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Dungeon Crawl Classics #8

Mysteries of the Drow

by Jeff Quinn

AN ADVENTURE FOR CHARACTER LEVELS 7-9



Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics adventures don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you remember, and the secret doors you know are there somewhere.

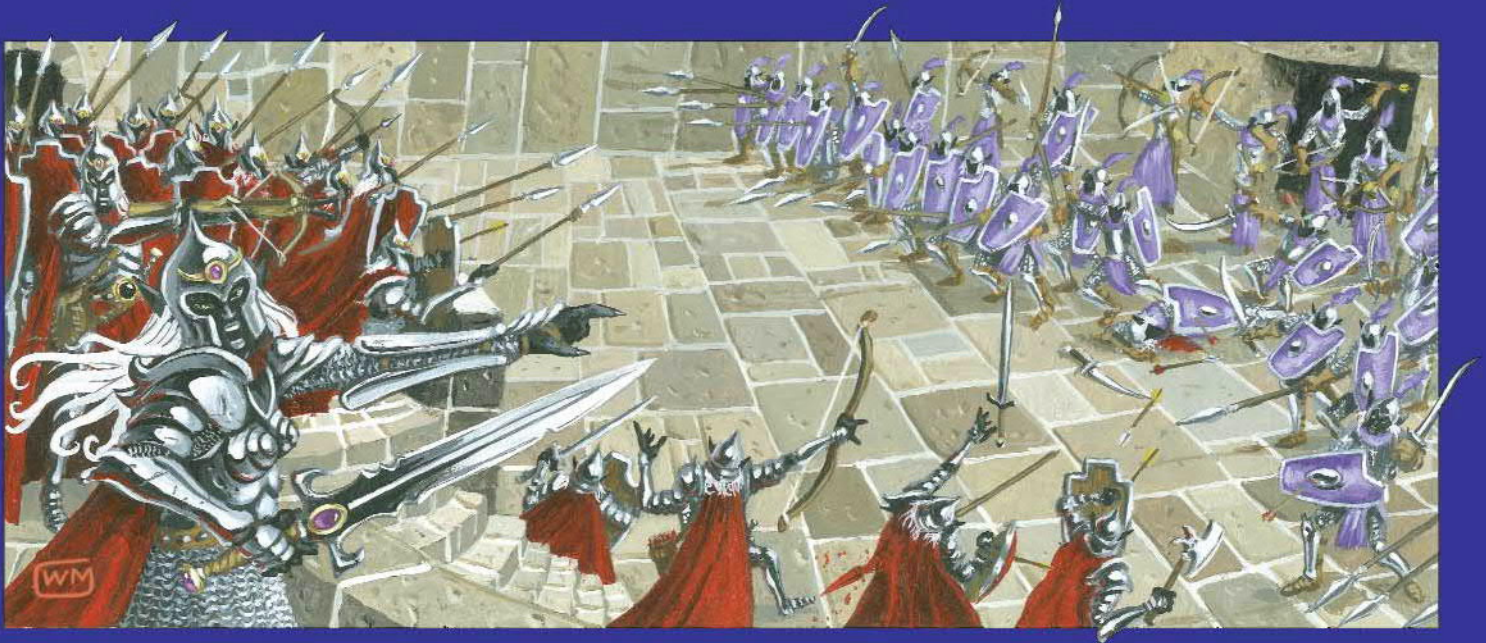
Originally designed as a convention tournament module, this adventure sends the heroes into the underdark to do battle against the mysterious denizens of the deep! A drow housemistress commissions the characters to acquire a mysterious weapon known to be in the hands of her dark elf enemies. Locating, identifying, and acquiring the magical weapon leads the heroes on a great trek across the underdeep, where they must battle svirfneblin, a powerful lich, and enemy drow. This adventure is specially designed for play by drow characters, but can be used with any adventuring party. Pregenerated drow characters are included.

If you enjoy this adventure, look for the rest of the Dungeon Crawl Classics series!



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Requires the use of the Dungeons & Dragons Player's Handbook, published by Wizards of the Coast, Inc.
This product utilizes updated material from the v.3.5 revision.



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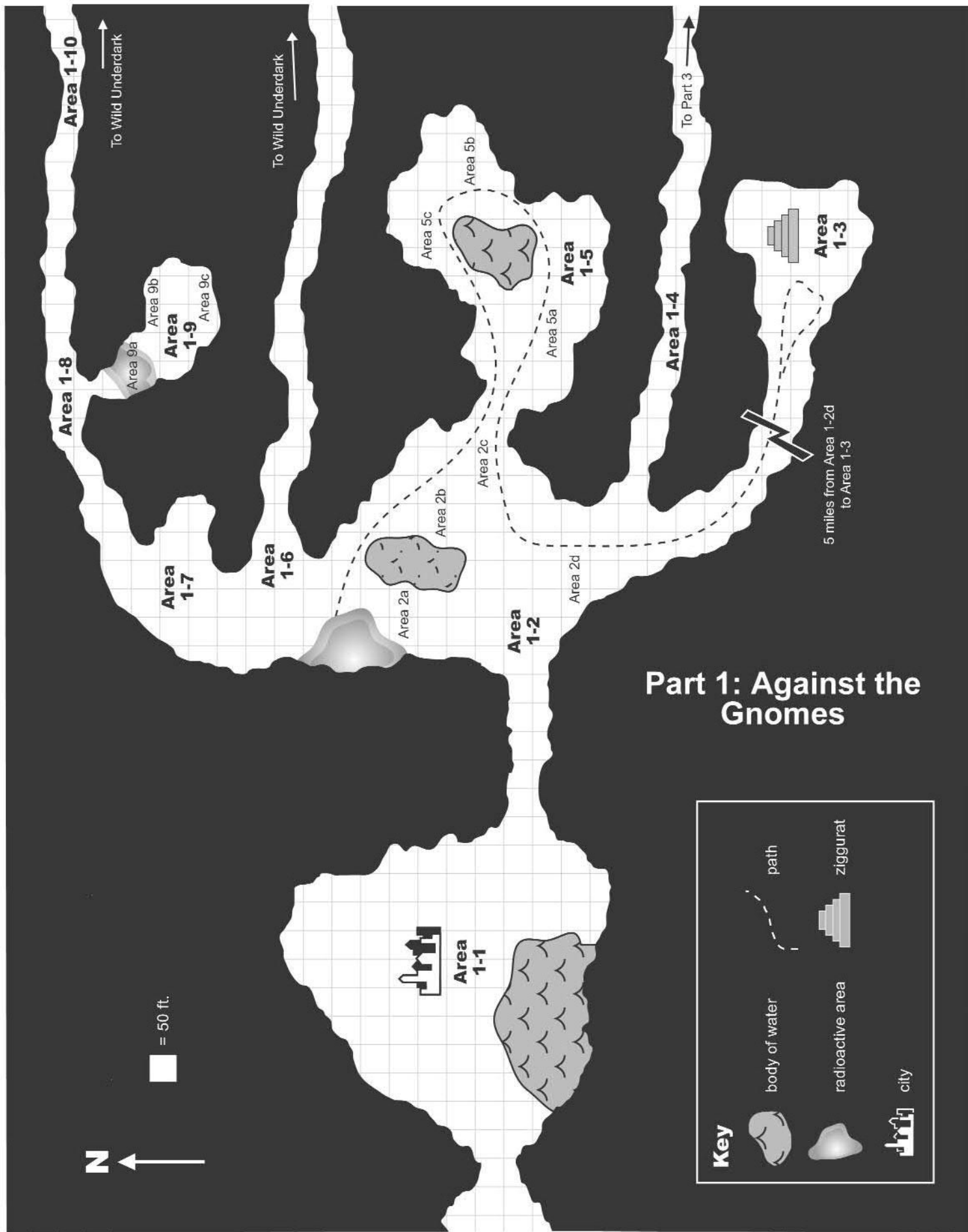


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Part 1: Against the Gnomes

Key



body of water



path



radioactive area

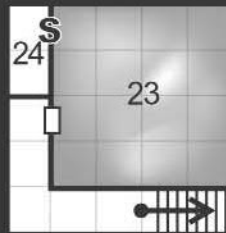


ziggurat



city

Part 2: The Lich's Ziggurat



□ = 10 ft.

Third floor

Key

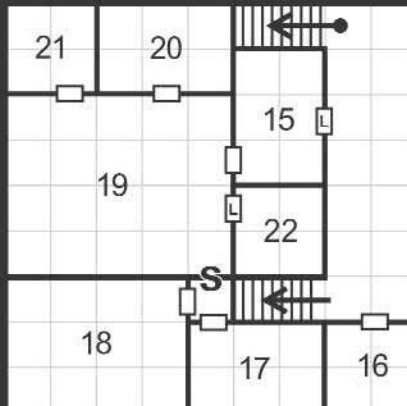
□ Door

← Stairs up

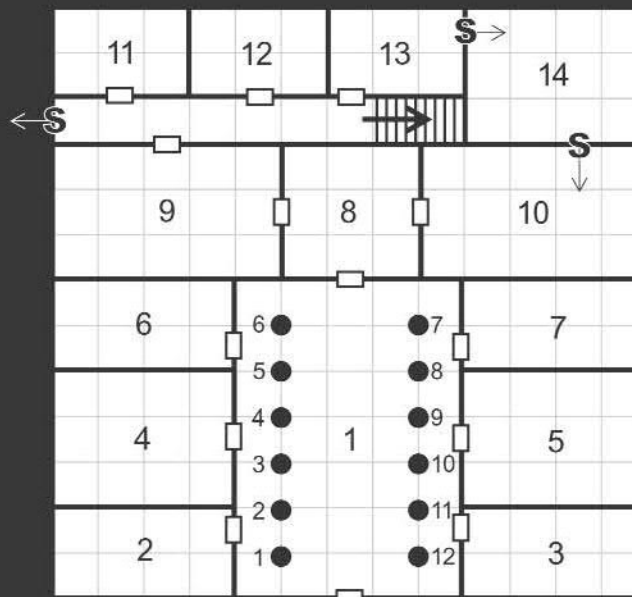
← Stairs down

☼ Radioactive area

● Pillar



Second floor



First floor

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This module was first run as a 3-round convention tournament event at Running GAGG: Psi Phi Nut in Geneseo, NY, February 2003. For more information on the convention, visit <http://gagg.geneseo.edu/>

If you like this adventure, be sure to look for the rest of the Dungeon Crawl Classics series at your local game store.

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Introduction

Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know are there somewhere.

Mysteries of the Drow is designed for four to six players of 7th through 9th level. A total of at least 35 character levels is recommended. This module was first designed for the Running Gagg: Psi Phi Nut 2003 convention (Geneseo, NY) as a crossover adventure using material from the Complete Guide to Drow and the Aerial Adventure Guide sourcebook (both published by Goodman Games). Owning those books is not required to play this adventure, but they are useful sources for furthering a campaign beyond the scope of this module.

This adventure has four distinct episodes, and is much broader in scope than the typical Dungeon Crawl Classics adventure. It can be used as the foundation for a major underdeep campaign, and will advance the characters several levels by the time all is said and done. The first episode is a battle against svirfneblin scavengers, the second episode is a trip into a lich's ziggurat, the third episode is an invasion of a rival drow house, and the final episode explores a drow wizard's tower. Depending on the style of play you prefer, you can shuttle the characters directly between each episode, or allow time for role-playing in between. The episodes are designed to be run in distinct parts to fit multiple game sessions.

For tournament play, sample characters have been provided at the end of the module.

Adventure Summary

Laurossil Cadryenne, matriarch of the great drow House Cadryenne, has summoned the characters with disturbing news. The family's rival, House Sorethin, has obtained an unknown weapon of great power. All but one of a Cadryenne scout team were wiped out by this powerful weapon. House Cadryenne must obtain it before Sorethin has a chance to use it.

Unbeknownst to House Cadryenne, the weapon is in fact a magically powered airship. The "weapon" that killed the scouts was simply a powerful radiation leak.

House Sorethin stole the airship, a flying necroship, from the strange ziggurat of an underdeep lich. Unable to control the strange vessel, the thieves perished after crashing the necroship, which ricocheted through the dark walls of the underdeep before coming to rest in a tangled heap. A small patrol of svirfneblin from the city of Eveningrock witnessed the necroship's crash and are now trying to retrieve the powerful object.

Laurossil believes that whatever is in the necroship must be a powerful weapon – very powerful indeed to have stirred up her enemies so much. She wants it for herself. She dispatches the characters to find the necroship and whatever is inside it that

has her rivals swarming over the underdeep. This leads the characters to the svirfneblin tunnels outside of Eveningrock, the drow cavern of House Sorethin, and the great lich Kelborne Selbrei's mysterious ziggurat.

If the Cadryenne family is to know true power, this weapon must be secured!

Game Master's Section

Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. **Loc** – the location number keyed to the map for the encounter, listed as level and room number. **Pg** – the module page number that the encounter can be found on. **Type** – this indicates if the encounter is a trap (T), puzzle (P), or combat (C). **Encounter** – the key monsters, traps, or NPCs that can be found in the encounter. Names in *italics* are classed NPCs. **EL** – the encounter level.

Loc	Pg	Type	Encounter	EL
1-2	7	C	Huge earth elemental	7
1-2a	7	T	<i>Wall of radiation</i> trap	7
1-2d	8	C	Venom zombies (5)	7
1-4	8	C	Spider golem	12
1-5b	9	T	<i>Wall of radiation</i> trap	7
1-6	10	C	Venom zombies (6)	7
1-8	10	C	Svirfneblin War3 (4)	7
1-9a	11	T	<i>Wall of radiation</i> trap	5
1-9c	11	C	Elder earth elemental	11
1-10	12	C	Svirfneblin War1 (15) <i>Kayle Braggin</i> , Clr5	9
2-1	13	P	"Door Trick"	5
2-3	14	C	Spectre	7
2-4	15	C	<i>Moran Selbrei</i> , vampire Ftr5	7
2-6	16	C	Invisible stalker	7
2-7	17	C	Spectre	7
2-9	18	C	Clay golems (2)	12
2-10	18	C	Stone golem	11
2-11	19	C	Ogre zombies (4)	7
2-12	19	C	Animated objects (6)	7
2-13	19	C	Shield guardian	8
2-15	21	C	Bone devil	9
2-18	22	C	Efreeti	8
2-19	23	C	<i>Kelborne Selbrei</i> , lich Wiz11	13
2-20	24	T	<i>Bestow curse</i> trap	5
2-23	24	T	<i>Wall of radiation</i> trap	7
3-1b	27	C	Venom zombies (6)	7
3-2a	28	C	Black pudding	7
3-2b	29	C	Grimlocks (12)	8
3-2c	29	C	<i>Kali</i> , grimlock Sor9	11

Loc	Pg	Type	Encounter	EL
3-3	30	C	Lava creeps (8)	8
3-4a	30	T	<i>Wall of radiation</i> trap	7
3-4b	30	T	Greenblood oil darts	7
3-5	31	C	Steam mephits (4)	8
		T	Corridor of steam trap	
4-1	31	T	<i>Lightning bolt</i> trap	6
		P	Statue doors	3
4-7	33	C	Ogre zombies (3)	6
4-8	33	C	Ogre zombies (3)	6
4-9	33	C	Troglodyte zombies (8)	7
4-10	34	T	Camouflaged pit trap	1
4-11	34	C	Troglodyte zombies (6)	5
4-14	35	C	<i>Camber Sorethin</i> , Wiz12	13
4-15	36	T	<i>Black tentacles</i> trap	7
4-16	36	T	Deathblade wall scythe	8
4-17	37	T	<i>Reverse gravity</i> trap	8

Scaling Information

Mysteries of the Drow is designed for 4-6 characters of 7th-9th levels with at least 35 character levels between the party members, but it can be modified for parties of different sizes or levels. Consider adapting the adventure as follows:

Weaker parties (3 or fewer characters, or characters below level 7): Eliminate the spider golem at location 1-4 by making it a regular statue, or make sure the characters know that House Sorethin crests will allow them to pass. Make the earth elemental area 1-2 size Large, not Huge. Reduce damage from the *wall of radiation* traps to 2d6 or even 1d6 instead of 3d6. Reduce the number of opponents in most locations by up to half, including the venom zombies in areas 1-2d and 1-6, and the svirfneblin in areas 1-8 and 1-10. Lead the characters through the svirfneblin encounters first so they are stronger for the subsequent battles. Eliminate entirely the encounters in areas 1-9c, 2-9, and 2-10, and possibly those at 2-13 and 2-18. Make Kelborne Selbrei much more wounded from his fight with the drow of House Sorethin by reducing his hit points substantially and perhaps even limiting his spell use (maybe he hasn't had time to rest and recover his spells after his last fight). After finishing the svirfneblin and lich ziggurat areas the characters should be okay to fight the House Sorethin drow, but you might still want to weaken Camber Sorethin some (again, wounds from a previous battle work well), or have some of the traps in his tower be already sprung by Sorethin invaders. In his insane state, Camber may have completely forgotten to reset them.

Stronger parties (more than 6 characters, or characters above level 9): Add an additional 2 drow venom zombies to areas 1-2d and 1-6. Change all svirfneblin warriors to Ftr4, War5, or War6. Consider raising the damage from the *wall of radiation* traps to 4d6. Make the spectres in areas 2-3 and 2-7 classed characters – perhaps they were second-level fighters in their previous lives. Tack on additional creatures to the latter encounters in the lich's ziggurat, and give Camber Sorethin additional class levels.

Getting the Players Involved

This adventure was originally designed a stand-alone tournament module where players used pregenerated PCs. Those pregenerated characters are included with this module (see page 44). If you would prefer to integrate the module into an existing campaign, consider one of these options:

- If the characters are of drow origin, simply substitute their house for House Cadryenne.
- If the characters are not of drow origin, there are a number of options. If they're of a disposition to ally themselves to drow (or at least not attack them on sight), they could be hired as mercenaries by Laurossil Cadryenne. Why would she hire mercenaries instead of using drow under her command? Because of the sensitive political nature of drow society. The moment her rivals (even those within her own house) learn of her goals, they will try to steal the secret weapon for themselves. Outsiders are far less likely to reveal their mission to her drow rivals... and besides, they're expendable.
- Alternatively, the characters have been captured by the drow. After a brief period of enslavement, they are brought before Laurossil Cadryenne. She has noticed their fighting talents are far superior to those of the usual slaves, so she offers them a choice: continue their life as slaves, or work as her black-handed mercenaries. Perhaps she sets them free and offers an enormous reward to perform this mission. Or she may give them some sort of magical restraint (such as a homing device) and promise to set them free only if they return successfully. If they try to escape – or return unsuccessfully – she'll have them hunted till the end of time.

