



2005 WORLDWIDE D&D GAME DAY  
ADVENTURE



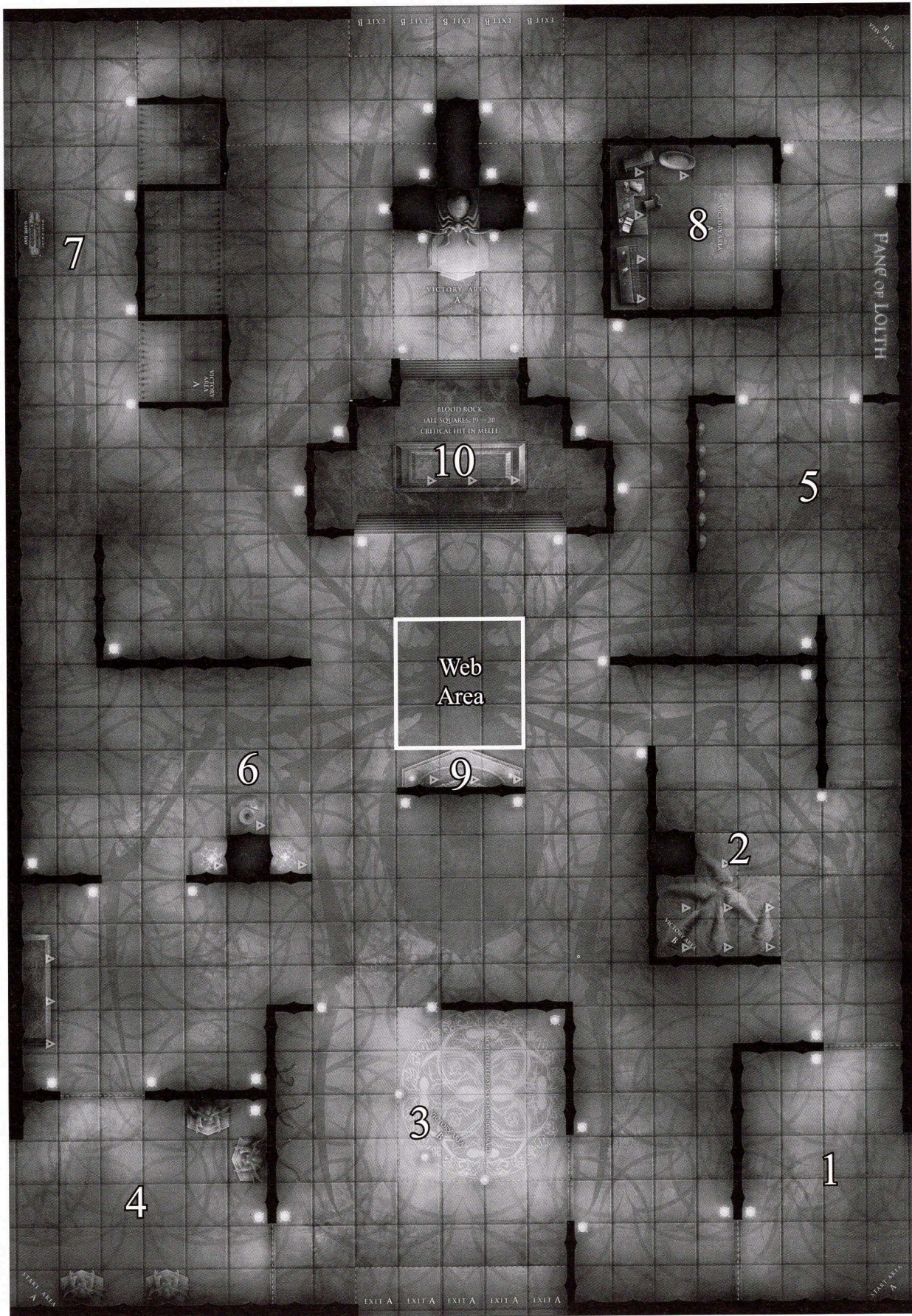
## Assault on the Fane of Lolth

An Adventure for Four 4th-Level Characters

by Eric Cagle



# DM BATTLE MAP





## THANK YOU...

For participating in WORLDWIDE DUNGEONS & DRAGONS GAME DAY! This is a special day of DUNGEONS & DRAGONS celebration, and we hope you have a fantastic playing the D&D game your friends, both new and old.

