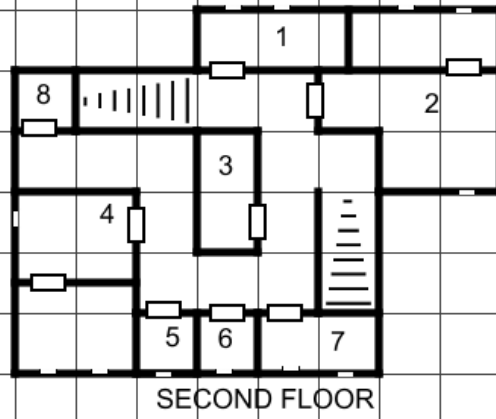
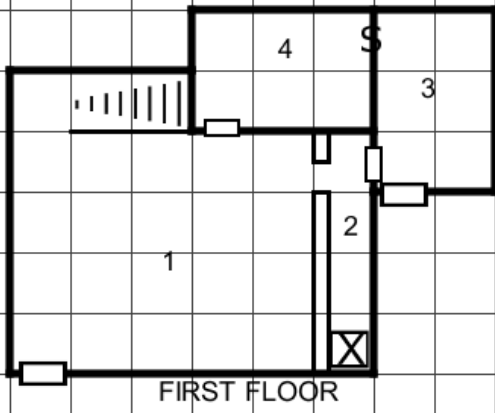


THIS ENDS THE CITY OF SPIDERS

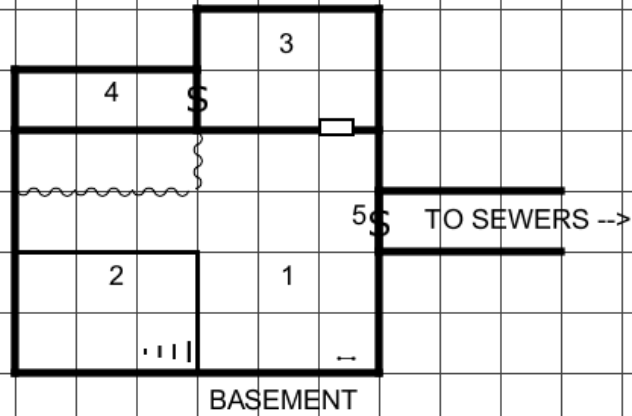
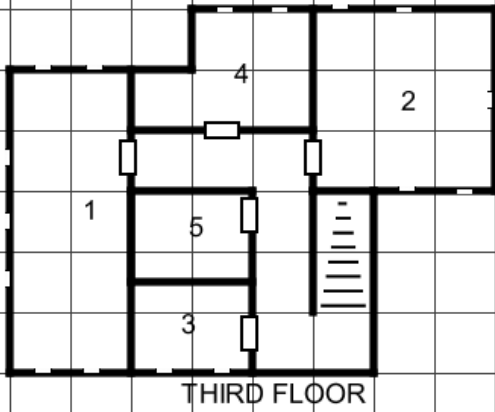
MAPS