Background Story

One month ago, the renegade drow House Sorethin stumbled across an ancient ziggurat in the underdeep. After exploring the perimeter they concluded it belonged to a human lich of great power. They reported this information back to their matron and the family wizard, Camber Sorethin. Together with the House priestesses, Camber devised a plan to assault the lich's ziggurat and loot it of any worthwhile magic, which they would subsequently use against the drow city of Gloomveil.

They put this plan into motion two weeks ago, sending a small force of drow to breach the ziggurat's upper floors. When they reached the roof they discovered a great pile of bones and skulls that looked very much like a small castle. Within this small castle they found arcane writings and runes. When they began examining the runes, the entire bone structure suddenly moved.

Their tampering with the bone castle's controls ripped it free from the top of the ziggurat. It turned out the "bone castle" was not a castle at all, but a necroship – a flying vessel constructed from the bones of the innocent and powered by arcane magic. The drow tried to fly the large necroship back to House Sorethin so Camber could review the magic within it. But things went horribly wrong. The drow lost control of the ship shortly after it cleared the lich's cavern. It began to fly on its own accord. It blasted through stalactites and stalagmites, ran



into walls, and finally crashed into a cavern floor. All of the House Sorethin drow were killed in the crash.

Meanwhile, the matron of House Sorethin received word via a magical messenger that the necroship had been retrieved. She prematurely gloated at her son, Camber, that he would not receive the necroship for study. Instead, she would be giving it to the priestesses of the family so that they could use it in the name of the Great Spider Mother.

This whipped up a fury within Camber's mind that could not be contained. He brooded for a week before he unleashed a bloody coup against his house matron, destroying most of the other Sorethin drow in the process.

While Camber was doing this, a group of mineral-hunting svirfneblin (deep gnomes) from Eveningrock came across the crashed necroship. They immediately sent word back to the city's chief council that reinforcements were needed to retrieve the large wrecked structure. Within days, a large force of Eveningrock svirfneblin was hard at work.

A small drow patrol from House Cadryenne, a medium-sized noble house, came upon the gnomes while they worked on the necroship. The drow spied on the busy svirfneblin for some time before they decided to return and report their findings to Laurossil Cadryenne, the house matron. However, before they could return, they fell ill from the massive amounts of radiation that leaked from the damaged necroship. Soon only a single survivor remained.

When the last drow realized he was all alone, he immediately returned to House Cadryenne with a partially fabricated story of a powerful weapon that destroyed the patrol – which he believes is the case, since he did not see the gnomes or the necroship attack. Now Laurossil Cadryenne wants that weapon.

Adventure Goals

The fulfillment of the PCs' mandate from Laurossil Cadryenne requires them to retrieve three things:

1. The necroship, which is currently in the possession of the deep gnomes of Eveningrock. Part one of the adventure leads to this necroship, which can be found in area 1-10.

2. The plans for the necroship, originally scribed by the lich Kelborne Selbrei but now in the possession of the mad drow wizard Camber Sorethin. Parts three and four of the adventure lead to these plans, which are in area 4-14.
3. The old lich's library of airship construction manuals. Understanding the plans for the necroship require these manuals, which can be found in his ziggurat. Part two of the adventure leads to these manuals, which can be found in area 2-20.

Laurossil Cadryenne doesn't know exactly what she's after other than the unspecified "powerful weapon." As the characters return with various parts of the puzzle, their goals will become more clear. For example, if they return with the necroship but no plans or books, Laurossil will send them out again in search of the documents that will let her understand the ship. If the characters then return with the plans, she'll find out soon enough that they're meaningless without some sort of additional knowledge: "This lore must be in the same place that the necroship was. Invade the lich's ziggurat and bring me what I desire!" You get the idea.

Structuring the Adventure

This adventure follows the course of 4 episodes that lead the characters to a variety of underdeep encounters. The course of the adventure is ultimately driven by Laurossil Cadryenne, matron of the drow House Cadryenne, and her desire to recover the powerful weapon she believes exists. If the characters ever reach a dead end, they can return to her for instructions (and perhaps decapitation, depending on how you want to handle this evil drow matron's tolerance for incompetence...).

For example, what if the characters' first impulse is to head into the northern tunnel? They'll then proceed directly to the final svirfneblin battle at 1-10, ending up in possession of the necroship while having completed barely one fourth of the adventure. When they bring it back to Laurossil Cadryenne, she will issue her next edict: "It's not enough simply to recover the weapon, you fools. I must learn how to build a functioning one for myself!" This should lead the characters to the lich's ziggurat, and ultimately to Camber's workshop (area 4-14) to recover his notes on how the necroship works.

In general, judicious use of Gather Information and similar skills (as described in area 1-1 below), along with the general desire for exploration, should send the characters in the right direction. But if they become sidetracked, use Laurossil Cadryenne's directions and messengers as a way to steer the adventure.

Preparation for Play

Be sure to read this adventure in full before presenting it to players. Certain areas require knowledge from other locations. You should be familiar with these connections so you (er, Laurossil Cadryenne) can send characters in the right direction if necessary.

Additionally, certain locations require play aids. Area 2-1 in particular requires you to make props, which are given on page 42. Have these ready before play begins.

Player Beginning

Laurossil Cadryenne, matron of the drow House Cadryenne, has assembled her house to speak of disturbing news.

"My loyal children and servants," she begins as she rocks back in her web-woven throne. "Reports have reached my ears of a disturbance in the wild caverns to the east. It seems that either a rival house or our hated svirfneblin enemies have killed one of our patrols.

"A lone survivor returned to us with the report that the patrol was ambushed and killed by a great magical force that melted the flesh from their bones and corroded their equipment to worthless slag. This force was contained in some sort of flying ship of bone."

She pauses for a long moment for the news to settle in.

"It is my will that you find this flying ship of bone and bring it

to me so my reign will not be threatened.

"Be forewarned that there are many possible places this weapon may have originated. It could have come from the lich Kelborne Selbrei, the renegade drow house Sorethin, or even the svirfneblin of Eveningrock. Go to the eastern cavern and begin your search there."

She stands, sending spiders and scorpions skittering in all directions. Her red eyes flare with anger and the drunkenness of power.

"If you fail me, I will see to it that you all meet the Great Spider Mother in a most painful way. Leave me!"

She wraps herself in her gauzy gown and retreats through a dark doorway behind her throne.

Part 1: Against the Gnomes

The first episode in the adventure involves exploring the cavern network around House Cadryenne. In these caverns the characters encounter the other major players in the overarching plot. Although this episode is a "wilderness" adventure, the underground nature of the "wilderness" makes it run like a dungeon crawl. Depending on your tastes as a GM, you can nudge the characters in the right direction with "instructions" provided by Laurossil Cadryenne, or allow them to explore by relying on their Gather Information checks, as described below.

Wandering Monsters

The characters have a 15% chance (1-3 on a d20) per hour of encountering any number of creatures in the central cavern (area 1-2 below). This chance is increased by +5% if the characters are not being cautious or are making noise, and +10% if they are yelling and causing loud noises (for example, breaking stone pillars, casting sonic spells, or fighting). If an encounter is called for, roll 1d6 and consult the following table. Roll hit points for each encounter separately.

1d6	Encounter
1	2d4 bat swarms
2	2d4 rat swarms
3	1d2 average xorn
4	Behir
5-6	Insane huge earth elemental (see area 1-2)

The following statistics blocks are provided for easy reference for the game master.

Bat Swarm (2-8): CR 2; Diminutive animal (swarm); HD 3d8; Init +2; Spd 5 ft., fly 40 ft. (good); AC 16, touch 14, flat-footed 12; Base Atk +2; Grp —; Atk +0 melee (1d6, swarm); Full Atk +0 melee (1d6, swarm); Space/Reach 10 ft./0 ft.; SA Distraction, wounding; SQ Blindsense 20 ft., half damage from slashing and piercing, low-light vision, swarm traits; AL N; SV Fort +3, Ref +7, Will +3; Str 3, Dex 15, Con 10, Int 2,

Wis 14, Cha 4.

Skills and Feats: Listen +11, Spot +11; Alertness, Lightning Reflexes.

Rat Swarm (2-8): CR 2; Tiny animal (swarm); HD 4d8; Init +2; Spd 15 ft., climb 15 ft.; AC 14, touch 14, flat-footed 12; Base Atk +3; Grp —; Atk +0 melee (1d6, swarm); Full Atk +0 melee (1d6, swarm); Space/Reach 10 ft./0 ft.; SA Disease, distraction; SQ Half damage from slashing and piercing, low-light vision, scent, swarm traits; AL N; SV Fort +4, Ref +6, Will +2; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +10, Hide +14, Listen +6, Spot +7, Swim +10; Alertness, Weapon Finesse.

Average Xorn (1-2): CR 6; Medium outsider (Extraplanar, Earth); HD 7d8+17; Init +0; Spd 20 ft., burrow 20 ft.; AC 25, touch 9, flat-footed 25; Base Atk +6; Grp +9; Atk +10 melee (4d6+3, bite); Full Atk +10 melee (4d6+3, bite) and +8 melee (1d4+1, 3 claws); Space/Reach 5 ft./5 ft.; SQ All-around vision, earth glide, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, resistance to electricity 10, tremorsense 60 ft.; AL N; SV Fort +7, Ref +5, Will +5; Str 17, Dex 10, Con 15, Int 10, Wis 11, Cha 10.

Skills and Feats: Hide +10, Intimidate +10, Knowledge (dungeoneering) +10, Listen +10, Move Silently +10, Search +10, Spot +10, Survival +10 (+12 following tracks or underground); Cleave, Multiattack, Power Attack, Toughness.

Behir: CR 8; Huge magical beast; HD 9d10+45; Init +1; Spd 40 ft., climb 15 ft.; AC 20, touch 9, flat-footed 19; Base Atk +9; Grp +25; Atk +15 melee (2d4+12, bite); Full Atk +15 melee (2d4+12, bite); Space/Reach 15 ft./10 ft.; SA Breath weapon, constrict 2d8+8, improved grab, rake 1d4+4, swallow whole; SQ Can't be tripped, darkvision 60 ft., immunity to electricity, low-light vision, scent; AL N; SV Fort +11, Ref +7, Will +5; Str 26, Dex 13, Con 21, Int 7, Wis 14, Cha 12.

Skills and Feats: Climb +16, Hide +5, Listen +4, Spot +4, Survival +2; Alertness, Cleave, Power Attack, Track.

House Cadryenne

House Cadryenne is a medium-sized drow house. In addition to its own battery of troops, House Cadryenne can also call upon the allied House Azrán for additional assistance. Following is the house makeup and statistics block for the compound:

House Cadryenne (medium house): *Power Center:* Conventional (matriarch); *AL:* CE; 2,400 gp limit; *Assets:* 15,000 gp; *Population:* 429; Mixed (drow 46% (198), goblin 32% (137), orc 17% (73), demon 5% (21)); *Worship:* Tororthun.

Matriarch: Laurossil, female drow Clr12.

Priestesses: Eärámë, female drow Clr10; Tyelminwë, female drow Clr9; Fardanirya, female drow Clr8; one captured priestess, female drow Clr6.

Arcane Casters: Glarhorn, male drow Wiz8; Cindil, female drow Wiz6; one captured wizard, male drow Wiz3.

Patriarch: Thorogrin, male drow Ftr10.

Demons: Celbrosal, male glabrezu; 20 dretch.

Elite soldiers: 26 adamantine warriors; 7 blackguards.

Regular soldiers: 70 drow troops.

Fodder: 88 goblin slave warriors; 41 orc slave warriors; subordinate drow House Azrán.

The Complete Guide to Drow

This adventure references spells, prestige classes, and creatures presented in the Complete Guide to Drow from Goodman Games. These include adamantine warriors, the *wall of radiation* spell, venom zombies, spider golems, and others. Enough information is presented here to play the module without reference to any outside work. Summarized details of some of these monsters and spells are presented in Appendix 2. If you would like full stats and background, please refer to the Complete Guide to Drow.

Tororthun

When the drow priestesses reach up to the cavern ceilings of their ancient underground homes for strength from the earth itself, it is the great Queen Tororthun that reaches down to aid her chosen followers. She is called the Stone Spider, the Eight Legs of the World, and the Queen of the Damned. Some say that Tororthun is the lucid form of the Spider Queen, when she is not raving in madness while sitting on her great web of betrayal in the Abyss. Tororthun watches over the artisans, house priestesses, and any other drow who live in her womb in the earth. Drow clergy of Tororthun have access to the Drow, Earth, Poison, and Spider domains. Her favored weapons are the longsword and the hand crossbow.



Symbol of Tororthun

Areas of the Map

Area 1-1 – House Cadryenne: This vast cavern holds the compound of House Cadryenne. The drow city of Gloomveil is a few miles to the west. House Cadryenne is well stocked and has numerous guards. The main house, built from magic and living rock, dominates the house cavern. There are numerous outer buildings that house the family guards, wizards, and slaves. A temple devoted to the worship of Tororthun is attached to a small prison near an underground lake of crystalline water.

Any gear or services the characters need can be purchased here, within the gp limit of House Cadryenne (see sidebar). Prices for the services and gear depend on who the purchaser is:

Cadryenne Noble (good standing): All services and equipment can be purchased at 25% of normal price.

Cadryenne Noble (fallen): All services and equipment can be purchased at 75% of normal price.

Cadryenne Slave: All services and equipment can be purchased at the normal price.

Non-Cadryenne Characters: All services and equipment can be purchased at 150% of normal price.

Allow the characters to make Gather Information, Knowledge (local), or bardic knowledge checks to determine what they know about the area. The character receives all information from any DC equal to or lower than his roll from the following table:

DC Information

- 10 Two powerful enemies live in two separate tunnels that branch off from this cavern. The northern tunnel (area 1-7) leads to the svirfneblin city of Eveningrock. The southernmost of the eastern tunnels (area 1-4) leads to the renegade drow family of House Sorethin.
- 20 A powerful human lich from the surface world retreated down the southern tunnel (area 1-3) over fifty years ago. The lich's name was Kelborne Selbrei.
- 25 The northernmost of the eastern tunnels (area 1-6) leads into the wild underdeep where terrible monsters with incredible mental powers are said to exist. House Cadryenne has a policy of avoiding that tunnel unless accompanied by a large portion of the house's army. The central eastern tunnel (area 1-5) leads to a large cavern that is commonly used by young drow as a secret meeting place for various illicit affairs.
- 30 The lich Selbrei was a renowned airship designer before he went insane and began studying necromancy to extend his life beyond death.

Area 1-2 – Central Cavern (EL 7): When characters enter the central cavern, read or paraphrase the following:

The underground vista from this natural balcony is so beautiful that surface dwellers simply cannot imagine it. If they knew of wonders such as this cavern, they would surely come below and attempt to steal it away from the inhabitants of the deep places.

From this vantage point, the entire cavern can be seen in a faint green and purple light, illuminated by the patches of glow moss below. The cavern stretches well beyond the edges of the light. It is over one hundred feet from floor to ceiling, reaching over one hundred fifty feet high in some places. Stalactites and stalagmites reach like skeletal fingers from floor and ceiling to meet each other, creating columns of red and black basalt or green and white limestone.

The constant sound of distant dripping water echoes throughout the cavern. The occasional bat swoops down to pluck a small lizard off a rock, and a rat scurries along the pasty clay cavern floor, searching for mushroom spores to eat.

Five large tunnels are known to exit this cavern, away from House Cadryenne, like a delicate drow hand reaching into the underdeep.

The path marked with a dotted line on the map indicates the path of the lich's damaged necroship as it crashed its way through this cavern. In addition to this, there are certain areas of interest within the cavern that may be of importance to the characters, as indicated below.

The Earth Elemental: The central cavern to the east of House Cadryenne's cavern is home to many of the region's earth elementals. However, most have recently been driven away by the leaking radiation of the lich's damaged necroship. One huge earth elemental has been driven insane by the damaging radiation and now attacks any creatures moving through the cavern. The only way for characters to travel safely through this cavern is by flying. The elemental can detect movement on the walls, floor, and ceiling.

Tactics: Of all locations within the cavern, only areas 2a and 2b are safe from attacks by the crazed elemental. The GM is strongly urged to make the encounter with the earth elemental a surprising and difficult experience for the characters – give them an idea of what's in store for them!

The elemental knows of the radiation effect at area 2a and the pool of water at area 2b. It will attempt to keep the characters from entering the pool of water (which it will not go near) while trying to drive the characters towards the radiation area, keeping them trapped within it until they are killed. If anyone attempts to make a break from the radiation, the elemental will focus all of its attacks against that one opponent until they are dead. Intelligent characters will see this and may be able to escape the elemental's notice while it is locked in combat.

Insane Huge Earth Elemental: CR 7; Huge elemental (earth, extraplanar); HD 16d8+80; hp 159; Init -1; Spd 30 ft.; AC 18, touch 7, flat-footed 18; Base Atk +12; Grp +29; Atk +19 melee (2d10+9, slam); Full Atk +19 melee (2d10+9, 2 slams); Space/Reach 15 ft./15 ft.; SA Earth mastery, push; SQ Damage reduction 5/–, earth glide, darkvision 60 ft., elemental traits; AL CN; SV Fort +15, Ref +4, Will +7; Str 29, Dex 8, Con 21, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +10, Spot +9; Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Iron Will, Power Attack.

Area 1-2a – Radiated Area (EL 7): When characters come within 50 feet of this area, read or paraphrase the following.

A sickly green glow illuminates a large depression in the cavern wall. It appears as if there were a recent cave-in, or perhaps a large creature was slammed into the wall.

Allow the characters a Spot check (DC 30) to notice a large piece of bone that is partially buried within the glowing area. In order for the characters to better determine what kind of bone it is, they need to physically examine it. However, when entering the glow the characters will quickly discover that the area is irradiated, as if by a *wall of radiation* spell.