This adventure is primarily designed for Dungeon Masters who lack the time or inclination to design their own adventure for the event, or for store that want to run a D&D demonstration for new players.

Assault on the Fane of Lolth is a challenging dungeon crawl adventure for four 4<sup>th</sup>-level characters and takes place in a foul temple of the Queen of Spiders. The PCs must defeat the various minions of the temple to help clerics of Pelor to destroy an altar deep within.

Before WORLDWIDE DUNGEONS & DRAGONS GAME DAY, read this entire adventure. If you are working with a group of Dungeon Masters, or you have some friends that would enjoy playing this short adventure, feel free to play a practice game to help you prepare for the event.

This adventure uses all of the miniatures provided in the WORLDWIDE D&D GAME DAY kit (all from the newly released UNDERDARK set!) and the large play map, one of the four found in FANTASTIC LOCATIONS: FANE OF THE DROW, released this past September.

You'll also find four characters sheets and corresponding miniatures in the kit and a number of RPGA® Campaign Cards (the "Bane of My Enemy" card). When the game starts, give your group of four players the character sheets and miniatures. You'll probably be running a number of sessions of this adventure throughout the day, so don't let them keep these items. Also give each player a "Bane of My Enemy" Campaign Card, at least as long as supplies last. Each player gets to keep this card, and can spend it once during the game to gain the described effect. Direct player interested in Campaign Cards and the RPGA to the RPGA website ([www.rpga.com](http://www.rpga.com)).

You'll also notice that the kit features numerous Lolth's Sting miniatures. When this enemy is defeated in the adventure (area 10), give each player one of these exclusive giveaways (again, while supplies last).

## BACKGROUND

A decade ago, a band of drow headed by a powerful cleric of Lolth moved into a maze tunnels and caves beneath the small city of Anserell. Discovering a long-forgotten complex under the city, the drow established a fane dedicated to their dark goddess. They captured a variety of victims for sacrifice, mostly orcs, and the occasional human and other surface humanoid unlucky enough to fall into their clutches. In time the shrine's power grew. And as it grew signs of its presence and power manifested itself upon the city above. First a plague of poisonous spiders infested the town, followed by blight and famine that induced a maddening melancholy and sometimes even murderous rage among the normally good-natured folk of Anserell.

As the shrine's influence grew, so to did the drow's greed sickening lust for more victims, pushing them dangerously close to the surface in search of prey. Driven insane by the demands of her goddess, the drow priestess launched an all-out assault on the temple of Pelor in Anserell.

The foray went sour, and a great number of drow were killed or captured.

A bold assault by the priestess and the drow warleader on the high priest of the temple quickly turned to folly, as the hierophant and a group of radiant servants—hidden until the crucial of moments—defeated the duo.

The forces of good were victorious, but they learned of the dangerous fane hidden below their city.

Plans were made to hastily deal with the threat, but the drow assault had weakened the town, and the priests of Pelor are busy healing the wounds inflicted by the dark elves.

The Patriarch of the temple has decided to send a small group of adventurers (the PCs) into the Underdark to locate the fane and do what damage they can until the priests can come to dismantle the foul temple.

The shrine is protected by only three remaining drow—a ninja (known as Lolth's Sting) and two fighter/wizards (known as Arcane Guards), along with numerous other creatures under their control.

While the forces left are meager, the drow are not to be underestimated, and the PCs will no doubt be challenged by the last of the fane's defenders.

## INTRODUCTION

The adventure begins with the PCs arriving at the church of Pelor in Anserell.