THE DROW CITY OF ERELHEI-CINLU

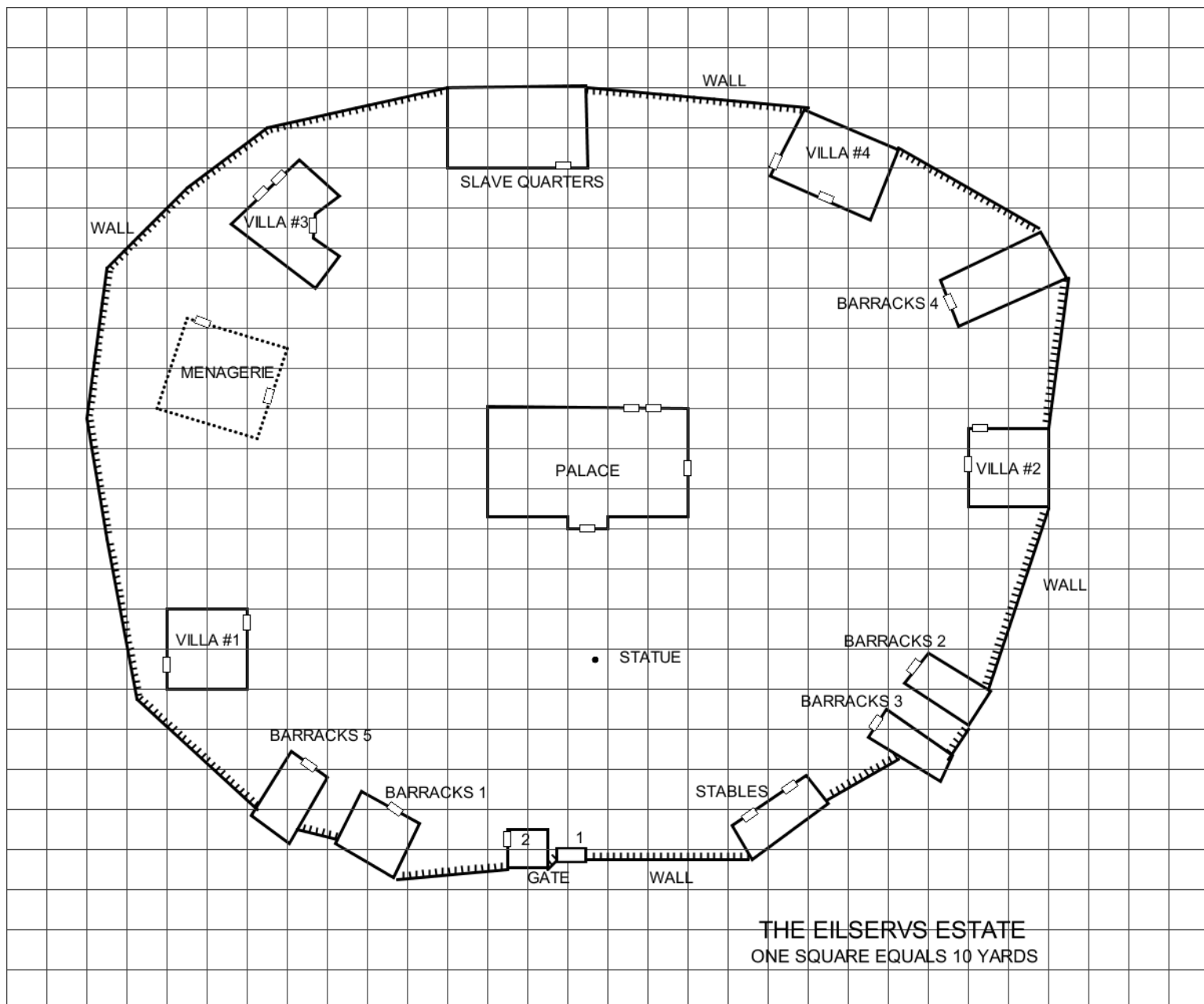


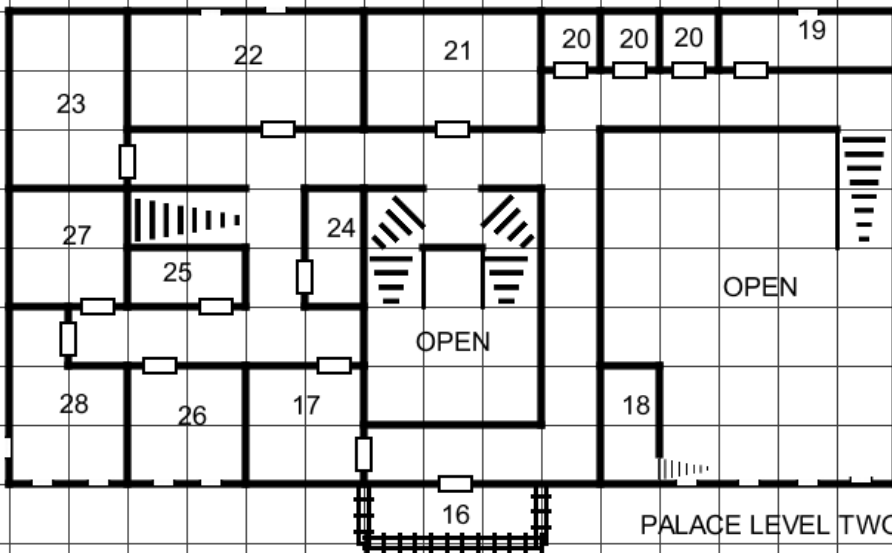


ONE SQUARE EQUALS 10'