If the characters press on to examine the bone fragment, they discover that the piece is nearly four feet in length, with much of it buried under rubble. Either a successful Knowledge (nature), Knowledge (dungeoneering) or Craft (stonemasonry) check (DC 28) reveals that the depression in the wall was caused by a collision of some kind. A Survival check (DC 30) determines that the collision was within the last 24 hours.

The bone fragment can be identified with a successful Knowledge (arcana) or Knowledge (nature) check (DC 30) as a femur from a blue dragon, rarely found in the underdeep.

Wall of Radiation Trap: CR 7; magic device; location trigger; automatic reset; spell effect (*wall of radiation*, 10th-level blood druid, 3d6 damage per round for as long as targets remain within the affected area, DC 22 Fortitude save half damage); Search DC 10; Disable Device DC cannot be disabled by a rogue, but can be dispelled by a *dispel magic* spell.

Area 1-2b – Dark Pool: A dark pool of water lies here. The insane huge earth elemental that plagues the central cavern will not attempt to enter the water, but will attack anyone who leaves the water.

The bottom of the pool is covered with a slick layer of algae. Characters with medium or heavy armor, or those with a medium or greater encumbrance, find it hard to stand within the pool (Balance check, DC 20). Those wearing light armor or with light or no encumbrance have little difficulty standing on the slick stone bottom. If a character fails the Balance check and falls into the water, he must make another Balance check to stand up. Until then he is prone and runs the normal risk of drowning.

Area 1-2c – Broken Columns: When the characters pass through this area of the central cavern, have each roll a Spot check (DC 28). If the check succeeds, the character notices a series of demolished natural stone pillars. Either a Knowledge (nature), Knowledge (dungeoneering) or a Craft (stonemasonry) check (DC 28) reveals that the pillars were downed by something large smashing through them sometime recently. A Survival check (DC 30) reveals bone fragments from the surface world are littered among the fallen stones.

Area 1-2d – Quickened Dead (EL 7): When the characters approach within 100 feet of the tunnel that leads to area 1-3, call for a Spot check (DC 25). If the Spot check is successful, read or paraphrase the following.

Five drow warriors wearing strips of decimated armor stagger towards you from the southern tunnel. They appear to have sustained many wounds from a heavy assault. They do not have the equipment normally associated with drow patrols in this region. However, they look genuinely pleased to see you, judging by their rictus grins and glowing green eyes.

A particularly astute Spot check (DC 28) reveals that these drow are riddled with holes and that the green glow is an unnatural emanation from the depths of their empty eye sockets. A Knowledge (arcana) check (DC 25) reveals that these drow are actually venom zombies, a special type of undead created when a creature dies from a rain of poison spell.

As soon as they are within 30 feet, the five drow venom zombies attack the party. Each zombie wears a crest. It can be located under the spine plate of their nearly non-existent armor with a Search check (DC 20). A Knowledge (nobility and royalty) check (DC 20) reveals that these are House Sorethin crests.

Drow Venom Zombies (5): CR 2; Medium undead; HD 2d12+3; hp 11, 19, 20, 22, 24; Init -1; Spd 30 ft.; AC 11, touch 9, flat-footed 11; Base Atk +1; Grp +2; Atk +2 melee (1d6+1 plus poison, slam); Full Atk +2 melee (1d6+1 plus poison, slam); Space/Reach 5 ft./5 ft.; SA Contact poison, spittle; SQ Single action only, damage reduction 5/slaying, darkvision 60 ft., undead traits; AL NE; SV Fort +0, Ref -1, Will +3; Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: -; Toughness.

SA – Poison: Contact; Fortitude DC 15; initial damage 1d10 Con; secondary damage 1d10 Con.

SA – Spittle: Stream of poison, 1/round, line 5 feet wide and 30 feet long; all touched are poisoned as above; Ref save (DC 11) to dodge.

Area 1-3 – Lich's Ziggurat: The tunnel leads south and then east for nearly a mile until it reaches a small chamber with the ziggurat in the middle. There is an obvious trail left by the drow of House Sorethin (Survival DC 10). The tunnel is wide and tall, but difficult to cross on foot due to the fields of rubble, piles of debris, and spike-like stalagmites that litter the ground. Characters move at half speed through this area. Many side tunnels split off, and there is ample opportunity for additional adventure should you wish to weave it in. When the characters enter the ziggurat cavern, read or paraphrase the following.

After a long hike you enter a clearing where the rubble, columns, stalactites, and stalagmites have been cleared away to make room for a three-tiered stepped pyramid called a ziggurat. Made of black basalt polished to a mirror-like surface and mortared with what appears to be a gold or brass alloy, it is a strange sight to behold. A powerful green light emanates from somewhere on the top of the roof of the structure, reflecting eerily off the golden mortar.

The three-tiered ziggurat stands nearly sixty feet from base to top, and is one hundred and thirty feet to a side around the base. The second level is just under one hundred feet to a side, with the top level being only fifty feet to a side. There do not appear to be any windows in the structure.

A path made of crushed white stone leads from the tunnel mouth around to the southern side of the ziggurat.

This is the home of the human lich Kelborne Selbrei. He retired here to pursue his quest for the perfect power source for his airships. The denizens of the underdeep know little of this reclusive human lich, since he keeps to himself and does not interfere with the affairs of others.

Characters may wish to climb the sides of the ziggurat to gain entry. The walls have been highly polished and are a perfectly smooth, flat surface that cannot be climbed without magical means (such as a *spider climb* spell). The walls of the ziggurat are 10 feet thick, except for a spot 40 feet south from the northwestern tip of the first floor (a one-way, secret door that leads out of the ziggurat, as indicated on the map). This secret door can be detected from outside the ziggurat with a successful Search check (DC 40). The secret door has the following properties:

One-Way Secret Stone Door: 6" thick; Hardness 16; 120 hp; Open Locks DC 40; Break DC 48; Note: This door, as the outer walls of the ziggurat, is magically treated.

If the characters are able to make it all the way to the top of the ziggurat, they will see a hole in the ceiling of the top floor. From this large hole comes the green glow that fills the entire cavern chamber (see area 2-23 for more information).

If the characters follow the crushed stone path, they will be led to the open front door of the ziggurat. Refer to Part 2: The Lich's Ziggurat for more information about the contents of the ziggurat.

Area 1-4 – The Gauntlet (EL 12): Once the characters travel 250 feet down this east-west tunnel, read or paraphrase the following.

A short way down the tunnel is a ten-foot tall statue of a spider. Its eight legs and powerful jaws have been overly exaggerated in this replica. Its many eyes seem to shine and twinkle with a light of their own, and appear to be made of very large pieces of precious onyx or jet.

This statue is actually a spider golem. It will animate and

attack anyone that attempts to remove the gem-like eyes or pass underneath it. It will use a full attack action on its first round against the character that activated it. If the characters flee down the tunnel towards area 1-2, it will chase them for 30 feet before it stops and returns to its resting place. However, if the characters try to break for the House Sorethin end of the tunnel, it will pursue them until either it or the characters are destroyed. (It was instructed to keep all intruders away from House Sorethin.)

If a character has a House Sorethin crest (either from area 1-2d or area 1-6) and holds it out for the spider golem to see, it will allow that character (and only that character) to pass.

Continuing down this tunnel brings the characters to the remains of House Sorethin (see Part 3, page 26).

Spider Golem: CR 12; Large construct; HD 8d10+30; hp 70; Init +5; Spd 40 ft. (can't run), climb 40 ft.; AC 22, touch 14, flat-footed 17; Base Atk +5; Grp +20; Atk +12 melee (2d6+7, 2 slams) or +3 melee (2d8+7 plus poison, bite); Full Atk +12 melee (2d6+7, 8 slams) or +3 melee (2d8+7 plus poison, bite); Space/Reach 10 ft./10 ft.; SA Poison; SQ Construct, magic immunity, damage reduction 20/magic; AL N; SV Fort +2, Ref +5, Will +2; Str 25, Dex 20, Con –, Int –, Wis 11, Cha 1.

SA – *Poison:* Injury; DC 14; Initial 1d6 Strength; Secondary 1d6 Strength.

Area 1-5 – Crash Site Cavern: The stolen necroship crash-landed in this cavern before it was dragged away by the deep gnomes, who used summoned earth elementals to load it onto a flying barge that they could stay a good distance away from. The crash landing killed all of the House Sorethin drow that had attempted to steal the necroship in the first place. The House Cadryenne patrol also died in this cavern from exposure to the necroship's extremely radioactive power supply. When the characters approach this cavern, read or paraphrase the following.

A green glow fills this cavern, coloring the landscape a putrid and sallow flaxen color. The columns and rock formations that once defined this cavern like so many others are now little more than blasted rubble and tree-like stumps. The temperature here is much warmer than any part of the central cavern.

The brightest portion of the green glow seems to be coming from the northeastern corner of the cavern.

The temperature here is 15 degrees warmer than is normal for the underdeep. This is due to the intense radiation that still lingers in the back of the cavern.

Area 1-5a – Drow Bodies: Eight drow bodies with the crests and equipment of House Cadryenne lie here. Their twisted bodies bare witness to the gruesome death that awaits those that wander too close to the radiation. Their equipment appears to have been affected by the radiation as well. Anyone who touches any of the equipment (armor, weapons, pack, etc.) will cause the piece touched to disintegrate in a puff of dust. This is from extended exposure to the radiation of the cavern.

A successful Heal or Knowledge (dungeoneering) check (DC 25) reveals the nature of the death by radiation. A lesser Heal check or a Search check (DC 20) indicates the bodies have been shot by a strange weapon (actually a gnomish gewehr-splitter firearm; see page 38). A Knowledge (arcana) or Craft (weaponsmithing) check (DC 35) gives the character the information about the weapon.

Area 1-5b – Crash Site (EL 7): Read or paraphrase the following when the characters come within 30 feet of this section of the cavern.

Warmth washes over you as you are bathed in the green glow. The smell of burnt flesh and charred hair clings to everything in this area. Fallen rocks and shattered bone fragments create macabre cairns within the glow.

Anyone in this area suffers radiation damage as if they were in a *wall of radiation* trap (see below). When characters come within 30 feet of the radiation glow, roll a Spot check (DC 25). If the Spot check is successful, the characters notice a piece of parchment half-buried in a mound of bone and rubble. The parchment is player's handout A (the key to the "door trick" in area 2-1).

Wall of Radiation Trap: CR 7; magic device; location trigger; automatic reset; spell effect (*wall of radiation*, 10th-level blood druid, 3d6/round for as long as targets remain within the affected area, DC 22 Fortitude save half damage); Search DC 30; Disable Device DC cannot be disabled by a rogue, but can be dispelled by a *dispel magic* spell.

Area 1-5c – Gnome Bodies: When characters approach this area, allow them a Spot check (DC 26). If they succeed, read or paraphrase the following.

Three small, grey-skinned humanoid bodies lie under the rubble of a destroyed column. They are wearing insignias of what appears to be a city guard. Lying close to their lightly armored bodies are three tubes made of brass, silver, and petrified mushroom stalks.

The three "small, grey-skinned humanoids" are svirfneblin gnomes. A successful Knowledge (nobility and royalty) or bardic knowledge check (DC 25) indicates their insignia is that of the guard of the svirfneblin city of Eveningrock.

A Craft (weaponsmithing) or Knowledge (arcana) (DC 30) reveals that these "tubes" are actually gnomish gewehr-splitters. On the svirfneblin bodies are small pouches that contain the ammunition for these weapons. However, if the ammunition is taken from their pouches, it will explode from extended radiation exposure. This causes 2d8 points of damage (Reflex save, DC 20 for half damage) to the person holding the ammunition. The pouches will also explode if handled roughly or dropped.

The rest of their equipment is of no value, due to the extended exposure to the radiation in this cavern.



Area 1-6 – Walking Dead (EL 7): Read or paraphrase the following when the characters come within 50 feet of the tunnel leading into the underdeep.

Six drow stumble from the darkness with murderous rage in their eyes. They wear strips of what once must have been armor and wield large pieces of stone like clubs. They scan the area with horrid green light spilling from their eyes.

A Spot check (DC 28) is required to determine that these drow are riddled with holes and that the green glow is an unnatural emanation from the depths of their empty eye sockets. A Knowledge (arcana) check (DC 25) reveals that these drow are actually venom zombies, a special type of undead created when a creature dies from a *rain of poison* spell (see page 40).

As soon as they are within 30 feet, the six drow venom zombies close and attack the party.

These zombies each wear a crest. It can be found with a Search check (DC 20) under the spine plate of their nearly non-existent armor. A Knowledge (nobility and royalty) check (DC 20) reveals that these are House Sorethin crests.

Drow Venom Zombies (6): CR 2; Medium undead; HD 2d12+3; hp 13, 14, 16, 18, 21, 24; Init -1; Spd 30 ft.; AC 11, touch 9, flat-footed 11; Base Atk +1; Grp +2; Atk +2 melee (1d6+1 plus poison, slam) or +2 melee (1d6+1, club); Full Atk +2 melee (1d6+1 plus poison, slam) or +2 melee (1d6+1, club); Space/Reach 5 ft./5 ft.; SA Contact poison, spittle; SQ Single action only, damage reduction

5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +0, Ref -1, Will +3; Str 12, Dex 8, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: –; Toughness.

SA – *Poison:* Contact; Fortitude DC 15; initial damage 1d10 Con; secondary damage 1d10 Con.

SA – *Spittle:* Stream of poison, 1/round, line 5 feet wide and 30 feet long; all touched are poisoned as above; Ref save (DC 11) to dodge.

Area 1-7 – Lair of the Insane Elemental: The insane huge earth elemental (see area 1-2) normally lairs here with numerous smaller earth elementals and xorn. However, since the radiation affected the central cavern, the elemental went insane and drove away all of its allies. If the elemental has not yet been encountered in the central cavern, it will be encountered here.

The elemental will not flee from battle, even if it is suffering from heavy damage. Instead, its insane state will make it continue to attack until either it or the characters are dead. The elemental will chase the party wherever they go within areas 1-2 and 1-7, but will not follow them into other areas.

Area 1-8 – Gnome Patrol (EL 7): When the characters come around the bend at this location, allow them Listen and Spot checks (DC 24) to either hear or see the four svirfneblin warriors and their two cave sleds. If they fail these rolls, the svirfneblin catch them flat-footed and have a free round of surprise attacks before the party can mount a counterattack. As long as the characters do not make any loud noises or brash movements, read or paraphrase the following.

Four grey-skinned gnomes are standing near what appear to be long mining carts without any wheels. They are each wearing banded mail armor and have small bucklers strapped to their arms. Resting against the strange carts are four large brass tubes. The gnomes appear to be talking excitedly about something.

Characters that can speak Gnomish understand that the svirfneblin are talking about a “floating fortress of bone” that they found in a light-filled cavern (area 1-5). They are very excited to have recovered the floating fortress before any of the drow in the area discovered it. Even though the fortress is damaged, they feel that they will have the upper hand in any coming conflicts with the drow, once their wizards and engineers can repair the damage to it and figure out how the fortress works.

The floating fortress they are discussing is the necroship that was created by Kelborne Selbrei, the lich in area 1-3. Any character who understands local politics realizes that if the svirfneblin are allowed to keep the necroship and learn its secrets, the time of drow control in the area will quickly come to a close. The character also realizes the House Cadryenne matriarch will reward the finders of such a powerful weapon very handsomely.

The strange looking mine carts are gnomish cave sleds, a form of flying mine cart. These particular sleds are of the two-man variety. More about the cave sleds can be found on page 38.

Tactics: The svirfneblin patrol will ready their gewehr-splitters as soon as they realize they are under attack. On the first round, they fire a single volley into anyone attacking them. On the second round, the svirfneblin drop their firearms and draw their heavy picks, readying themselves for melee combat.

If the characters retreat, the svirfneblin immediately get in their cave sleds and travel east down the tunnel to meet up with the main force. If the svirfneblin are heavily wounded (50% or more of their total hit points, or two or more of their number have fallen in battle) they also attempt to flee down the tunnel to meet up with the main force.

If any of the svirfneblin are taken prisoner the following information can be extracted from them:

- The svirfneblin have found a large floating fortress made of unusual bones. It is leaking a deadly radiation from numerous damaged locations.
- One week ago, one of their outer patrols witnessed a group of drow with the crests of House Sorethin fly the necroship through the central cavern. The drow did not know how the necroship worked and crashed it into a pillar of rock.
- Some svirfneblin perished to radiation sickness at the crash site, but not before shooting eight drow with their gewehr-splitters.
- Fifteen of their warriors, led by one of their priests, are bringing the necroship back to Eveningrock. These four were left as a rear guard, just in case there were any pursuers. The damaged necroship flies very slowly, so the party is not moving very fast (the ship currently only flies at a speed of 10 ft.).

Svirfneblin Warriors (4), male svirfneblin War3: CR 3; Small humanoid (gnome); HD 3d8+6; hp 10, 16 (x2), 19; Init +1; Spd 15 ft.; AC 23, touch 16, flat-footed 18; Base Atk +3; Grp -1; Atk +4 melee (1d4/x4, heavy pick) or +5 ranged (1d8/x3, gewehr-splitter); Full Atk +4 melee (1d4/x4, heavy pick) or +5 ranged (1d8/x3, gewehr-splitter); Space/Reach 5 ft./5 ft.; SA Spell-like abilities; SQ Gnome traits, svirfneblin traits, spell resistance 14; AL N; SV Fort +6, Ref +4, Will +3; Str 11, Dex 13, Con 12, Int 10, Wis 11, Cha 4.

Skills and Feats: Hide +3, Listen +4, Spot +3; Exotic Weapon Proficiency (firearms), Toughness.

Possessions: Banded mail armor, buckler, heavy pick, gewehr-splitter, splitter ammunition (20), misc coins.

Area 1-9 – Shrine of the Earth Lord: When the svirfneblin passed this way they decided that two of their number would stop to pay their respects to an elder earth elemental that calls this cavern home (not the same as the insane elemental that lairs at area 1-7). However, their cave sleds have accidentally collided with each other and exploded. When the characters reach the mouth of this cavern, read or paraphrase the following.