*You came to the small city of Anserell when you heard of the strange troubles that plagued the settlement. For weeks the city was inundated with poisonous spiders harassing its citizens, followed by a pestilence of mania that crippled poor Anserell. Some citizens fell into a deep melancholy, while others flew into violent rages.*

*Investigating Anserell's plight, you learned that the town was being affected by the machinations of a drow cabal dwelling somewhere in the caves under the city. Almost too late you found the drows' goal was to sack the local temple of Pelor.*

*By the time you reached the temple to warn the clerics of this threat, the battle was already underway. Luckily the Pelorite clerics were not without defense. The successfully defend their temple, and defeated the power drow leaders of the raid.*

*The temple in shambles, but the battle won, you thought you'd missed the major action until Patriarch Doram approached you, asking for aid.*

*"While we've defeated the drow, we've learned from one of the captives that they've come from a temple of their foul goddess Lolth located in the twisting caverns under the city" the Patriarch says gravely. "My clerics must rest and help aid the innocents who suffered at the hands of the drow, but I don't wish to delay our response to this atrocious act too long. According to a drow captive, most of the temple's minions took part in the assault of our fair temple. Divinations and compulsions have told us he speaks true, but there are still dangers abound in the Spider Queen's fane. I would like for you to find this temple, do what damage you can, and report back your findings. This evil deed cannot go unpunished. The light of Pelor must flush the dark sickness from the caverns under Anserell!"*

*He gives you a map to the Lolth's fane under Anserell, made by a drow captive, and agrees to a reasonable fee for your services.*



Before you leave the temple of Pelor another cleric, Prior Venssil, approaches you.

"Master adventurers, in the week before the attack two of my fellow clerics disappeared, and with them a minor artifact of our faith—the Symbol of Pelor's Radiance—a small holy symbol of Pelor that has the power to radiate daylight each day if one utters "Pelor light the way" while holding the disk. I believe both clerics and the artifact were captured by the drow prior to their attack on our temple. While I can't pay you, I ask humbly that you look for my peers and the medallion within the fane."

To aid the PCs endeavor, the Patriarch Doram gives each PC a *potion of cure moderate wounds* (caster level 3; cures 3d8+3 hit points), a vial of antitoxin, and a special blessing to aid PCs against their enemy (the effect of which is the single use of the "Bane of My Enemy" Campaign Card)

If the PCs agree to look for the lost clerics and medallion, Prior Venssil gives descriptions of Priors Juron and Urik and the holy symbol.

## FANE OF LOLTH

Upon agreeing on the mission, the PCs follow the map which guides them though the twisting caverns under the city. It takes less than a day to reach the fane.

The fane is a large area with few enclosed rooms. Because of this the PCs are going to find that making too much noise has repercussions, as it tends to attract creatures from other areas of the fane. This should make the assault a series of running combats, where the PC's actions create a chain reaction of reactions by the temple guardians and denizens. For this reason it's important for you to be familiar with all the encounters and how they interact.

To aid you, here is a quick reference of the many of the inhabitants' Spot and Listen checks.

Creature	Spot	Listen
Drow Arcane Guard	+1	+1
Half-Ogre Barbarian	+3	+5
Lolth's Sting	+11	+11
Troglodyte Barbarian	+3	+5

Remember that to hear a battle is a DC -10 check, modified by +1 for each 10 feet of distance, +5 for going through a door, and +15 for going through a stone wall. For ease, here are some sample DCs for the drow at the altar (area 10) hearing battles in various parts of the fane.

Location	Listen DC
Area 2: Fate Worse than Death	automatic
Area 4: Chamber of Champions	5
Area 5: Torture Room	automatic
Area 7: Empty Cells and Reinforcements	automatic
Area 8: Ritual Room	9

Luckily, the few drow left are much more interested in protecting the fane's altar than chasing the PCs around the complex—at least at first (see area 10).

## Veil of Shadow

The drow in this encounter have the *veil of shadow* spell-like ability instead of darkness.

### Veil of Shadow

Evocation [Darkness]

Level: Asn 2, Blk 2, Clr 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

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

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

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

## 1. Here it Begins

Have the players begin by placing their miniatures on map area 1.

The rough-hewn walls of the Underdark start to smooth out as you progress through the maze of tunnels and caverns. These hewn walls begin to show signs of drow habitation, as odd, disturbing carvings of spiders, aberrations, and wicked drow clerics performing despicable acts show up sporadically on the ever increasingly worked areas. Eventually you find yourself in a lit room—the map confirms that you are now in the heart of drow territory.