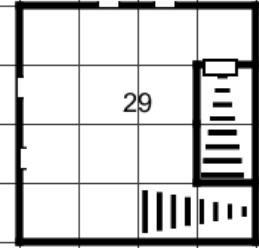


THE CROWNED BUTTON

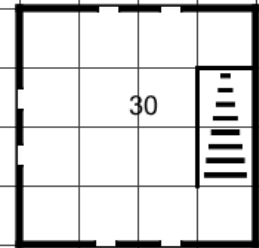
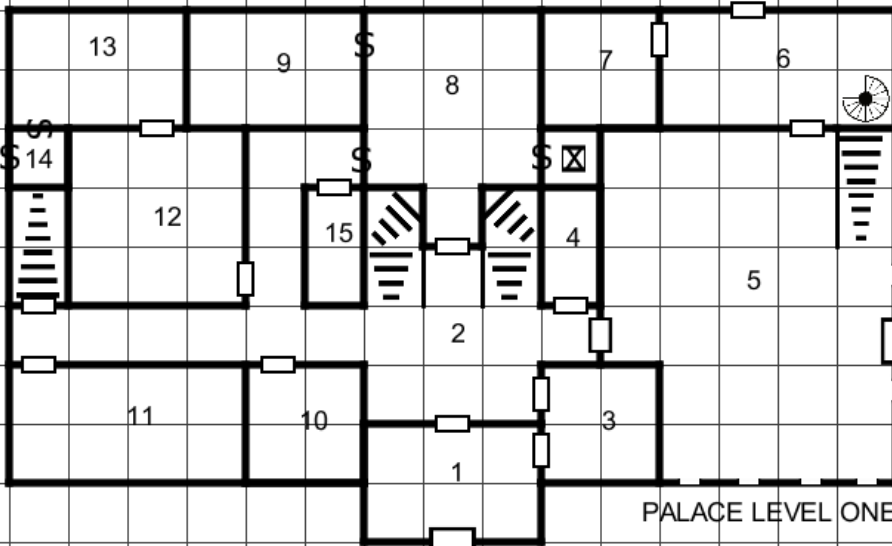