A sudden rush of air out of the cave mouth accompanies a bright flash of light and a loud explosion. Agonized screams fill the air and begin to fade

almost as suddenly. A low rumble, like the sound that accompanies a cave-in, begins to rise to a crescendo in the gloom.

All characters with light sensitivity will need to succeed at a Reflex save (DC 20) when the flash of light suddenly explodes in front of them, or they will be dazzled, as if by a *daze* spell.

The loud cave-in sound is that of the elder earth elemental as it is hit by the wave of radiation from the destroyed cave sleds (see area 1-9c).

Area 1-9a – Cave Sled Crash (EL 5): The two cave sleds' power supplies have exploded and sent up a cloud of radiation that covers this entire area. However, since the crash just happened the radiation sources can be located and the radiation effect can be "disabled" by burying the power supplies.

Wall of Radiation Trap: CR 5; magic device; location trigger; automatic reset; spell effect (*wall of radiation*, 10th-level blood druid, 1d6/round for as long as targets remain within the affected area, DC 20 Fortitude save half damage); Search DC 30; Disable Device DC 30; Note: To disable this trap, a character must remove and bury the power supply from the crashed cave sled.

Area 1-9b – Elemental Gemstone Amulet: An exceptional Spot check (DC 32) or a Search of the area (DC 28) reveals a *stone of earth elemental control* on a thick silver chain. This item was worn by one of the svirfneblin gnomes when the cave sleds crashed at area 1-9a but was thrown here by the impact.

Area 1-9c – Lord of the Earth (EL 11): If the characters come within 50 feet of the area, read or paraphrase the following.

A low rumble echoes through the cave as the ground begins to tremble. A great mound of dirt, rocks, and other debris begins to grow and stretch towards the ceiling. At first it seems difficult to make out, but there appear to be arms growing from the mound!

This is the elder earth elemental that the svirfneblin have named the "Lord of the Earth." He is angry at the radiation, and can feel the waves roll across him. Even though they do not cause any damage at this distance, the elder elemental feels uncomfortable and is getting more agitated by the minute.

Seeing the characters, the elemental will immediately attack out of frustration and pain. The characters can withdraw to the opposite side of the radiation, since the elemental will not pass through it. The elemental will attack until either it is destroyed or the characters retreat.

Elder Earth Elemental: CR 11; Huge elemental (Earth, Extraplanar); HD 24d8+120; hp 239; Init -1; Spd 30 ft.; AC 22, touch 7, flat-footed 22; Base Atk +18; Grp +37; Atk +27 melee (2d10+11/19-20, slam); Full Atk +27 melee (2d10+11/19-20, 2 slams); Space/Reach 15 ft./15 ft.; SA Earth mastery, push; SQ Damage reduction 10/-, earth glide, darkvision 60 ft., elemental traits; AL N; SV Fort +19, Ref +7, Will +10; Str 33, Dex 8, Con 21, Int 10, Wis



11, Cha 11.

Skills and Feats: Listen +29, Spot +29; Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack.

Area 1-10 – Battle for the Necroship (EL 9): Read or paraphrase the following.

A large group of svirfneblin is traveling on foot and on cave sleds. The sleds appear to be towing a floating fortress made of strange bones. This must be what Matron Laurossil Cadryenne wanted you to retrieve. The only things in your way now are over a dozen armed and armored svirfneblin who may not want to give it to you without a fight.

Once the gnomes realized the extent of the radiation leak in the crashed necroship, they backed off and used summoned earth elementals to connect it to the sleds and barges. They are now towing it at a distance of 80 feet behind the cave sleds. The irradiated necroship stands between the characters and the gnomes.

If the characters attempt to speak with the 16 svirfneblin, they will immediately attack. Of the 16, eight are on foot, while the rest are traveling either in a cave sled or on one of the two light barges at the front of the column.

On the northern light barge is the leader of this band, the svirfneblin cleric named Kayle Braggin. He will organize his warriors and defend the necroship to the best of his abilities.

Tactics: On the first round of combat, Kayle will order all foot soldiers and the two one-man cave sleds to the rear of the column to attack the characters while he casts *detect chaos*. On the second round, he will cast *magic circle against chaos* if the party is mostly chaotic in alignment (50% or more of the party). If they are not mostly chaotic but are sensitive to light (especially if they are drow characters), he will cast his *daylight* spell on his +1 heavy pick that is hanging from his belt. On the third round, he will summon a huge earth elemental from his *stone of controlling earth elementals* and command it to attack any obvious spellcasters. On the fourth round, if he

has not cast the spell already, he will cast *daylight*. If he has cast that spell, he will fire his *gewehr-splitter* at a spellcaster.

Kayle and his warriors will not give up the necroship without all of them laying down their lives first. If the characters retreat, any surviving cave sleds that are not pulling the necroship will harass the characters down the tunnel for at least 500 feet before turning around to come back to the necroship.

Characters that attempt to climb on the necroship or otherwise approach within 30 feet will be subject to the radiation leak from its damaged power supply (as per the *wall of radiation* trap statistics below).

Svirfneblin Warriors (15), male svirfneblin War1: CR 1; Small humanoid (gnome); HD 1d8+4; hp 8 (x15); Init +1; Spd 15 ft.; AC 23, touch 16, flat-footed 18; Base Atk +1; Grp -3; Atk +2 melee (1d4/x4, heavy pick) or +3 ranged (1d6/19-20, light crossbow); Full Atk +2 melee (1d4/x4, heavy pick) or +3 ranged (1d6/19-20, light crossbow); Space/Reach 5 ft./5 ft.; SA Spell-like abilities; SQ Gnome traits, svirfneblin traits, spell resistance 12; AL N; SV Fort +5, Ref +3, Will +2; Str 11, Dex 13, Con 12, Int 10, Wis 11, Cha 4.

Skills and Feats: Hide +2, Listen +2, Spot +2; Toughness.

Possessions: Banded mail armor, buckler, heavy pick, light crossbow, light crossbow bolts (20), 1d6 gp each

Kayle Braggin, male svirfneblin Clr5: CR 6; Small humanoid (gnome); HD 5d8+8; hp 40; Init +5; Spd 15 ft.; AC 24, touch 16, flat-footed 19; Base Atk +3; Grp -1; Atk +4 melee (1d4+1/x4, heavy pick) or +4 ranged (1d8/x3, *gewehr-splitter*); Full Atk +4 melee (1d4+1/x4, heavy pick) or +4 ranged (1d8/x3, *gewehr-splitter*); Space/Reach 5 ft./5 ft.; SA Spell-like abilities, turn undead; SQ Gnome traits, svirfneblin traits, spell resistance 16; AL LN; SV Fort +7, Ref +4, Will +7; Str 11, Dex 13, Con 12, Int 10, Wis 13, Cha 10.

Languages: Common, Gnome, Undercommon.

Skills and Feats: Hide +2, Knowledge (religion) +6, Listen +3, Spot +3; Exotic Weapon Proficiency (firearms), Improved Initiative, Toughness.

Clerical Domains: Earth and Law.

Spells Prepared (CL 5th; 5/4+1/2+1/1+1; save DC = 14 + spell level, spells marked with a * are prepared domain spells): 0—*detect magic*, *detect poison*, *guidance*, *light*, *resistance*; 1st—*bliss*, *detect chaos*, *doom*, *hide from undead*, *protection from chaos**; 2nd—*consecrate*, *delay poison*, *soften earth and stone**; 3rd—*daylight*, *magic circle against chaos**.

Possessions: +1 banded mail armor, buckler, +1 heavy pick, *gewehr-splitter*, *splitter ammunition* (20), *stone of controlling earth elementals*, 18 gp

Wall of Radiation Trap: CR 7; magic device; location trigger; automatic reset; spell effect (*wall of radiation*, 10th-level blood druid, 3d6/round for as long as targets remain within the affected area, DC 22 Fortitude save half damage); Search DC 30; Disable Device DC cannot be disabled by a rogue, but can be dispelled by a *dispel magic* spell.

Part 2: The Lich's Ziggurat

This is the final resting place of the lich Kelborne Selbrei. All halls are 10 feet wide and 15 feet high, made of polished, worked stone. Rooms in the ziggurat are 15 feet high where the ceiling meets the walls, and 18 to 19 feet high in the center of the room. All walls are magically treated, polished, and built of superior masonry. All doors are stone that slide up into the wall above.

Magically Treated, Polished, Superior Masonry Walls: 1 ft. thick; hardness 16; 180 hp; Break DC 55; Climb DC cannot be climbed without magical assistance.

Stone Door: 4" thick; Hardness 8; 60 hp; Break DC 28 (stuck), 28 (locked).

Wandering Monsters

The characters have a 15% chance (1-3 on a d20) per hour of encountering any number of creatures in Kelborne Selbrei's ziggurat. This chance is increased by +5% if the characters are not being cautious or are making noise, and +10% if they are yelling and causing loud noises (such as breaking down doors, casting sonic spells, or fighting). If an encounter is called for, roll 1d6 and consult the following table. Roll hit points for each encounter separately.

1d6	Encounter
1	Flesh golem
2	1d6 ogre zombies
3	2d6 owlbear skeletons
4	2d6 troglodyte zombies
5-6	2d6 ogre zombies

The following statistics blocks are provided for easy reference for the GM.

Flesh Golem: CR 7; Large construct; HD 9d10+30; Init -1; Spd 30 ft.; AC 18, touch 8, flat-footed 18; Base Atk +6; Grp +15; Atk +10 melee (2d8+5, slam); Full Atk +10 melee (2d8+5, 2 slams); Space/Reach 10 ft./10 ft.; SA Berserk; SQ Construct traits, damage reduction 5/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +3, Ref +2, Will +3; Str 21, Dex 9, Con –, Int –, Wis 11, Cha 1.

Ogre Zombies (1-6): CR 3; Large undead; HD 8d12+3; Init –2; Spd 40 ft. (can't run); AC 15, touch 7, flat-footed 15; Base Atk +4; Grp +14; Atk +9 melee (1d8+9, slam); Full Atk +6 melee (1d8+9, slam); Space/Reach 10 ft./10 ft.; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +2, Ref +0, Will +6; Str 23, Dex 6, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: –; Toughness.

Owlbear Skeletons (2-12): CR 2; Large undead; HD 5d12; Init +6; Spd 30 ft.; AC 13, touch 11, flat-footed 11; Base Atk +2; Grp +11; Atk +6 melee (1d6+5, claw); Full Atk +6 melee (1d6+5, 2 claws) and +1 melee (1d8+2, bite); Space/Reach 10 ft./5 ft.; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +1, Ref +3, Will +4; Str 21, Dex 14, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: –; Improved Initiative.

Troglodyte Zombies (2-12): CR 1; Medium undead; HD

4d12+3; Init -2; Spd 30 ft. (can't run); AC 16, touch 8, flat-footed 16; Base Atk +2; Grp 3+; Atk +3 melee (1d6+1, slam) or +3 melee (1d4+1, bite); Full Atk +3 melee (1d6+1, slam) or +3 melee (1d4+1, bite); Space/Reach 5 ft./5 ft.; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +1, Ref -1, Will +4; Str 12, Dex 7, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: –; Toughness.

Areas of the Map

Area 2-1 – Column Chamber (EL 5): When the characters enter, read or paraphrase the following.

A dimly lit fifty-foot by seventy-foot chamber awaits you on the other side of the door. A dozen columns with strange rows of symbols stand on a black, basalt floor. The columns reach nearly twenty feet into the air to the vaulted ceiling and are carved with huge symbols. Three doors line each side of this grand entrance hall, with a single door in the center of the far wall.

Now hand out players handout B – the two columns that you made. This shows the characters what the columns look like. Once either all of the characters have entered the hall or a living being has not passed through the door for more than one minute, the door they entered through slams shut and locks unless characters took precautions to spike the door open. Read or paraphrase the following:

The door that leads out into the cavern slams down from its place in the ceiling and echoes with a click. Moments after the initial rumble has died away, a booming male voice can be heard from everywhere at once.

"Awaken, my children, for we have visitors who dare to challenge the great Kelborne Selbrei!"

The booming voice and the door slamming shut are all linked to a single magic *alarm* trap on the inside of the door. The *magic mouth* is not visible; it is out of sight under the lip of the door.

Magic Mouth Trap: CR 1; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*arcane lock* and *magic mouth*, 3rd-level wizard); Search DC 27; Disable Device DC 27.

If a character goes back to examine the closed door, he'll find an inscription that has been carved on the inside of the door (one of the "door trick" hints needed to open this door). Those who can speak Draconic can read this without a skill check; however, those who do not speak this language need to make a successful Decipher Script check (DC 25). Read the following:

Earth, the All Mother, who bore us at one time

Earth, the Encompassor, with the death bells chime

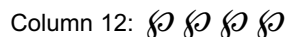
Earth, the Life Bringer, without whom we cannot live

Earth, the Harvester, giving all we have to give

*From the earth we all are taken
To the earth we shall return
From the earth our souls forsaken
To the earth our ashes burn*

Now give out players handout C. Characters will need to spin the four rows of symbols on columns 1 and 12 (see below) to match the symbols with the hint on the door.

Door Trick Solution:

Column 1:  Column 12: 

“Door Trick” Puzzle: On the following table are the door numbers and columns associated with each door. In order to open the doors, the two columns associated with the door must have four rows of symbols aligned with a central crease in the column. Once the correct series of symbols has been aligned for each door, the door will swing open.

Aligning the symbols is not an easy task, however. It requires a bit of strength and teamwork to move the rows of symbols into the correct position. It takes a total Strength score of 35 to spin one of the rows of symbols. Up to three people can fit around the five-foot diameter column and turn it at once.

If the characters found the scrap of parchment in area 1-5b, they will know what the symbols mean. Otherwise, a Knowledge (arcana) or Craft (alchemy) check (DC 30) is required to understand that these are the alchemical symbols for the elements of air, earth, fire, and water (refer to players handout A). Each room has an inscription on the door that will give the party valuable clues as to the contents of the room and how to open the door. These inscriptions are given below.

Door	Adjacent Columns	
2-2	1	2
2-3	11	12
2-4	3	4
2-5	9	10
2-6	5	6
2-7	7	8
2-8	6	7
1-3	1	12

It is suggested that characters receive experience points for figuring out the puzzle as if it were an EL 5 encounter.

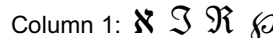
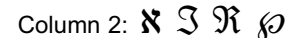
Area 2-2 – Burial Room: On the door there is an inscription written in Draconic. Those who can speak Draconic can read this without a skill check. Those who do not speak this language will need to make a successful Decipher Script check (DC 25) to decipher the inscription. The inscription reads:

*I need no water
For fire consumes me
I want no air
The earth my only friend
I am the water that consecrates the dead
I am the fire that purifies all*

*I am the air that stirs the ashes
I am the earth and nothing at all*

Now give out players handout D. Characters will need to spin the four rows of symbols on columns 1 and 2 (see diagram at area 2-1) to match the symbols with the hint on the door.

Door Trick Solution:

Column 1:  Column 2: 

Once the door has been breached, either by destroying it or by discovering the correct combination, read or paraphrase the following.

The chamber behind the door appears to be a forty-foot by twenty-foot room with four unlit braziers around a lidless and empty stone coffin.

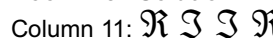
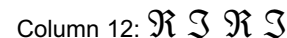
If the characters search the room, they discover nothing of value.

Area 2-3 – Burial Room (EL 7): On the door there is an inscription written in Draconic. Those who can speak Draconic can read this without a skill check. Those who do not speak this language will need to make a successful Decipher Script check (DC 25) to decipher the inscription. The inscription reads:

*The air chills
The fire flares up
The fire goes out
And the air grows still
The curtain moves, was it just a current of air?
The fire of the candles flicker, is the wax melting?
The room grows cold, is the night air frigid?
The flames of the fire of fear stir your heart.*

Now give out players handout E. Characters will need to spin the four rows of symbols on columns 11 and 12 (see diagram at area 2-1) to match the symbols with the hint on the door.

Door Trick Solution:

Column 11:  Column 12: 

Once the door has been breached, either by destroying it or by discovering the correct combination, read or paraphrase the following.

The darkness within this forty-foot by twenty-foot room seems to move and dance of its own free will. Only one of the four hanging braziers is lit and its flame leaps as if battered by a breeze. The lidless stone coffin that lies in the center of this room holds the remains of a shrouded corpse. It looks as if the corpse has a circlet of diamonds around its head.

If the characters walk into the room, or go to remove the circlet of diamonds from the brow of the corpse, the spectre that inhabits this room immediately flies down from the high ceiling and attacks. Due to the darkness of the vaulted burial chamber, the spectre is difficult to see. This grants the spectre a +4 circumstance bonus to its Hide check.

The spectre will not pursue characters out of this room unless it is attacked from outside the room, the circlet of diamonds is taken from the corpse, or if Kelborne or Moran Selbrei commands it to.

The circlet of diamonds is worth 2,750 gp and is the only treasure to be found in this room.

Spectre: CR 7; Medium undead (incorporeal); HD 7d12; hp 43; Init +7; Spd 40 ft., fly 80 ft. (perfect); AC 15, touch 15, flat-footed 13; Base Atk +3; Grp –; Atk +6 melee (1d8 plus energy drain, incorporeal touch); Full Atk +6 melee (1d8 plus energy drain, incorporeal touch); Space/Reach 5 ft./5 ft.; SA Energy drain, create spawn; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, sunlight powerlessness, undead traits, unnatural aura; AL LE; SV Fort +2, Ref +5, Will +7; Str –, Dex 16, Con –, Int 14, Wis 14, Cha 15.

Skills and Feats: Hide +13, Intimidate +12, Knowledge (religion) +12, Listen +14, Search +12, Spot +14, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Improved Initiative.

Area 2-4 – Burial Room (EL 7): On the door there is an inscription written in Draconic. Those who can speak Draconic can read this without a skill check. Those who do not speak this language will need to make a successful Decipher Script check (DC 25) to decipher the inscription. The inscription reads:

*My flesh the fire doth burn
The fires of insanity burn in my eyes
The fires of battle stir my loins
And to the fire we all return
Fire awakens us
Air we do not crave
Earth we take our solace in
Water our souls to save*

Now give out players handout F. Characters will need to spin the four rows of symbols on columns 3 and 4 (see diagram at area 2-1) to match the symbols with the hint on the door.