Small, glowing orbs line the walls, providing sufficient, if dim, lighting. The air is pungent with incense, strange alien spices, and worse. Almost every wall has a thin covering of webbing, as various spiders inundate the walls and corners of this eerie place.

The glowing spheres mounted on sections of the wall light this room, and the rest of the fane. The spheres provide dim illumination in the fane, which is just enough light for the PCs to see normally. Their magic is spoiled when removed.

As long as the PCs are quiet, they can use this general area as a staging area for the foray deeper into the fane.

## 2. A Fate Worse Than Death (EL 3)

The walls and ceiling are covered in thick, old layers of webbing. Six, web-covered shapes are strewn in the corner of the room. The shapes are humanoid.

The web-covered bodies are those of orcs who have fed the drows' pets. Their remains are now subject of a gruesome curse. When a creature who does not worship Lolth (like, say, the PCs) approach within two squares of the webbed area, the skeletons of the dead orcs lurch up, tearing through the old webbing that once bound them.

This dramatic action is followed by a coalescence of the numerous spiders in the area into a dangerous swarm. Place the swarm anywhere within 5 squares of the webbed area.



**Orc Skeleton (6):** hp 6 each; see stat card.

**Swarm of Spiders:** hp 9; see stat card.

**Tactics:** As mindless creatures enslaved to the directives of a foul curse, the skeletons and swarm simply attack nonbelievers who dared enter, and thus desecrated the area. They follow such creatures until destroyed.

**Development:** Battle in this place brings the half-ogre from area 5 to investigate.

**Treasure:** A thunderstone (see *Player's Handbook* page 129) and a *potion of cure moderate wounds* (caster level 3; cures 2d8+3 hit points) are hidden among the webbing (Search DC 12).

### 3. Meditations on the Unholy

This area has a meditation circle in its corner tied to Lolth's divine power.

*In one corner of the room, a circle is inscribed into the floor. An eerie dim green light pulses from the spidery runes inside the circle, casting the room in a sickly glow.*

The drow use this circle to commune with their dark goddess. Not only does a creature standing inside the circle gain a +2 bonus to attack rolls and their weapons are considered magic for the purposes of bypassing damage reduction, that creature also feel awash with a strange anxious sensation—as if some unseen force or being is watching them.

For those who stay within the circle, this sensation strengthens over the next two rounds but has different effects based on the creature's spiritual leaning.

After two full rounds of standing within the circle, worshippers of Lolth may attempt to smite on the next attack. If they don't smite, the ability is lost, but the process starts anew, giving them a new chance to smite two full rounds later. On a successful hit, this smite does extra damage equal to the attacking creature's level or hit dice.

Those creatures who do not venerate Lolth suffer a much different effect after two full rounds pass. Each round thereafter, at the beginning of their turn, they must succeed a DC 13 Will save or be dazed for the round. During this time the dazed creature is tormented by visions of the wicked grandeur and depraved will of the Demon Queen of Spiders. PCs tormented by this effect gain the notice of Lolth, and are adversely affected by the altar and the area in front of the statue in area 10.

### 4. Chamber of Champions (EL 4)

This room has several statues of ancient drow champions.

*Several statues line this room's walls. Each is an exquisite representation of an esteemed drow warrior or cleric. Their hard stares and cruel expression look down on you with the arrogance only the drow can exude, which is a testament to the statues' craftsmanship.*

Two spiders of Lolth have set up residence here, spinning webs on the ceiling so to drop on unwary intruders. The ceiling's height obscures the spiders in deep shadows, requiring a DC 21 Spot check for PC action during the surprise round.

**Spiders of Lolth (2):** hp 25 each; see stat card.

**Tactics:** The spiders drop from the ceiling during the surprise round, attempting to land in a section of the room that would allow a charge the next round. The pair tends to gang up on one opponent and then move to the next when that threat is neutralized.

**Treasure:** A Search check (DC 15) reveals two of the statues hold vials that can be removed. The vials contain *potions of neutralize poison*.