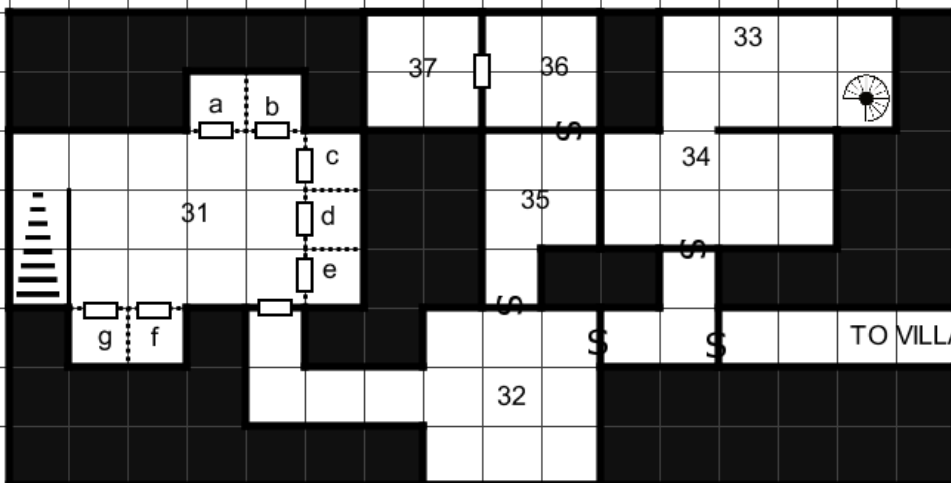
EILSERVS PALACE



PALACE TOWER LEVEL ONE

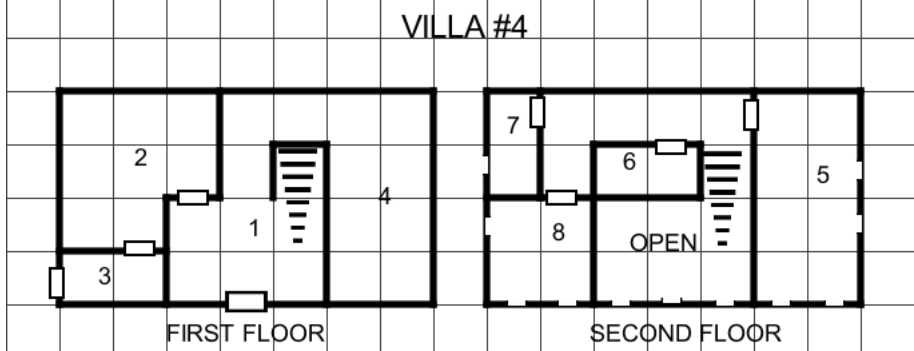
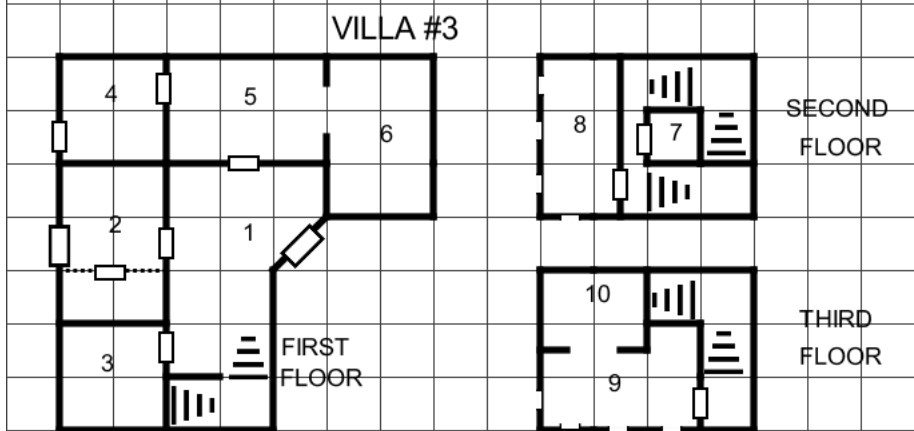
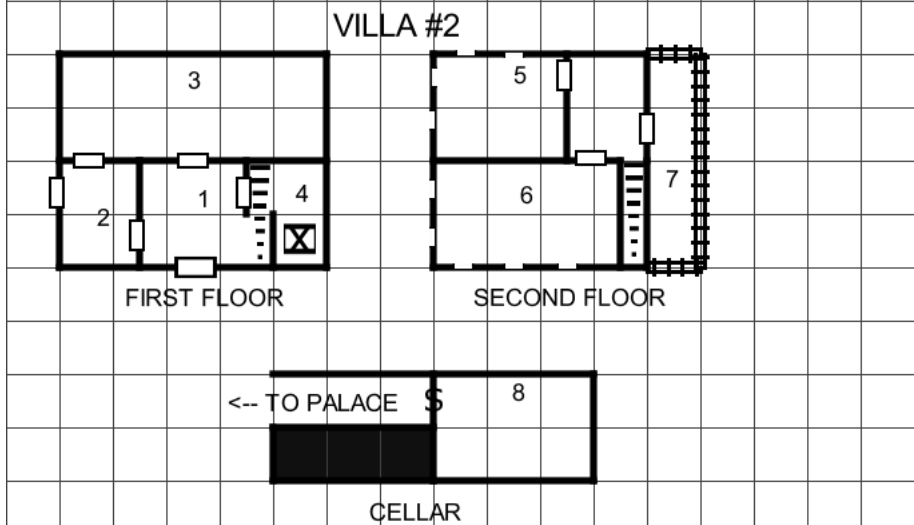
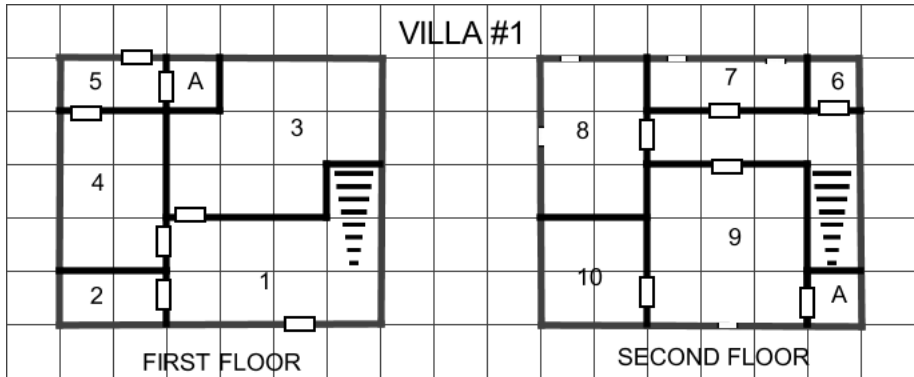