Door Trick Solution:

Column 3:     Column 4:    

Once the door has been breached, either by destroying it or by discovering the correct combination, read or paraphrase the following.

This forty-foot by thirty-foot chamber is decorated with tapestries and ornate golden wall sconces. A single covered stone coffin lies in the center of the room, draped by a red velvet cloth that has been decorated with thread-of-gold flames. A dark-haired human male sits in a high-backed chair next to the covered coffin.

The man's eyes seem to dance and sparkle in the light of the numerous wall torches and braziers arranged throughout this room. A strange-looking weapon, almost like a straightened sickle, rests in his

lap. His black chain shirt glistens as he smiles and drinks from a small silver vial.

This is Moran Selbrei, vampire and brother to the human lich Kelborne Selbrei. If the *magic mouth* trap was not disarmed before the door closed in 2-1, he is prepared to meet any visitors to his chamber.

Moran was once a vampire hunter before he fell to the beasts he preyed on. Kelborne saw the potential of such an ally and asked his brother to accompany him.

Tactics: Moran will attempt to use his *dominate* ability on the first person to look through the door as soon as it opens. He will then quaff his *potion of haste* and command his newfound ally to attack those PCs remaining in 2-1. He will then leap up to attack the next person nearest to his door. If his *dominate* ability does not work, or if the dominated person is killed or knocked unconscious, he will attempt to *dominate* the next closest person. He will continue to fight and dominate characters until he is killed or there are no more targets left for him to attack.

If a fire-based spell is used against him or he falls below 15 hp, Moran will immediately go to his gaseous form and flee back into his coffin. If characters open the stone coffin to attempt to stake him, they will find him lying there with arms folded peacefully across his chest and eyes closed. This is not Moran's body, but a *permanent illusion* spell that has been cast on a corpse to make it look like Moran (Will save, DC 21 to see through the image). Moran's coffin is under the corpse (Search check, DC 35 to find it). If his real coffin is found, and Moran still has positive hit points, he will attack until he or the characters are destroyed.

The high-backed chair that Moran was sitting in has a secret compartment in the arm (Search check, DC 25). In that secret compartment is another *potion of haste* in a thin silver vial.

Moran Selbrei, male vampire (human) Ftr5: CR 7; Medium undead (augmented humanoid); HD 5d12; hp 31; Init +7; Spd 30 ft.; AC 23, touch 13, flat-footed 20; Base Atk +5; Grp +11; Atk +11 melee (1d6+9 plus energy drain, slam) or +13 melee (1d6+12/x2, +1 *kama*); Full Atk +11 melee (1d6+9 plus energy drain, slam) or +13 melee (1d6+12/x2, +1 *kama*); Space/Reach 5 ft./5 ft.; SA Blood drain, children of the night, create spawn, dominate, energy drain; SQ Alternate form, damage reduction 10/silver and magic, darkvision 60 ft., fast healing 5, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits, vampire weaknesses; AL LE; SV Fort +4, Ref +6, Will +4; Str 22, Dex 17, Con –, Int 12, Wis 16, Cha 12.

Skills and Feats: Bluff +9, Climb +10, Hide +10, Listen +17, Move Silently +10, Ride +11, Search +9, Sense Motive +11, Spot +17; Alertness, Blind-Fight, Combat Reflexes, Dodge, Exotic Weapon Proficiency (*kama*), Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Weapon Focus (*kama*), Weapon Specialization (*kama*).

Possessions: +1 *kama*, masterwork chain shirt, *potion of haste*.



Area 2-5 – Burial Room: On the door there is an inscription written in Draconic. Those who can speak Draconic can read this without a skill check. Those who do not speak this language will need to make a successful Decipher Script check (DC 25) to decipher the inscription. The inscription reads:

What does water taste like when the wells are dry?

What does fire feel like when the coals are cold?

What does air sound like when it has gone still?

What does earth smell like when you see its mold?

The water is stale

The fire is dead

The air is empty

The earth turns red

Now give out players handout G. Characters will need to spin the four rows of symbols on columns 9 and 10 (see diagram at area 2-1) to match the symbols with the hint on the door.

Door Trick Solution:

Column 9: $\mathfrak{X}$ $\mathfrak{I}$ $\mathfrak{R}$ $\mathfrak{S}$ Column 10: $\mathfrak{X}$ $\mathfrak{I}$ $\mathfrak{R}$ $\mathfrak{S}$

Once the door has been breached, either by destroying it or by discovering the correct combination, read or paraphrase the following.

This forty-foot by thirty-foot room appears to be constantly moving. From first glance, the walls appear to move and change the longer you look upon them. A

stone coffin lies in the center of the room, braziers blazing on each of its four points.

The room appears to move due to a non-magical optical illusion, built into the stone. If the braziers were to be extinguished, the feeling of movement would stop. Characters with *true seeing* (or a similar ability) and creatures with Intelligence below 3 do not see this movement effect.

The coffin is empty. If the characters search this room (Search check, DC 30), they discover a secret compartment under the south side of the coffin. Inside is a small wand made of ash wood (a *wand of cure moderate wounds*). The wand only has 12 charges left. The command word, “phargus,” is engraved into the wand in Draconic.

Area 2-6 – Burial Room (EL 7): On the door there is an inscription written in Draconic. Those who can speak Draconic can read this without a skill check. Those who do not speak this language will need to make a successful Decipher Script check (DC 25) to decipher the inscription. The inscription reads:

Like the air I have no feel

Like the air I have a light touch

Upon the water of life

Like the air I am nothing

The air you breathe

The water you drink

This air I steal

This water I poison

Now give out players handout H. Characters will need to spin the four rows of symbols on columns 5 and 6 (see diagram at area 2-1) to match the symbols with the hint on the door.

Door Trick Solution:

Column 5: $\mathfrak{X}$ $\mathfrak{X}$ $\mathfrak{X}$ $\mathfrak{X}$ Column 6: $\mathfrak{X}$ $\mathfrak{X}$ $\mathfrak{X}$ $\mathfrak{X}$

Once the door has been breached, either by destroying it or by discovering the correct combination, read or paraphrase the following.

Four strange basins of glowing water stand in the four corners of this forty-foot by twenty-foot room. A single crystalline coffin rests in the center of the room, held up by brass tubing.

Inside the coffin there appear to be the ancient remains of a long-dead humanoid. Its remains have begun to powder and disintegrate into dust with age. A diamond tiara can be seen within the coffin, covered in a fine layer of gray dust.

Detect magic reveals that the basins and tiara glow with faint evocation magic. The glowing effect comes from a *continual flame* spell that was placed within the basin.

The crystal coffin is the final resting place of an ancient elemental wizard, one of Kelborne’s few friends. Her specialty was air and water magic. The tiara within the coffin

was hers, and is enchanted with a specialized *summon monster VII* spell that summons an invisible stalker up to 3 times per day.

Kelborne, using the tiara, summoned the invisible stalker that has inhabited this room for many years. He summoned it to help protect his friend's body, in case he were ever defeated and vandals were to loot his ziggurat.

Tactics: The invisible stalker will attack anyone who enters the room. It will attack from all directions, flying in from one direction to attack on the first round, and then retreating to attack from a different direction two rounds later. If a character is able to remove the tiara from the crystal coffin and put it on, the invisible stalker will leave to return to its own plane of existence. If the characters leave the room before they remove the tiara from the coffin, or they remove it from the room but do not wear it, the stalker will not attack or follow them since it is bound to the corpse.

Invisible Stalker: CR 7; Large elemental (Air, Extraplanar); HD 8d8+16; hp 49; Init +8; Spd 30 ft., fly 30 ft. (perfect); AC 17, touch 13, flat-footed 13; Base Atk +6; Grp +14; Atk +10 melee (2d6+4, slam); Full Atk +10 melee (2d6+4, 2 slams); Space/Reach 10 ft./10 ft.; SQ Darkvision 60 ft., elemental traits, natural invisibility, improved tracking; AL NE; SV Fort +4, Ref +10, Will +4; Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11.

Skills and Feats: Listen +13, Move Silently +15, Search +13, Spot +13, Survival +2 (+4 following tracks); Combat Reflexes, Improved Initiative, Weapon Focus (slam).

Area 2-7 – Burial Room F (EL 7): On the door there is an inscription written in Draconic. Those who can speak Draconic can read this without a skill check. Those who do not speak this language will need to make a successful Decipher Script check (DC 25) to decipher the inscription. The inscription reads:

Air, I need it not

Fire, I want it not

Air announces my arrival

Fire denotes my presence

The air beneath my window ledge

The fire doth not burn

The candles fire flares up again

The air how it doth turn

Now give out players handout I. Characters will need to spin the four rows of symbols on columns 7 and 8 (see diagram at area 2-1) to match the symbols with the hint on the door.

Door Trick Solution:

Column 7: *R S R S*

Column 8: *R S S R*

Once the door has been breached, either by destroying it or by discovering the correct combination, read or paraphrase the following.

A blast of hot air rolls out from the door to this forty-foot by twenty-foot room. Two large fire pits flank an

upright coffin that rests against the far wall. A dark figure dressed in black rags bows before the coffin with its head resting on the pommel of a great black sword.

As if it heard the opening of the door, it finishes its prayer, turns, and stands to face the door in a single fluid motion. Light from the great fires passes through the shadowy form as it points a dark skeletal finger, raises its black sword, and flies towards the door on the attack!

Like the spectre in area 2-3, this spectre was also one of Kelborne's loyal guards. So loyal was this man, he even followed Kelborne into a tortured undeath. Though the spectre's black sword appears to be vicious, it is not a real weapon, but an extension of the spectre's essence.

Tactics: While in this room, this spectre cannot be turned or commanded by anyone except Kelborne and Moran. It will continue to attack the same opponent, as long as no one casts a spell against it. If a spell is cast on the spectre, it will immediately attack the person that cast the spell. If it finds that it is having difficulty fighting off the characters or if it has sustained more than 30 points of damage, it will fly across the room and into its coffin.

The coffin, if opened, contains a black greatsword named Annuwyn. Annuwyn is a +2 *axiomatic greatsword*. Its name is scrawled on its blade in both Dwarven and Elven. A bardic knowledge check (DC 35) reveals that this blade last appeared in the underdeep over forty years ago in the hands of a human blackguard who murdered three drow matriarchs during a festival ritual to the Spider Queen.

If the sword is taken before the spectre is destroyed, the spectre will reform to try to recover Annuwyn. The spectre will follow the characters from room to room, attacking when the characters are at their most vulnerable (such as during battle) until they are dead or it is destroyed.

Spectre: CR 7; Medium undead (incorporeal); HD 7d12; hp 40; Init +7; Spd 40 ft., fly 80 ft. (perfect); AC 15, touch 15, flat-footed 13; Base Atk +3; Grp –; Atk +6 melee (1d8 plus energy drain, incorporeal touch); Full Atk +6 melee (1d8 plus energy drain, incorporeal touch); Space/Reach 5 ft./5 ft.; SA Energy drain, create spawn; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, sunlight powerlessness, undead traits, unnatural aura; AL LE; SV Fort +2, Ref +5, Will +7; Str –, Dex 16, Con –, Int 14, Wis 14, Cha 15.

Skills and Feats: Hide +13, Intimidate +12, Knowledge (religion) +12, Listen +14, Search +12, Spot +14, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Improved Initiative.

Area 2-8 – Preparation Room: On the door there is an inscription written in Draconic. Those who can speak Draconic can read this without a skill check. Those who do not speak this language will need to make a successful Decipher Script check (DC 25) to decipher the inscription. The inscription reads:

The water cleans my body

*For my earth-born urn
The air I do no longer breathe
The earth I must return
The water erodes my decay
The air helps it along
The earth hides me from mortal eyes
The air sends up my song*

Now give out players handout J. Characters will need to spin the four rows of symbols on columns 6 and 7 (see diagram at area 2-1) to match the symbols with the hint on the door.

Door Trick Solution:

Column 6:     Column 7:    

Once the door has been breached, either by destroying it or by discovering the correct combination, read or paraphrase the following.

This thirty by thirty-foot room has a door in the center of both the east and west walls. Numerous tables and benches contain paraphernalia for embalming and tools used for the preparation of the dead.

This room was used by Kelborne to prepare the bodies of the inhabitants of the six burial chambers (areas 2-2 to 2-7). Most of the tools in this room are rusted to the benches they rest on, or are dry-rotted. A search reveals no useful items in this room.

Searching the east and west doors reveals that they are both unlocked and untrapped.

Area 2-9 – Clay Guardians (EL 12): Read or paraphrase the following:

This fifty-foot by thirty-foot room appears to be covered in mud and dried clay. Two large statues, one of a naked human male and the other of a naked human female, dominate the center of the room. Lying between the statues, on a worktable made of stone, are various implements used to carve and mold clay. A mud-encrusted door, in the center of the north wall, appears to be the way out of this room.

The head of the male statue suddenly opens its eyes and turns to look towards the open door, as the female statue begins to step down off its plinth.

The statues are both clay golems, created by Kelborne. They only obey the commands of him or his brother. They have been programmed to attack anyone who enters this room without the accompaniment of Moran or Kelborne.

Tactics: These golems will attack and chase the characters until they are destroyed, or until the characters go into area 2-1, 2-10, 2-15, or 2-23.

Hidden amongst the dried clay and mud (Search check, DC 28) is a *necklace of adaptation*. Kelborne meant to put this necklace in one of the clay golems, to see if it would grant the golem special abilities.

Secret Door: The secret door in the hallway is the one-

way door described on page 8. It can be detected with a successful Search check (DC 40). The secret door has the following properties.

One-Way Secret Stone Door: 6" thick; Hardness 16; 120 hp; Open Locks DC 40; Break DC 48; Note: This door, as the outer walls of the ziggurat, is magically treated.

Clay Golems (2): CR 10; Large construct; HD 11d10+30; hp 75, 109; Init -1; Spd 20 ft.; AC 22, touch 8, flat-footed 22; Base Atk +8; Grp +19; Atk +14 melee (2d10+7 plus cursed wound, slam); Full Atk +14 melee (2d10+7 plus cursed wound, 2 slams); Space/Reach 10 ft./10 ft.; SA Berserk, cursed wound; SQ Construct traits, damage reduction 10/adamantine and bludgeoning, darkvision 60 ft., haste, immunity to magic, low-light vision; AL N; SV Fort +3, Ref +2, Will +3; Str 25, Dex 9, Con –, Int –, Wis 11, Cha 1.

Area 2-10 – Stone Defender (EL 11):

This fifty-foot by thirty-foot room houses a large statue near the eastern wall of a human male wearing plate armor. His hands hold the pommel of a huge stone sword, which rests point down between its massive feet.

Golden tapestries flank the statue with scenes of fire and blood. Dried-up offerings lie in a tarnished silver bowl at the feet of the statue, as if in some tribute to an unknown human god. Large golden candlesticks, each nearly five feet tall, stand in the four corners of the room with half-burnt black candles. Numerous incense holders line the west wall, some with burnt incense already in them.

A large blood-red gem is embedded into the forehead of the statue.

This giant statue is actually a stone golem that was placed here to protect Kelborne's belongings. If anyone exits through the one-way secret door from Location 2-14 (it is impossible to detect the door or open it from this side) or attempts to remove the gem from the golem's forehead, it comes to life and immediately attack.

Tactics: The stone golem chases characters everywhere in the ziggurat, except area 2-22 or out of the front door (to area 1-3). Its sword acts as its slam attack. Once activated, only Kelborne can get the golem to go back to its initial spot in this room.

The gem in the golem's forehead is actually red glass (worthless). Most of the incense is also worthless; however, an Appraise check (DC 30) or a *detect magic* spell on the incense reveals that there are two unburned sticks of *incense of meditation*. The four golden candlesticks are worth 250 gp each, or 1,200 gp as a set to a collector. The two golden tapestries depict some long-lost battles on the surface and are worth 750 gp each for their craftsmanship, or 2,500 gp each as exotic underdeep relics if they can be sold on the surface. The tarnished silver offering bowl is worthless tin, plated with silver.

Stone Golem: CR 11; Large construct; HD 14d10+30; hp 98; Init -1; Spd 20 ft.; AC 26, touch 8, flat-footed 26; Base

Atk +10; Grp +23; Atk +18 melee (2d10+9, slam); Full Atk +18 melee (2d10+9, 2 slams); Space/Reach 10 ft./10 ft.; SA Slow; SQ Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +4, Ref +3, Will +4; Str 29, Dex 9, Con –, Int –, Wis 11, Cha 1.

Area 2-11 – Carcass Storage (EL 7):

The smell of decaying flesh, combined with the cold temperature, reveals that this thirty by twenty-foot room is a cadaver storage area. Pieces of dissected bodies hang from the ceiling by iron meat hooks and barbed chains. Six large cadavers, possibly those of ogres, appear to be intact against the north wall.

Four of those six suddenly reach out and tear the arms off the other two. With a sickening pop they lurch for you, wielding their grisly clubs.

This room was used for Kelborne's body part storage. From here he assembled zombies and flesh golems to be used within his ziggurat. It was uncommon for Kelborne to make as many zombies as those that roam the halls of his lair. However, since the raid by House Sorethin destroyed so many of his flesh golems, he's had to rely on the quickly-made zombies for protection.

Tactics: These zombies animate and attack as soon as any living creature enters the room. They will continue to pursue and attack intruders through the entire ziggurat (except areas 2-15 and 2-19) until either they or the intruders are destroyed.

Ogre Zombies (4): CR 3; Large undead; HD 8d12+3; hp 35, 45, 48, 64; Init -2; Spd 40 ft.; AC 15, touch 7, flat-footed 15; Base Atk +4; Grp +14; Atk +9 melee (2d8+9, greatclub) or +9 melee (1d8+9, slam); Full Atk +9 melee (2d8+9, greatclub) or +6 melee (1d8+9, 2 slams); Space/Reach 10 ft./10 ft.; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +2, Ref +0, Will +6; Str 23, Dex 6, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: –; Toughness.

Area 2-12 – Bone Storage (EL 7):

This thirty-foot by twenty-foot room appears to be a storage area for various types of bones. Tables and shelves are covered with all types of bones; some are easily recognizable as those of various humanoids, while others are strange and unusual.