### 5. Torture Room (EL 6)

Some esteemed prisoners are tortured here—a kind of tenderized as it were—before facing sacrifice. The current torturer is a little too overzealous in his work, and currently two corpses hang on manacles. The half-ogre's hamfisted approach to tenderizing spoiled the sacrifice.

*The room reeks of blood and death. Three pairs shackles dangle from one wall. Two of the pairs still hold the beaten, broken, and bloodied remains of tonsured men.*

*A hulking figure emerges from the shadows, bearing an enormous sword. It bellows and charges toward you.*

**Creature:** Ordered by his drow masters to wait here for punishment, he sees approaching PCs as an opportunity to get into the drow's good graces once again.

**Half-Ogre Barbarian:** hp 58; see stat card.

**Tactics:** The half-ogre barbarian goes into a rage immediately upon seeing the PCs, eager to tear invaders limb by limb.

**Development:** Investigating the bloodied and battered bodies hanging from the manacles identifies them as Priors Juron and Urik. The two clerics are beyond help, at least by the PCs.

### 6. Alchemical Stash

The drow keep stashes of potions, poisons, acids, and other alchemical items here for use in their torture and sacrifices.

*Three short pedestals jut out from the wall. Two of the pedestals are covered in a variety of bowls, vials, flasks, and other containers. Most containers are labeled in a flowing script.*

The labels are written in Elven. PCs who can read that language, or that have at least one rank in Craft (alchemy) or Spellcraft recognize that the marked containers hold a variety of substances used for creating potions, poisons, and alchemical materials, though few are potent by themselves.

There are exceptions.

Four of the marked vials are filled with lemungal extract, a component in the creation of some variations of tangelfoot bags (Craft [alchemy] DC 12 recalls this). An unpredictable and sometimes volatile substance, it has a 50% chance of acting like alchemist's fire (see *Player's Handbook* page 128) when thrown.

On the center pedestal sit three identical unmarked vials made of thick, opaque glass. Each vial contains a similar clear liquid, but each with its own distinct odor. One has a almond smell, one smells like a pungent fruit, and the last has a thick and sharp alchemical smell that assaults the nostrils with a single whiff.

The first vial is filled with poison (arsenic; ingested DC 13, 1 Con, 1d8 Con). The second is a *potion of cure moderate wounds* (caster level 3; cures 2d8+3 hit points). And the last is a vial of acid



(see *Player's Handbook* page 128 – it does 2d6 points of damage if swallowed).

## 7. Empty Cells and Reinforcements (EL 4)

These cells usually hold future sacrifices to the Spider Queen, but they are now empty—all the sacrifices were made to Lolth in preparation of the surface assault.

All is not as quiet as it seems. When the PC enter the marked area a group of troglodyte barbarians arrive on the scene, coming from the exit at the near battle map corner. They have heeded the call of the drow, who promised them good treasure in return for aid in defending the fane.

*The air suddenly becomes thick with a disgusting, cloying stink that chokes your lungs.*

**Creatures:** The troglodytes, upon seeing the PCs, spring into action, excited by opportunity to wreak carnage so early in their mission.

**Troglodyte Barbarians (2):** hp 34 each; see stat card.

**Tactics:** The troglodyte barbarians immediately rage and attack the closest—preferably nauseated—PCs; ganging up on one person if possible before attacking others.

**Development:** The bars to the cells are raised and lowered by activating three, unmarked levels located on the opposite wall (on the wall next to the D&D logo; Search DC 15).

**Treasure:** Inside the smaller cell, closest to the troglodytes' entrance, and obscured by a bundle of spider webs (Search DC 12), there's a small golden medallion. This small holy symbol is the *Symbol of Pelor's Radiance* that Prior Venssil asked you to find. Any creature reciting the phrase "Pelor light the way" while holding the holy symbol activates its *daylight* effect (see *Player's Handbook* page 216 and 217). The effect is caster level 5, and can be activated once a day.

**Alternate Encounter:** If the PCs attack the arcane guard and Lolth's sting in area 10, and the pair is in desperate need of help, you can have this group of troglodytes enter that fight as last-minute reinforcements.