PALACE TOWER LEVEL TWO

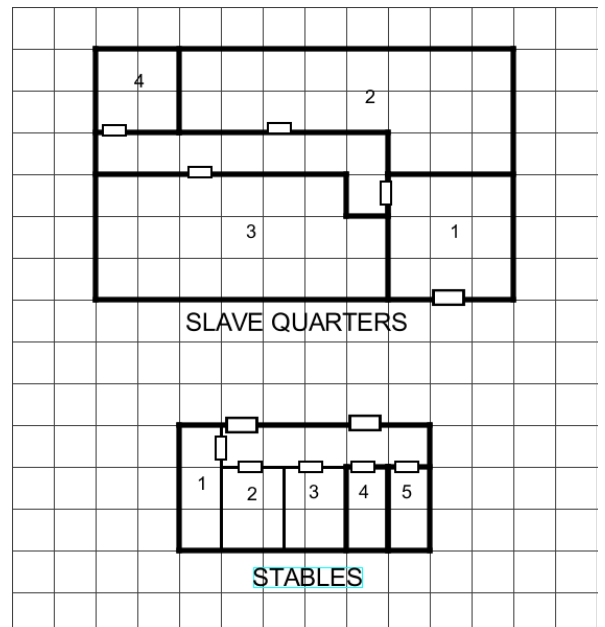
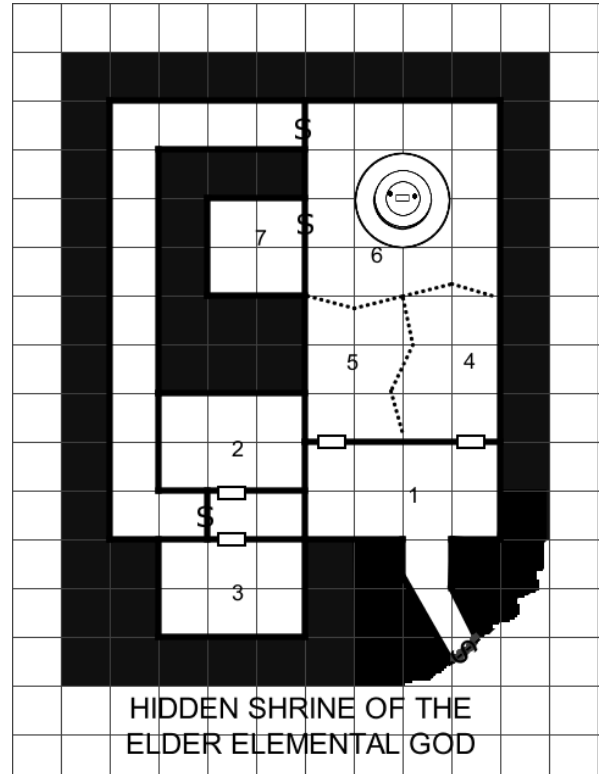


PALACE DUNGEONS

ONE SQUARE EQUALS 10'



ONE SQUARE EQUALS 10'



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