Along the north wall sit six complete skeletons of some strange beast with blade-like bones instead of hands. They are vaguely humanoid in shape, with two legs and an upright posture; they have large skulls with sloping brows and a wicked-looking underbite. Their skulls swivel as one to look at you with empty sockets, their massive jaws clacking at you as they raise those sword-like arms and advance on you.

Kelborne knew the underdeep before he came to reside in it. He knew that drow were notorious for controlling undead and being able to turn a foe's army against them-

selves. In doing this research, he realized that if he created monsters that looked like undead, but were actually constructs, it would disorient any priests long enough that his creatures might get the upper hand.

The six "skeletons" in this room are animated constructs. A Sense Motive check (DC 20) alerts the characters that these skeletons are moving differently than other skeletons. A Knowledge (nature) (DC 25) reveals that the "skeletons" do not correspond to any known kind of animal or beast. A Knowledge (arcana) or Knowledge (undead) check (DC 25) reveals that these creatures are animated objects, not undead.

Tactics: These animated objects follow and attack the characters until either they or the party is destroyed. They will only stay on the first level of the ziggurat, since they do not know how to climb stairs. Closing doors can also halt them. If either stairs or a door halts them, they will go to area 2-8 (if able) to await the party's escape.

Medium Animated Objects (Skeletons) (6): CR 2; Medium construct; HD 2d10+20; hp 25, 27, 28, 30, 34, 39; Init +0; Spd 40 ft.; AC 14, touch 10, flat-footed 14; Base Atk +1; Grp +2; Atk +2 melee (1d8+1, slam); Full Atk +2 melee (1d8+1, 2 slams); Space/Reach 5 ft./5ft.; SQ Construct traits, darkvision 60 ft., low-light vision; AL N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 10, Con –, Int –, Wis 1, Cha 1.

Area 2-13 – Guardian Chamber (EL 8):

Standing in the northeast corner of this thirty-foot by twenty-foot room is a large statue of an armored humanoid. Its face is hidden beneath a full helm and it appears to be wearing an alien style of full plate armor. The statue is made entirely of some black metal, except for a large blood-red gemstone in the center of its barrel-like chest.

The rest of the room is devoid of any furnishings, save a long black carpet that stretches from the west wall to the east wall. The rug appears to be made of finely woven gold threads within a larger cut of black velvet. The gold threads make symbols and shapes all along the floor.

The "statue" is Kelborne's shield guardian construct. It was placed here many years ago to guard the secret entrance to the vault on this level of the ziggurat. It will not animate to attack the characters unless they attempt to open the secret door behind it or tamper with the gemstone in its chest (which is really a large, worthless piece of red glass). Allow characters studying the gemstone an Appraise check (DC 25) to realize that the "gemstone" is worthless glass. Characters may also make a Craft (metalworking) check (DC 30) to determine that the black metal the construct is made from is typically used by surface-dwelling wizards and is not atypical to this underdeep depth. A Knowledge (arcana) check (DC 30) reveals that the metal is commonly used in magically enhanced constructs.

To find the secret one-way door, the characters have to move the shield guardian or search around it. A Search check (DC 35) finds the secret door to area 2-14. If the

shield guardian is destroyed or not standing in front of the secret door, the Search DC is lowered to 30.

Tactics: The shield guardian will attempt to destroy the characters as soon as it is activated. It will follow the characters through out the ziggurat and will not be stopped by interposed doors or other similar obstacles. Kelborne does have the shield guardian's amulet around his neck and can command the guardian to come to life and defend its master from any attackers that find their way into his crypt chamber (area 2-19).

If the shield guardian is destroyed, or brought to fewer than half of its total hit points, Kelborne automatically becomes aware that there are intruders within his ziggurat. Increase the chance of a random encounter by +5% per roll.

The black rug on the floor is 25 feet long and 15 feet wide. It is made of black velvet with patterns and shapes made of golden threads. An Appraise check (DC 20) will reveal that this rug is worth nearly 3,000 gp on the open market (4,500 gp to the right collector).

Shield Guardian: CR 8; Large construct; HD 15d10+30; hp 108; Init +0; Spd 30 ft.; AC 24, touch 9, flat-footed 24; Base Atk +11; Grp +21; Atk +16 melee (1d8+6, slam); Full Atk +16 melee (1d8+6, 2 slams); Space/Reach 10 ft./10 ft.; SQ Construct traits, darkvision 60 ft., fast healing 5, find master, guard, low-light vision, shield other, spell storing; AL N; SV Fort +5, Ref +5, Will +5; Str 22, Dex 10, Con –, Int –, Wis 10, Cha 1.

Area 2-14 – Secret Vault (EL Variable): Once the secret door to this room has been found and opened, read or paraphrase the following:

In the dim light of glowing crystals you see piles of gold coin and ancient locked coffers. It appears that this forty by thirty-foot room is a treasure vault. Piles of gold coins spill across the floor and partially cover a number of objects.

Unless the secret one-way door from area 2-13 has been spiked open by at least two iron spikes, the door will slam shut. From this side of the door, it is nearly impossible to

open. Treat the door as a magically treated stone door (see below). A *knock* spell will only cause the door to settle further into its casing. A *chime of opening* will cause the door to swing open, but it will need to be spiked open (as above) so it does not slam shut again.

This room does contain a great deal of Kelborne's treasure. Most of the items were created on the surface, so selling the items as oddities in the markets of Gloomveil will fetch an extra 10% above their normal sale value. House Cadryenne will also offer to buy the items for 30% above their normal value. (Or, depending on the characters and their relationship to the drow, the House may just look for a sly way to assassinate them and steal the treasure). The treasure in this room and the traps that protect it are as indicated on the boxed table below.

In addition to the one-way secret door that leads into this room through the west wall, a second one-way secret door leads out of this room in the south wall (to area 2-10). A Search check (DC 28) is required to find and open the secret door. As with the other door, two spikes would be required to keep this door open; otherwise this door is also treated as a magically treated stone door.

Magically Treated Stone Door: 4" thick; Hardness 16; 120 hp; Break DC 28.

Whirling Poison Blades: CR 6; mechanical; timed trigger; automatic reset; hidden lock bypass (Search DC 25, Open Lock DC 30); Atk +10 melee (1d4+4/19–20 plus poison, dagger); poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); multiple targets (one target in each of three adjacent 5-ft. squares); Search DC 20; Disable Device DC 20.

Phantasmal Killer Trap: CR 5; magic device; proximity trigger (*alarm* covering the entire room); automatic reset; spell effect (*phantasmal killer*, 7th-level wizard, DC 16 Will save for disbelief and DC 16 Fort save for partial effect; Search DC 29; Disable Device DC 29).

Burning Hands Trap: CR 3; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*burning hands*, 5th-level wizard, 5d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.

Treasure from Area 2-14

Treasure (value)	Location	Open Lock DC	Trapped?
4,000 gp	Loose on the floor	n/a	n/a
Black silk wall tapestry (350 gp)	Hanging on north wall	n/a	n/a
Robes made of gold cloth (105 gp)	Small bronze coffer	Unlocked	No
Gold statue of female elf (700 gp)	Small black wooden box	28	Whirling poison blades
Masterwork, emerald-inlaid, rosewood quarterstaff (550 gp)	Buried in coins	n/a	n/a
Masterwork teakwood lute with silver strings (700 gp)	Velvet-lined, black wooden lute case with silver lock	30	<i>Phantasmal killer</i>
Arcane scroll (CL 3rd) – <i>false life</i>	Sealed ivory scroll tube	n/a	<i>Burning hands</i>
<i>Necklace of fireballs</i> (type II)	Buried in coins	n/a	n/a
<i>Rod of cancellation</i>	Small adamantite box	35	<i>Glyph of warding</i>

Glyph of Warding (Blast) Trap: CR 6; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 16th-level cleric, 8d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

Area 2-15 – Antechamber (EL 9): If the characters attempt to enter this room through the east door, they must first bypass the lock with an Open Lock check (DC 25). Once the lock has been bypassed, read or paraphrase the following:

A strange-looking skeleton sits in a large chair that stands against the center of the north wall of this twenty by thirty-foot room. Its bony tail curls and twists like a snake that is ready to strike at any moment. With glowing red eyes it hisses a terrible sound and stares at you.

Across the room, in the west wall, is another door with runes and glyphs carved into its surface.

Kelborne's personal guardian, a bone devil, uses this room. Kelborne bound the devil to this room many years ago to provide protection while he slept or worked his magic. Until recently, the arrangement has worked out well. However, the bone devil decided that his master wasn't as powerful as he once thought, after House Sorethin attacked and stole the necroship.

Since then, Kelborne has placed the bone devil in a reversed *magic circle against evil*, confining it to stay within 10 feet of the chair. He then placed a magical effect on the door to his resting room (area 2-19) that makes it appear as if the door is heavily warded. The door leading to Kelborne's resting chamber is not locked.

Any creature crossing the threshold of the circle (Spot check, DC 25) will automatically nullify its effects, as will any obviously harmful spell effect or a successful *dispel magic*.

Tactics: This bone devil cannot reach the door to area 2-19 without the *magic circle against evil* first being removed. Once that is removed, the bone devil immediately attacks anyone in the room, leaving unconscious characters alone. The creature attacks as long as the characters stay within this room (or 2-19). If they go out into the hallway and close the door, it will leave them alone and attempt to break through to 2-19 to face off against Kelborne.

Bone Devil: CR 9; Large outsider (Evil, Extraplanar, Lawful); HD 10d8+50; hp 88; Init +9; Spd 40 ft.; AC 25, touch 14, flat-footed 20; Base Atk +10; Grp +19; Atk +14 melee (1d8+5, bite); Full Atk +14 melee (1d8+5, bite) and +12 melee (1d4+2, 2 claws) and +12 melee (3d4+2 plus poison, sting); Space/Reach 10 ft./10 ft.; SA Spell-like abilities, fear aura, poison, summon devil; SQ Damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 21, telepathy 100 ft.; AL LE; SV Fort +12, Ref +12, Will +11; Str 21, Dex 21, Con 21, Int 14, Wis 14, Cha 14.

Skills and Feats: Bluff +15, Concentration +18, Diplomacy +6, Disguise +2 (+4 acting), Hide +14,



Intimidate +17, Knowledge (arcana) +15, Listen +17, Move Silently +18, Search +15, Sense Motive +15, Spot +17, Survival +2 (+4 following tracks); Alertness, Improved Initiative, Iron Will, Multiattack.

Area 2-16 – Mundane Storage: The door to this room is locked, but not trapped. The key found in area 2-18 opens the door, as does a successful Open Locks check (DC 30). Once the door is breached, read or paraphrase the following:

This small twenty by twenty room appears to be a storage space. Unmarked crates and barrels are stacked neatly against the east and west walls, making a pseudo-hallway that leads to a painting that leans against the south wall. The painting appears to be a human male of considerable age, dressed in what surface dwellers would call rich finery.

The painting is of Kelborne Selbrei before his transformation into a lich. It is not of any real value, except to a collector of fine art. An Appraise check (DC 20) is required to determine that it would be worth 400 gp.

Searching the unmarked crates and barrels reveals old clothing and other personal effects. These belonged to Kelborne and his brother, Moran. There is nothing of value in these crates and barrels.

Area 2-17 – Mystical Storage: The door to this room is locked in two ways. First there is the mundane lock, whose key is in area 2-18. This lock can be bypassed with a successful Open Locks check (DC 30). The second is an *arcane lock* spell (caster level 9th) that has

been placed on the door. Once these locks have been defeated, read or paraphrase the following:

This thirty-foot by twenty-foot room houses many shelves, tables, and benches that are covered with all manner of alchemical and mystical paraphernalia. Charts and diagrams hang on the small bits of bare wall provided between the floor-to-ceiling shelves.

The shelves hold papers. All are rolled, tied, and stacked neatly in niches on the shelves. The tables hold various alchemical equipment that has collected dust from years of neglect. The benches hold larger objects, whose purposes appear dubious.

This room contains a great deal of spare equipment that Kelborne uses in his research. If the room is thoroughly searched (Search check, DC 30), the following can be found. Lower Search results reveal only part of the haul (at the GM's discretion).

Treasure (value)	Location
2 alchemist's labs (1,000 gp)	Tables/benches
7 flasks of acid (70 gp)	Tables/benches
Alchemist's fire, 6 flasks (120 gp)	Tables/benches
7 everburning torches (770 gp)	Tables/benches
20 smokesticks (400 gp)	Tables/benches
18 sunrods (36 gp)	Tables/benches
14 tanglefoot bags (700 gp)	Tables/benches
9 thunderstones (270 gp)	Tables/benches
25 tindertwigs (25 gp)	Tables/benches
Arcane scroll (CL 1st) – <i>jump, reduce person, remove fear</i>	Low shelf in the center of west wall
Arcane scroll (CL 5th) – <i>blink, vampiric touch, wind wall</i>	High shelf in east corner of south wall
Arcane scroll (CL 9th) – <i>baleful polymorph, dismissal, feeblemind, greater dispel magic, mass cure light wounds</i>	High shelf in the middle of the east wall
Kelborne's traveling spellbook	Center table

Kelborne's Traveling Spellbook: Kelborne was once a traveling wizard of some power. This minor tome was just one of the books he kept with him while on those travels. The traveling spellbook is only 100 pages in length, but contains a number of spells that are useful to the wandering magus. Its cover is made of pressed paper and is wrapped in a threadbare black cloth that has been stamped with faded silver runes (unreadable). The pages are made of a specially treated paper that makes them invulnerable to aging and distasteful to vermin.

This spellbook contains the following spells: 1st–*alarm, cause fear, chill touch, disguise self, endure elements, hold portal, magic missile, protection from good, ray of enfeeblement, shield*; 2nd–*arcane lock, blindness/deafness, command undead, false life, ghoul touch, obscure object, protection from arrows, resist energy, scare, spectral hand*; 3rd–*dispel magic, gentle repose, halt undead, ray of exhaustion, vampiric touch*; 4th–*animate dead,*

contagion, enervation, fear, 5th–dismissal, magic jar.
Market Price: 7,100 gp

Area 2-18 – Hidden Lab (EL 8): The door to this room is closed. Before House Sorethin attacked, this room was locked, but two of the House Sorethin fighters decided they would attempt to raid this room and broke down the door. This caused the guardian of this room (an efreeti) to kill the intruders. It attempted to close the door after the fight, but could only prop the dead Sorethin fighters against the door to make it appear closed. Anyone with a 12 or greater Strength who pushes against the door will make it fall off of its hinges and into the room. Special care is needed to keep the door from falling inward and making noise. A successful Spot or Search check (DC 25) alerts the characters to the door's condition.

Once the door is bypassed, read or paraphrase the following:

If the two dead bodies on the floor are any indication, there was a recent battle in this forty by thirty-foot room, and it looks like it involved fire. Beakers and vessels that once held magical substances are shattered and mingled on the floor. Tables, benches, chairs, stands, and shelves have all been knocked over and burned.

A single figure sits among the charred debris of the room. He is a large demon-like apparition of a man, with red skin, small brass-colored horns, and a large scimitar at his side. He slowly turns his head towards you with a grin of delight on his infernal face.

"Time to die," he squeals in absolute glee as he leaps for you.

Characters viewing the efreeti may attempt a Knowledge (arcana) check (DC 35) to determine that the "demon" in the room is actually an efreeti.

During his many travels, Kelborne bought a lamp that contained an efreeti. Knowing the wondrous powers an efreeti could grant him, Kelborne made two wishes. One of these wishes was for the efreeti to be freed from his prison, but to not harm Kelborne. The efreeti was overjoyed with the wish and granted it immediately. It could sense the power within Kelborne and decided that it may be wise to join him as a loyal companion, then to try to slay him. To this end, Kelborne has recruited the efreeti as the guardian to his laboratory.

When House Sorethin's fighters charged this room, a mighty battle between the efreeti and the two drow destroyed most of the lab. There is nothing left of value in the room, save for a small ring of keys (Search check, DC 30) that opens the doors to area 2-16, 2-17, and 2-23.

Studying the fallen bodies of the drow of House Sorethin (Heal check, DC 20) reveals that these drow died from numerous types of wounds. There is evidence of sword wounds (from the efreeti), scorch marks (from the efreeti), and tissue damage (from the radiation leak in area 2-23). Searching the bodies reveals +2 *adamantine breastplate* and a +2 *axiomatic light mace* on the first drow, and +1 *adamantine chainmail*, a +3 *longsword*, and a House Sorethin insignia on the second drow.

Tactics: The efreeti is not a stupid creature. If faced with an obviously superior force, it will attempt to bargain. It is bored from many long years of service to Kelborne and will soon leave the lich's employ. However, it does love to fight, and is happy to get in one final fray before leaving. It especially hates spellcasters that use water, cold, or air spells and will focus its full attention on those casters until they are dead.

If the efreeti is brought to 20 hit points or lower, it will attempt to *plane shift* to the plane of fire in a puff of brimstone and flame. If the efreeti is defeated, its body will rapidly dissipate into elemental vapors, leaving behind its large +2 *flaming burst scimitar*, and its *amulet of mighty fists* (+1) that it keeps in its belt.

Efreeti: CR 8; Large outsider (Extraplanar, Fire); HD 10d8+20; 70 hp; Init +7; Spd 20 ft., fly 40 ft. (perfect); AC 18, touch 12, flat-footed 15; Base Atk +10; Grp +20; Atk +18 melee (1d8+6 plus 2d6 fire, 18-20/x2, large +2 *flaming burst scimitar*); Full Atk +18 melee (1d8+6 plus 2d6 fire, 18-20/x2, large +2 *flaming burst scimitar*); Space/Reach 10 ft./10 ft.; SA Change size, heat, spell-like abilities; SQ Darkvision 60 ft., immunity to fire, *plane shift*, telepathy 100 ft., vulnerability to cold; AL LE; SV Fort +9, Ref +10, Will +9; Str 23, Dex 17, Con 14, Int 12, Wis 15, Cha 15.

Skills and Feats: Bluff +15, Craft (weaponsmithing) +14, Concentration +15, Diplomacy +6, Disguise +2 (+4 when acting), Intimidate +17, Listen +15, Move Silently +16, Sense Motive +15, Spellcraft +14, Spot +15; Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Quicken Spell-Like Ability (*scorching ray*).