## 8. Ritual Room (EL 5)

This room contains implements used in the performance of unholy rituals and sacrifices to Lolth. Currently a single drow arcane guard is looking for a particular sacrificial dagger the Lolth's sting has requested for a makeshift sacrifice. If the PCs succeed a DC 11 Listen check at the door, they hear his rummaging, and can gain a surprise round.

*This room contains several tables and boxes. The tables overflow with strange objects, idols, and torture devices. You seem to have startled a drow warrior looking for something amid the clutter. He snarls at you and unleashing a spiked chain.*

**Creature:** The drow arcane guard quickly regains is bearings and attacks the PCs.

**Drow Arcane Guard:** hp 10; see sidebar.

**Tactics:** Seemingly trapped, the arcane guard lashes out with his *burning hands* hoping to thin his foes. He also starts yelling for help, which brings the half-ogre barbarian (area 9) and the

## Use These Stats!

The Drow Arcane Guard statistics presented on the card are a little too powerful for this adventure. Instead, use the following statistics.

<b>DROW ARCANES GUARD</b>	<b>CR 5</b>
Male drow fighter 2 / wizard 2	
CE Medium humanoid (elf)	
<b>Init</b> +7	
<b>Senses</b> darkvision 120 ft., Spot +1, Listen +1	
<b>Languages</b> Common, Elven, Undercommon; Abyssal, Drow Sign Language, Goblin	
<b>AC</b> 17, touch 13, flat-footed 14	
<b>hp</b> 19 (4 HD)	
<b>Immune</b> sleep; <b>SR</b> 15	
<b>Fort</b> +5, <b>Ref</b> +4, <b>Will</b> +4; +2 bonus on Will saves against spells and spell-like abilities	
<b>Weakness</b> light blindness	
<b>Spd</b> 30 ft. (6 squares)	
<b>Atk</b> +1 <i>spiked chain</i> +8 melee (2d4+2) or masterwork hand crossbow +7 ranged (1d4/19-20 plus poison)	
<b>Base Atk</b> +3; <b>Grp</b> +4	
<b>Atk Options</b> poison use	
<b>Combat Gear</b> <i>potion of haste</i> , <i>potion of cat's grace</i> , 2 thunderstones, 3 doses of drow sleep poison	
<b>Wizard Spells Prepared</b> (CL 2nd; 1d20+2 to overcome SR):	
1st— <i>burning hands</i> (DC 14), <i>magic missile</i> , <i>true strike</i> .	
0— <i>acid splash</i> , <i>detect magic</i> , <i>read magic</i> , <i>resistance</i> .	
<b>Spell-Like Abilities</b> (CL 4th; 1d20+4 to overcome SR):	
1/day— <i>dancing lights</i> , <i>faerie fire</i> , <i>veil of shadow</i>	
<b>Abilities</b> Str 12, Dex 16, Con 12, Int 16, Wis 10, Cha 10	
<b>Feats</b> Improved Initiative, Weapon Focus (spiked chain), Weapon Finesse.	
<b>Skills</b> Climb +4, Concentration +5, Intimidate +2, Jump +4, Listen +1, Search +5, Spellcraft +7, Spot +1.	
<b>Possessions</b> combat gear and +1 <i>spiked chain</i> , mithral shirt, masterwork hand crossbow, 10 bolts.	
<b>Poison (Ex):</b> An opponent hit by a drow's poison weapon must succeed a DC 13 Fortitude save or fall unconscious for 1 minute. Secondary remain unconscious for 2d4 hours.	
<b>Light Blindness (Ex):</b> Abrupt exposure to bright light (such as sunlight or a <i>daylight</i> spell) blind drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.	
<b>Hook</b> "How dare you enter the domain of the Spider Queen!"	

arcane guard's fellow drow at the altar (area 10) if those creatures still live. Though the other drow drink their *potions of invisibility* before coming to their companion's aid.

## 9. Fountain (EL 2)

This area boasts a large magical fountain that provides water for the fane.