Possessions: Large +2 *flaming burst scimitar*, *amulet of mighty fists* (+1).

Area 2-19 – Resting Room (EL 13): Once this door is breached (see area 2-15 for more details) read or paraphrase the following:

This fifty-foot by forty-foot room appears to have been recently swept clean. The only notable features are the two doors in the north wall, two doors in the east wall, and the large grey-metal coffin in the center of the room.

The coffin appears to be covered in numerous runes and symbols of power. The lid is open and leaning against the north side of the coffin. A crusty, ancient skeleton wearing a dark blue cloak sits up and sneers at you.

"How wonderful," it says as it stands in the coffin. "More intruders in my home. When you meet your matron in the afterlife, tell her that our deal is nullified, now that I have been attacked twice. Prepare for oblivion!"

This is Kelborne Selbrei, the lich that created the necroship (see area 1-10). The "deal" he is speaking of is the original non-aggression agreement between House Cadryenne and himself. He believes that this is the second time the house has attacked (even though the first time was by House Sorethin).

He is willing to talk, but only if the characters try to open

the lines of communication first. He will attempt to Sense Motive on the characters whenever they offer him a truce or say that their house had never attacked him before. If he finds the characters are being truthful with him, then he will call a truce and speak with them.

Kelborne knows that he was attacked by a drow house that was searching for powerful arcane artifacts in his ziggurat. He was nearly destroyed by the invading force and retreated to his coffin to recuperate. During that time, he felt a terrible shaking in his ziggurat and heard a loud crash and crack. He believes the drow stole his necroship and the plans for how to create ships like it.

If this information were to fall into the hands of an enemy house, the Cadryenne matron would be very displeased. However, if that information were returned to her, she would probably offer a handsome reward.

It is unlikely the characters can broker a deal with Kelborne that won't displease their house matron. After all, she wants the necroship and plans just as much as Kelborne does. However, with fast talking and good Bluff checks, the characters may still be able to escape the situation without a fight. For example, they could offer to bring the ship back to Kelborne if he tells them how to operate it, knowing full well they won't bring it back and will use the piloting knowledge solely to please their housematron...

Then again, this is the Dungeon Crawl Classics series. Somehow I suspect this encounter will end up in a fight no matter what happens.

Tactics: If the shield guardian in area 2-13 still lives, Kelborne immediately summons it. He then casts the most damaging spells in his arsenal first, trying to kill as many of the obvious fighter types as he can. Only after he has exhausted all of his memorized spells will he resort to his scroll of *summon monster IV*, which he'll use to cover his escape by way of the *potion of gaseous form*.

Kelborne has a key ring hidden within his tattered vestments (Search check, DC 30). On this key ring is a key that can open all locked containers in the ziggurat and has keys to the doors at areas 2-20, 2-21, and 2-22. These keys have been specially prepared to allow the user to bypass any magical wards on the doors as if the carrier were Kelborne.

The secret door in the south wall is difficult to locate (Search or Spot check, DC 35).

Kelborne Selbrei, male lich (human) Wiz11: CR 13; Medium undead (augmented humanoid); HD 11d12+3; hp 80; Init +3; Spd 30 ft.; AC 23, touch 14, flat-footed 20; Base Atk +5; Grp +5; Atk +5 melee (1d8+5 negative energy plus paralysis, touch) or +5 melee (1d6, quarterstaff) or +5 melee (1d4/19-20, dagger); Full Atk +5 melee (1d8+5 negative energy plus paralysis, touch) or +5 melee (1d6, quarterstaff) or +5 melee (1d4/19-20, dagger); Space/Reach 5 ft./5 ft.; SA Damaging touch, fear aura, paralyzing touch (DC 16), spells; SQ +4 turn resistance, damage reduction 15/bludgeoning and magic, darkvision 60 ft., immunity to cold, electricity, polymorph, and mind-affecting effects, undead traits; AL LE; SV Fort

+4, Ref +7, Will +10; Str 10, Dex 16, Con –, Int 19, Wis 14, Cha 13.

Skills and Feats: Concentration +15, Decipher Script +14, Hide +15, Knowledge (arcana) +18, Listen +12, Move Silently +16, Search +16, Sense Motive +10, Spellcraft +20, Spot +12; Combat Casting, Craft Wondrous Item, Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus (evocation), Still Spell, Toughness.

Spells Prepared (CL 11th; 4/5/5/5/4/2/1; save DC = 14 + spell level, +1 if spell is marked by * (due to Spell Focus (evocation)): 0–acid splash, detect magic, ray of frost*, touch of fatigue; 1st–expeditious retreat, magic missile (x3), ray of enfeeblement; 2nd–mirror image, protection from arrows, scorching ray*, spectral hand, web; 3rd–dispel magic, fireball*, haste, lightning bolt*, vampiric touch; 4th–enervation, fear, ice storm*, shout*; 5th–cone of cold*, teleport; 6th–disintegrate.

Possessions: Bracers of armor +4, cloak of resistance +1, potion of gaseous form, ring of protection +1, scroll of summon monster IV (CL 8th), wand of magic missile (50 charges, CL 9th), key ring.

Area 2-20 – Library (EL 5): The door to this room is locked and magically warded against intrusion. The lock is a mundane lock, which Kelborne has the key for on his key ring. Or the lock can be opened with a successful Open Lock check (DC 30). However, touching the door in any fashion, including attempting to Search the door, will activate the magical *bestow curse* trap. A *detect magic* spell will reveal the presence of the *dweomer* on the door.

Bestow Curse Trap: CR 5; magic device; location trigger; automatic reset; spell effect (*bestow curse*, 11th-level wizard, DC 18 Will save negates); Search DC 30; Disable Device DC cannot be disabled by a rogue, but can be dispelled by a *dispel magic* spell.

Once the door has been circumvented, read or paraphrase the following:

Bookcases of heavy oak and dark mahogany line this thirty by twenty-foot room. A single sitting chair dominates the center of the room, resting atop a fine blue rug. A small reading stand sits to the left of the chair; a book lies face down on the stand. Books of all sizes and colors rest on the shelves. This must be the library.

There are numerous books on nearly every subject imaginable in this room. However, the library seems to be devoted mostly to the creation of airships. By studying the volumes in this library (over 300 books total, weighing 2,000 lbs.) a character would be able to build an airship. These books are necessary to decipher the plans that Camber has stolen (see area 4-14). (If you have the Aerial Adventure Guide from Goodman Games, a character with sufficient spellcasting ability who studies these plans becomes eligible for the Sky Shipwright feat.)

The book that is resting on the stand is Kelborne's second traveling spellbook. It contains all of the spells that he currently has memorized (see area 2-19).

Area 2-21 – Alchemy Lab: The door to this room is locked, but not trapped. Either the key from Kelborne's key ring

(area 2-19) or an Open Lock check (DC 30) will open it. Once the door has been opened, read or paraphrase the following:

This room appears to have been recently destroyed. Shards of glass and pottery are scattered across the floor of this twenty by twenty room. Benches have been flipped over and shelves have been pulled down and hacked to bits. It appears that there may be nothing left of any value here.

The two House Sorethin fighters that were killed by the efreeti in area 2-18 ransacked this room before they found the secret door that led to the hidden lab. There is nothing of any value left in this room.

Area 2-22 – Phylactery Chamber: The door to this room is locked. The lock can be opened by using the key from Kelborne's key ring (area 2-19) or by making a successful Open Lock check (DC 30). Once the door is opened, read or paraphrase the following:

Immediately upon entering this twenty-foot by twenty-foot room you see seven corpses arranged on the floor. The corpses look like they have been laid here with a purpose. They lie in a circle around a small stone plinth in the center of the room.

On the plinth is a large red crystal, about the size of a fist. It glows with a subtle red light, bathing the room in crimson hue.

On the plinth (or small pedestal) is Kelborne's phylactery (Spellcraft check, DC 25, to determine its purpose). The corpses are human (Heal check, DC 15) and well preserved (Craft (alchemy) check, DC 20). The corpses have been left here so that if Kelborne were destroyed, his essence could inhabit one of them.

The phylactery is a small globe of hard red crystal that has a strip of paper encased within it. The phylactery is size Tiny and has 40 hit points, hardness 20, and a break DC of 40.

Area 2-23 – Chamber of Magic (EL 7):

A green glow fills this room, apparently centered on a large statue of a skeletal man in the center of this forty-foot square chamber. A twenty-foot-wide hole in the ceiling leads out of the place, directly above the eight-foot tall statue.

This room is buzzing with radiation, magical energy and uncontrolled power. The radiation causes damage (see below), but so much raw energy permeates the area that the room is considered to be a wild magic zone.

While in this area, all spells and spell-like abilities function in radically different and sometimes dangerous ways. Any spell or spell-like ability used in this area has a chance to go awry. The caster must make a level check (DC 15 + the level of the spell or effect) for the magic to function normally. For spell-like abilities, use the level or HD of the creature employing the ability for the caster level check and the level of the spell-like ability to set the DC for the caster level check. Failure on this check means that something strange happens. Roll d% on the following table to determine the exact effect.

d%	Effect
01–19	Spell rebounds on caster with normal effect. If the spell cannot affect the caster, it simply fails.
20–23	A circular, extradimensional pit 15 feet wide opens under the caster's feet; it is 10 feet deep per level of the caster; caster and nearby creatures must make a DC 15 Reflex save or fall in.
24–27	The spell fails, but the target or targets of the spell are pelted with a dense rain of small objects (anything from flowers to rotten fruit), which disappear upon striking. The barrage continues for 1 round. During this time the targets are blinded and must make Concentration checks (DC 15 + spell level) to cast spells.
28–31	The spell affects a random target or area. Randomly choose a different target from among those in range of the spell or center the spell at a random place within range. To generate direction randomly, roll 1d8 and count clockwise around the compass. To generate range randomly, roll 3d6. Multiply the result by 5 feet for close range spells, 20 feet for medium range spells, or 80 feet for long range spells.
32–35	The spell functions normally, but any material components are not consumed. The spell is not expended from the caster's mind (a spell slot or prepared spell can be used again). An item does not lose charges, and the effect does not count against an item's or spell-like ability's use limit.
36–39	The spell does not function. Instead, everyone (friend or foe) within 30 feet of the caster receives the effect of a <i>heal</i> spell.
40–43	The spell does not function. Instead, a <i>deeper darkness</i> and a <i>silence</i> effect cover a 30-foot radius around the caster for 2d4 rounds.
44–47	The spell does not function. Instead, a <i>reverse gravity</i> effect covers a 30-foot radius around the caster for 1 round.
48–51	The spell functions, but shimmering colors swirl around the caster for 1d4 rounds. Treat this a <i>glitterdust</i> effect with a save DC of 10 + the level of the spell that generated this result.
52–59	Nothing happens. The spell does not function. Any material components are used up. The spell or spell slot is used up, and charges or uses from an item are used up.
60–71	Nothing happens. The spell does not function. Any material components are not consumed. The spell is not expended from the caster's mind (a spell slot or prepared spell can be used again). An item does not lose charges, and the effect does not count against an item's or spell-like ability's use limit.
72–98	The spell functions normally.
99–100	The spell functions strongly. Saving throws against the spell incur a –2 penalty. The spell has the maximum possible effect, as if it were cast with the Maximize Spell feat. If the spell is already maximized with the feat, there is no further effect.



The radiation effect comes from the damaged power supply in the necroship's base. The leftover piece of radioactive material is the entire statue, which is a modern representation of Kelborne.

The hole in the ceiling leads out into the rest of the cavern and was once the resting place for the necroship.

A single secret door is set into the northern portion of the west wall. It requires a Search or Spot check (DC 25) to locate.

Wall of Radiation Trap: CR 7; magic device; location trigger; automatic reset; spell effect (*wall of radiation*, 10th-level blood druid, 3d6/round for as long as targets remain within the affected area, DC 22 Fortitude save half damage); Search DC 30; Disable Device DC cannot be disabled by a rogue, but can be dispelled by a *dispel magic* spell.

Area 2-24 – Secret Closet: Once the secret door to this room has been located and opened, read or paraphrase the following:

A single small table lies against the south wall of this ten by twenty-foot room. On this table is a single sheet of paper.

Written on the sheet of paper area the instructions for inserting the statue into the necroship and the commands used to control the ship. House Sorethin missed this small room in their hasty search of the area, leading them to launch the ship before fully understanding its functions.

Part 3: Fall of the House of Sorethin

House Sorethin was once a powerful house that lived within the drow city of Gloomveil. However, their rival house, House Cadryenne, usurped their power and banished them. The fragmented remnants of House Sorethin escaped into the underdeep and found this cavern. Here they set up a base of operations with what few resources they had left. Over the course of many years, the strength of the house returned to what it once was.

But now House Sorethin lies in ruin, wasted by its own insane wizard, Camber Sorethin. Camber destroyed the house and all drow that would not swear fealty to him when he learned that his matriarch decided to keep the necroship for herself instead of turning it over to him for study.

His fury at the insult drove him to unleash horrendous magical energy in the tight confines of the cavern. Large cracks have ripped through the cavern walls, and lava is pooling on the floors. He sealed his own doom when one of the lava cracks passed through an underground stream, causing a terrible corridor of steam to trap him within his own tower (see areas 3-5 and 3-6).

The cavern of House Sorethin now acts as a playground for mischievous mephits of fire, magma, and steam. Unknown to Camber, one of the cracks opened a small gateway to a demonic realm of fire and ashes. Through this gate are pouring advance scouts called lava creeps (see page 39).

The cavern is now full of natural hazards. Cracks in the bedrock have allowed lava to seep to the surface, even creating large pools in some places (area 3-3, for example). These lava cracks have also increased the ambient temperature in the area from a normal 64°F to close to 120°F. Crossing the five-foot-wide lava cracks indicated on the map is relatively easy (a Jump check works for most characters), but any contact with the lava deals 2d6 points of damage per round of contact.

These conditions make it very difficult for characters to do any strenuous or extended physical activity without the aid of magic. Consult the heat dangers entry in the DMG for more information on the effects of the high temperature and lava cracks.

Wandering Monsters

The characters have a 15% chance (1-3 on a d20) per half-hour of encountering any number of creatures in the House Sorethin cavern. This chance is increased by +5% if the characters are not being cautious or are making noise, and +10% if they are yelling and causing loud noises (for example, breaking down doors, casting sonic spells, or fighting). If an encounter is called for, roll 1d6 and consult the following table. Roll hit points for each encounter separately.

1d6	Encounter
1	2d6 drow venom zombies
2	1d4 fire mephits
3	2d4 lava creeps
4-5	1d4 magma mephits
6	1d4 steam mephits

The following statistics blocks are provided for easy reference for the GM.

Drow Venom Zombie (2-12): CR 2; Medium undead; HD 2d12+3; Init -1; Spd 30 ft.; AC 11, touch 9, flat-footed 11; Base Atk +1; Grp +2; Atk +2 melee (1d6+1 plus poison, slam) or +2 melee (1d6+1, club); Full Atk +2 melee (1d6+1 plus poison, slam) or +2 melee (1d6+1, club); Space/Reach 5 ft./5 ft.; SA Contact poison, spittle; SQ Single action only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +0, Ref -1, Will +3; Str 12, Dex 8, Con —, Int —, Wis 10, Cha 1. *Skills and Feats:* —; Toughness.

SA – Poison: Contact; Fortitude DC 15; initial damage 1d10 Con; secondary damage 1d10 Con.

SA – Spittle: Stream of poison, 1/round, line 5 feet wide and 30 feet long; all touched are poisoned as above; Ref save (DC 11) to dodge.

Fire Mephit (1-4): CR 3; Small outsider (Extraplanar, Fire); HD 3d8; Init +5; Spd 30 ft., fly 50 ft. (average); AC 16, touch 12, flat-footed 15; Base Atk +3; Grp -1; Atk +4 melee (1d3 plus 1d4 fire, claw); Full Atk +4 melee (1d3 plus 1d4 fire, 2 claws); Space/Reach 5 ft./5 ft.; SA Breath weapon, spell-like abilities, summon mephit; SQ Damage reduction 5/magic, darkvision 60 ft., immunity to fire, fast healing 2, vulnerability to cold; AL N; SV Fort +3, Ref +4, Will +3; Str 10, Dex 13, Con 10, Int 6, Wis 11, Cha 15.

Skills and Feats: Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings); Dodge, Improved Initiative.

Lava Creep (2-8): CR 2; Small outsider (Evil, Extraplanar, Fire, Lawful); HD 3d8; Init +3; Spd 20 ft.; AC 19, touch 14, flat-footed 16; Base Atk +3; Grp -1; Atk +8 melee (1d4 plus 1d6 fire, slam); Full Atk +8 melee (1d4 plus 1d6 fire, slam); Space/Reach 5 ft./5 ft.; SA Spell-like abilities; SQ Damage reduction 5/good or cold iron, darkvision 60 ft., fast healing 2, fire subtype, immunity to poison, lava lurker; AL LE; SV Fort +3, Ref +6, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8, Hide +17, Knowledge (any one) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1 (+3 following tracks); Dodge, Weapon Finesse.

Magma Mephit (1-4): CR 3; Small outsider (Extraplanar, Fire); HD 3d8; Init +5; Spd 30 ft., fly 50 ft. (average); AC 16, touch 12, flat-footed 15; Base Atk +3; Grp -1; Atk +4 melee (1d3 plus 1d4 fire, claw); Full Atk +4 melee (1d3 plus 1d4 fire, 2 claws); Space/Reach 5 ft./5 ft.; SA Breath weapon, spell-like abilities, summon mephit; SQ Damage reduction 5/magic, darkvision 60 ft., fast healing 2, immunity to fire, vulnerability to cold; AL N; SV Fort +3, Ref +4, Will +3; Str 10, Dex 13, Con 10, Int 6, Wis 11, Cha 15.

Skills and Feats: Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings); Dodge, Improved Initiative.