*A large marble fountain juts out from the wall. Figures of spiders, victims in torment, and similar sinister scenes adorn the font, giving it an unsettling appearance. A thin trickle of water cascades from a hole in the ceiling to the fountain. The water in the basin is brackish and dark. Thick strands of old webbing float on top of the water like severed tentacles.*

If anyone looks inside the fountain, sees the hint of treasure.



*The bottom of the fountain is only a few feet deep. In the dim lighting, you see several spheres glinting of gold.*

If a creature that does not worship Lolth reaches into the water, it activates a web trap, and sticky strands fill the area (see your copy of the map for the web's location).

**Web Trap:** CR 2; magic device; touch trigger; automatic reset (one minute); spell effect (web 3rd-level wizard with a limited area; Reflex save DC 15 negates); Search DC 24; Disable Device DC 26.

**Development:** If the drow defending the altar see the PCs trigger this trap, they use it as an opportunity to begin their attack (see area 10).

**Treasure:** The glinting silver spheres are thin, decorative gilding, worth a mere 10 gp if pried out.

## 10. Altar of Lolth (EL 6+)

The main part of the battle map is dominated by a shrine dedicated to Lolth. It consists of a large altar of the foul goddess crowned with a sacrificial slab.

*A horrific statue of a huge spider dominates this area. A basin sits beneath it, filled with blood. In front of the statue is a small, confined room. A sacrificial slab sits on a dais. It is covered with both fresh and dried blood.*

Two of the fane's remaining guardians—a Lolth's sting and an arcane guard—guard the altar. Unless the PCs use an amazing degree of stealth, or just rush this area, the pair becomes aware of their presence at the first loud combat. Once this happens, each drinks a *potion of invisibility* kept in a secret compartment (Search DC 20) carved into the altar (these potions are not listed on the statistic card; caster level 3; duration 3 minutes).

Once invisible, the pair begins to rally allies. First moving to area 8 to summon the other drow arcane guard, and then to area 5 to rouse the half-ogre before returning to the shrine. There they make a last stand against the PCs, but a stand with typical drow cunning. Staying invisible, or hiding behind the sacrificial slab, the defenders stay out of sight taking advantage of the element of surprise. They are more than happy to attack the PCs once they set off the web trap at the fountain, or begin melee with the troglodyte barbarians in area 7.

If the PCs are able to surprise the pair, they find them waiting here alone, guarding the altar. The drow immediately call for help, bringing the half-ogre in the torture room, and the arcane guard in the ritual room if he succeeds a DC 9 Listen check.

**Lolth's Sting:** hp 19; see stat card.

**Arcane Guard:** hp 19; see sidebar.

**Tactics:** The drow begin their attack with ranged weapons and spells, attempting to whittle down their foes. They are cautious melee combatants, using reach and the sting's sudden strike ability for hit-and-run tactics.

**Development:** PCs who experiences the visions at the sacred circle in area 3 feel a similar uneasiness when standing upon the altar or the squares in front of the statue of Lolth (those within the "Victory Area 1" on the battle map). While in those squares, those PCs is dazzled (-1 on attack rolls, Spot checks and Search checks).

Upon completing the adventure, congratulate the players, and hand out the Lolth's Sting miniatures to those groups who defeated that foe.

Upon returning to the temple of Pelor, the PCs are greeted as heroes. The temple and Anserell owe them a great debt, which they plan to start repaying with a celebration in honor of the them and the clerics of Pelor who overcame the drow assault.

If the PCs were able to recover the *Symbol of Pelor's Radiance* and bring back the bodies of Priors Juron and Urik for proper burial, Venssil praises their heroics, and gives them rare map that details some southern highlands, and claims to show the location of a long-lost treasure.

*"Maybe the treasure you find there will be more than repayment for the good you've done here" the cleric says.*

*It looks like your next adventure will take you south...*

New players will no doubt ask you what's next. Tell them about the *D&D Basic Game*, and how D&D adventures never really end. For more experienced gamers who want to play more, point them in the direction of the RPGA, a local game club, or a DM looking for a players, and take time to answer their questions and let them take advantage of your own personal D&D expertise.

## Credits

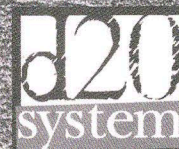
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# FANE OF LOLTH