Steam Mephit (1-4): CR 3; Small outsider (Extraplanar, Fire);

HD 3d8; Init +5; Spd 30 ft., fly 50 ft. (average); AC 16, touch 12, flat-footed 15; Base Atk +3; Grp -1; Atk +4 melee (1d3 plus 1d4 fire, claw); Full Atk +4 melee (1d3 plus 1d4, 2 claws); Space/Reach 5 ft./5 ft.; SA Breath weapon, spell-like abilities, summon mephitis; SQ Damage reduction 5/magic, darkvision 60 ft., fast healing 2, immunity to fire, vulnerability to cold; AL N; SV Fort +3, Ref +4, Will +3; Str 10, Dex 13, Con 10, Int 6, Wis 11, Cha 15.

Skills and Feats: Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings); Dodge, Improved Initiative.

Areas of the Map

Area 3-1 – House Sorethin: When the characters approach this natural-looking column of rock, read or paraphrase the following.

The telltale signs of battle have waged around this lonely column of rock. Over a hundred feet tall, it stands tenuously as a testament to the drow house that once inhabited this cavern. Blasted walls and fallen rubble have been scattered around the area, making travel slow.

Rooms carved into the side of the column have been exposed to the rest of the cavern by gaping holes. Few floors can be seen, and even those crumble as pieces of rubble fall from them.

The area within 30 feet of the column is considered to be rough terrain. Characters can explore the area. A Search check (DC 28) reveals a secret door leading into the column on the east side. Other than this feature, there appear to be no other visible entrances. (The blasted rooms that can be seen have no doors and unstable masonry that will crumble at the lightest touch.)

The secret door leads to area 3-1a within the column.

Area 3-1a – Entry Hall: Once the secret door has been found and opened, read or paraphrase the following.

The secret door slides slowly open to reveal a scene of mass destruction. Putrid corpses of drow and goblins are piled high in this fifty-foot by fifteen-foot hall. This must have once been a secret hall for the nobles of the house to meet with special guests or to house them during times of trouble. But now, the hall appears to be nothing more than a mass grave.

Four doors, two on the south wall, one on the north wall, and one on the west wall, appear to be the only other exits from this room.

Staying in this room for longer than five minutes requires each character to make a Fortitude save (DC 25) or become ill and vomit from the stench of rotting corpses. Characters that go through the trouble to cover their mouths and noses with clothes or other like mundane means will remain unaffected by the stench for 10 minutes instead of five.

A Search check (DC 25) reveals 60 gp on the corpses and the following items: three brass mugs with jade inlay

(350 gp value each), a fire opal pendant on a fine gold chain (1,400 gp value), and a sapphire pendant on a gold chain (1,750 gp value).

Area 3-1b – Guard Barracks (EL 7): When the characters enter through the south door into this roughly 30-foot by 25-foot room, read or paraphrase the following.

After the macabre scene of the entrance hall, the relative peace of this room seems out of place. Six drow guards dressed in simple leather jerkins sit at a large table in the center of the room. They appear to have been eating in silence.

They look over at the open doorway to the entrance hall, eyes dangling from their sockets and scalps curling away from their skulls. They begin to rise and turn towards the door.

These six drow are actually venom zombies. The characters have one round to prepare themselves for the attack while the venom zombies are getting up from the table.

If the characters defeat the drow venom zombies and search the room (Search check, DC 20), they discover six suits of +2 studded leather armor and six +2 longswords. These drow were killed by Camber's surprise attack and never donned their armor or weaponry before they succumbed to the effects of his *rain of poison* spell.

Drow Venom Zombies (6): CR 2; Medium undead; HD 2d12+3; hp 13, 14, 16, 18, 21, 24; Init -1; Spd 30 ft.; AC 11, touch 9, flat-footed 11; Base Atk +1; Grp +2; Atk +2 melee (1d6+1 plus poison, slam); Full Atk +2 melee (1d6+1 plus poison, slam); Space/Reach 5 ft./5 ft.; SA Contact poison, spittle; SQ Single action only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +0, Ref -1, Will +3; Str 12, Dex 8, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: –; Toughness.

SA – *Poison:* Contact; Fortitude DC 15; initial damage 1d10 Con; secondary damage 1d10 Con.

SA – *Spittle:* Stream of poison, 1/round, line 5 feet wide and 30 feet long; all touched are poisoned as above; Ref save (DC 11) to dodge.

Area 3-1c – Private Dining Room: When the characters open the door to this room, read or paraphrase the following.

This appears to have been a private dining hall of some kind. Four places are still set around the table, even though the food has long since gone cold. Full goblets of pungent red wine sit waiting by each plate. The large painted crest on the wall looks like a spider holding a longsword in each arm, all points facing downward.

Characters can attempt to make a Knowledge (nobility and royalty) check (DC 25) to determine that the crest on the wall belongs to the Sorethin drow family. The food and wine on the table is not tainted and is still good, only at room temperature.

A Survival check (DC 20) will reveal that the food has been sitting out for two days.

Area 3-1d – Guest Housing:

Two lavishly decorated divans adorn this sweet-smelling room. Incense burners, wall sconces, and a large brass bathtub complete the decadent furnishings of what can only be a special recreational suite.

Characters that are of noble drow lineage will immediately recognize the purpose of this room, a debased “guest room” where the matron of a house has trysts with her favored guests.

The water in the brass bathtub (a rare item in the under-deep) is room temperature, the incense in the burners has burnt to ash, and the wall sconces are all cold to the touch. These are all signs that the room has not been occupied for some time.

Area 3-1e – Audience Chamber:

This oddly shaped chamber appears to have been the scene of a large battle. Many bodies lie in various twisted heaps of what could have only been a painful and horrid death. A large throne is centered against the west wall of the room with the lifeless body of a voluptuous female drow in very few pieces of gauzy clothing. A ruined staircase is in the southwest corner.

The scantily clad female drow was the matron of House Sorethin. A tattoo of a small silver spider can be located under her left breast with a Search check (DC 20). A further Knowledge (nobility & royalty) check on the tattoo (DC 25) reveals her identity.

Searching the room (Search check, DC 25) turns up only one item of any use, a *book of Bargúl* that has been hidden in the northernmost corner of the room.

The ruined staircase once led thirty feet up to the next level. The rest of the house is mundane housing with nothing of value. The staircase has been destroyed and the hole in the ceiling above is covered by a huge piece of rubble. If the characters insist on exploring, they find nothing other than ruined drow bedrooms and living quarters, lots of corpses, and dangerously unstable architecture that collapses onto them more than once...

Area 3-2 – Temple of the Spider Queen: This entire area was hit very hard by Camber Sorethin’s magical onslaught. So much divine and arcane power was manifested in this area that this entire cul-de-sac of the House Sorethin cavern is a wild magic zone.

While in this area, all spells and spell-like abilities function in radically different and sometimes dangerous ways. Any spell or spell-like ability used in this area has a chance to go awry. The caster must make a level check (DC 15 + the level of the spell or effect) for the magic to function normally. For spell-like abilities, use the level or HD of the creature employing the ability for the caster level check and the level of the spell-like ability to set the DC for the caster level check. Failure on this check means that something strange happens; roll d% and consult the table on page 25 for area 2-23.

In addition to these wild magic effects, Camber also enlisted the aid of a local grimlock tribe in his battle against the priestesses. The survivors of the tribe have now taken up residence within the temple complex and are desecrating it (see areas 3-2b and 3-2c).

Area 3-2a – Poisoned Pool (EL 7): Camber was very upset at the news from his matron about the necroship – so upset that he loosed a black pudding into the water supply of the compound. Any character coming within five feet of the pool must roll a Spot check against the black

Bargúl

Bargúl is the deified drow heroine who led a majority of her race into the bowels of the earth so many millennia ago, during the terrible Kindred Wars. She is lawful evil and is called the Sword of Darkness, Leader of the Hosts of Thorrin, and Heroine Goddess of the Drow. Bargúl was the first drow to heed the call of Tororthun, and has been rewarded by ascending to sit by the Spider Queen. Bargúl now serves as the drow goddess of death and the undead. Clergy who worship at her shrines have access to the Death, Drow, Law, and Undead domains. Her favored weapons are all swords.

Very few priestesses worship this ancient drow heroine. The clergy that do support her are the consummate female warrior/priestesses of the drow. In battle, these priestesses can be found in the front ranks slashing and tearing through the enemy. They also animate the dead that litter the battlefield so they may fight once more. The only time a priestess of Bargúl will not join in a battle is when it is against other drow. According to their tenants, priestesses of Bargúl find all drow life sacred and cannot personally kill another drow in cold blood. However, this does not limit their ability to aid their allies by raising or animating the dead on the field of battle.

Book of Bargúl: The *book of Bargúl* is a religious text to those that follow the drow goddess of the undead and death, Bargúl. When any character of an evil alignment employs this book, they are able to *create undead* (as the spell of the same name) and control them as an evil 12th-level cleric would. They can use this ability three times per day, and can create up to 12 HD of undead for each use. Clergy of Bargúl gain double this number of created undead per usage. Using this book counts as an evil act. Any good-aligned character attempting to use this book gains two negative levels per usage. A neutral-aligned character gains one negative level per usage. These negative levels cannot be regained until the book has been destroyed and a cleric of a higher level has given the character *atonement*. The negative levels then return at a rate of one level per day of full rest.

Strong necromancy; CL 12th; Craft Wondrous Item, *create undead*; Price: 6,400 gp; Weight 10 lb.

pudding's Hide check; otherwise the pudding attacks with surprise.

Once the pudding is dispatched, characters can climb into the 10-foot deep pool and swim easily under the cavern wall, where the priestesses hid some of their temple's treasure (Search DC 25).

- 1,200 gp
- Masterwork electrum dagger with a star ruby in the pommel (1,400 gp value)
- Fire opal pendant on a fine gold chain (1,400 gp value)
- *Helm of telepathy*

Black Pudding: CR 7; Huge ooze; HD 10d10+60; hp 129; Init -5; Spd 20 ft., climb 20 ft.; AC 3, touch 3, flat-footed 3; Base Atk +7; Grp +18; Atk +8 melee (2d6+4 plus 2d6 acid, slam); Full Atk +8 melee (2d6+4 plus 2d6 acid, slam); Space/Reach 15 ft./10 ft.; SA Acid, constrict 2d6+4 plus 2d6 acid, improved grab; SQ Blindsight 60 ft., split, ooze traits; AL N; SV Fort +9, Ref -2, Will -2; Str 17, Dex 1, Con 22, Int -, Wis 1, Cha 1.

Skills and Feats: Climb +11; -.

Area 3-2b – Temple of the Spider Queen (EL 8): Read or paraphrase the following when the characters enter the temple:

The once-majestic main temple of the Spider Queen now appears to be inhabited by a group of purple-skinned humanoid. They have desecrated the idols and altar, and destroyed much of the furniture. The creatures now stand in front of a statuette of the revered goddess as they attempt to destroy it.

These nasty little creatures are grimlocks (Knowledge (arcana) check, DC 20, to recognize them as such). They appear to be having a great time defacing the temple and the statues.

Hidden under the largest statue of the Spider Goddess, behind the main altar, is a scroll tube with the following scrolls.

- Divine scroll (caster level: 3rd) – *spider climb, summon nature's ally II*
- Divine scroll (caster level: 5th) – *searing light*
- Divine scroll (caster level: 13th) – *blasphemy, dictum, mass inflict serious wounds, transmute metal to wood, word of chaos*

Grimlocks (12): CR 1; Medium monstrous humanoid; HD 2d8+2; hp 11 (x4), 12 (x4), 13 (x4); Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +2; Grp +4; Atk +4 melee (1d8+3/x3, battleaxe); Full Atk +4 melee (1d8+3/x3, battleaxe); Space/Reach 5 ft./5 ft.; SQ Blindsight 40 ft., immunities, scent; AL NE; SV Fort +1, Ref +4, Will +2; Str 15, Dex 13, Con 13, Int 10, Wis 8, Cha 6.

Skills and Feats: Climb +4, Hide +3, Listen +5, Spot +3; Alertness, Track.

Possessions: Battleaxe, 1d4 gp.

Area 3-2c – The High Mistress' Chamber (EL 11): The leader of the grimlocks, a grimlock sorceress named Kali, has taken the High Mistress' chambers as her lair. She has piled all the magic items she could find into this one

location and is currently using her magical abilities to discern many of their uses. She is alone but may have heard the battle in the other room, unless the characters took special precautions.

She has the following treasure in the room with her:

- Divine scroll (caster level: 3rd) – *doom, produce flame, speak with animals*
- Drow chain (a black equivalent of elven chain)
- Masterwork cold iron longsword
- *Potion of sanctuary*
- *Ring of feather falling*

Kali, female grimlock sorcerer 9: CR 11; Medium monstrous humanoid; HD 2d8+9d4+33; hp 72; Init +3; Spd 30 ft.; AC 17, touch 14, flat-footed 13; Base Atk +6; Grp +8; Atk +10 melee (1d8+4/x3, +2 battleaxe); Full Atk +10 melee (1d8+4/x3, +2 battleaxe); Space/Reach 5 ft./5 ft.; SA Spells; SQ Blindsight 40 ft., immunities, scent; AL NE; SV Fort +6, Ref +9, Will +11; Str 15, Dex 17, Con 16, Int 12, Wis 14, Cha 14.

Skills and Feats: Balance +3.5, Climb +7, Concentration +13, Escape Artist +5, Hide +8, Knowledge (arcana) +11, Listen +9, Profession (herbalist) +14, Search +6, Spot +6; Alertness, Brew Potion, Craft Wand, Heighten Spell, Silent Spell.

Spells Prepared (CL 9th; 6/7/7/6/4; save DC = 12 + spell level): 0–*dancing lights, daze, detect magic, disrupt undead, ghost sound, mage hand, prestidigitation, read magic*; 1st–*charm person, hypnotism, mage armor, obscuring mist, spider climb*; 2nd–*blindness/deafness, invisibility, mirror image, web*; 3rd–*dispel magic, fly, lightning bolt*; 4th–*dimension door, polymorph other*.

Possessions: +2 battleaxe, headband of intellect +2, 12 gp, 6 pp.

Area 3-3 – Lava Pool (EL 8): When approaching the lava pool, be aware of the rules concerning heat dangers (refer to the DMG).

A glowing pool of raw magma has boiled to the surface here. The red glow and geo-thermal energies that pour from the small lake of molten stone fill the Sorethin caverns with shifting shadows and dancing spouts of flame. The magma almost appears to be alive, with faces boiling to the surface before they distort and sink back below.

No, wait – those really are faces! And they're coming out of the pool to attack you!

There are a total of eight lava creeps (see page 39) that live within the pool. They have a hatred for all things that are not related to fire. They especially hate cold-using creatures and their first target is anyone using cold-based magic or a cold iron weapon.

Tactics: These lava creeps will not leave the area around the pool, since the rest of the cavern is too cold for them. However, they will travel along lava cracks to leap out and attempt to grapple with an opponent. Characters smart enough to stay more than 5 ft. from the edge of the lava pool are out of their reach. Against these opponents the lava creeps use their spell-like abilities.

If the efreeti from area 2-18 is still alive, it may also be found here (at the GM's discretion). It came to this "hot spot" looking for any signs of the drow who purloined his master's necroship. If it is here the efreeti will probably attack the characters, especially if it has met them before and they destroyed Kelborne.

Lava Creeps (8): CR 2; Small outsider (Evil, Extraplanar, Fire, Lawful); HD 3d8; hp 11, 13 (x3), 16, 17, 19, 20; Init +3; Spd 20 ft.; AC 19, touch 14, flat-footed 16; Base Atk +3; Grp -1; Atk +8 melee (1d4 plus 1d6 fire, slam); Full Atk +8 melee (1d4 plus 1d6 fire, slam); Space/Reach 5 ft./5 ft.; SA Spell-like abilities; SQ Damage reduction 5/good or cold iron, darkvision 60 ft., fast healing 2, fire subtype, immunity to poison, lava lurker; AL LE; SV Fort +3, Ref +6, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8, Hide +17, Knowledge (any one) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1 (+3 following tracks); Dodge, Weapon Finesse.

Area 3-4 – The Stronghold: House Sorethin's stronghold originally housed the family's enemies and slaves in its most uncomfortable building. The building was built in a triangular design so that it would look intimidating. Little did the family know that the stronghold was a perfect location to defend, if there were ever an incursion by outside forces.

Within the area of the stronghold there are many locations that can be explored by the characters, if they can breach its defenses.

Area 3-4a – Wall of Radiation (EL 7): A permanent *wall of radiation* spell has been placed across the opening to this area (much like the *wall of radiation* traps). It has been "keyed" so that anyone with a House Sorethin insignia can safely pass it going into the area, but also needs a special password to get out (see area 3-4d).

Wall of Radiation Trap: CR 7; magic device; location trigger; automatic reset; spell effect (*wall of radiation*, 10th-level blood druid, 3d6/round for as long as targets remain within the affected area, DC 22 Fortitude save half damage); Search DC 30; Disable Device DC cannot be disabled by a rogue, but can be dispelled by a *dispel magic* spell.

Area 3-4b – Stronghold Entrance (EL 7): There are two doors that grant access to this room (both with the same statistics). They are locked and trapped with a fusillade of greenblood oil darts. The doors' locks can be opened with an Open Lock check (DC 25).

Once the doors have been dealt with, read or paraphrase the following:

This strange triangular room appears to have once been a common room of some kind. However, all of the furniture has been piled up in front of what looks like an open corridor that leads directly south.

The remaining survivors (see below) piled up the furniture in an attempt to keep the remaining Sorethin nobles alive. The barricade of furniture can be easily pulled down with

five minutes worth of labor, or can simply be blasted to pieces by any spell that deals at least 25 points of damage (this sends splinters into the entire room, causing 1d6 points of damage to everyone within 30 feet of the explosion).

Fusillade of Greenblood Oil Darts: CR 7; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1 plus poison, dart); poison (greenblood oil, DC 13 Fortitude save resists, 1 Con/1d2 Con); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 25.

Area 3-4c – Stronghold Office:

The door to this rhomboid-shaped room has been smashed open. Judging from the overturned desk, smashed shelves, and scattered papers, this room must have once been an office.

There is nothing of value in this room.

Area 3-4d – Survivors: The door to this room is locked (Open Lock check, DC 25). Once it has been bypassed, read or paraphrase the following:

This large room wasn't built for comfort. Far too many beds for such a small room are lined against the walls around a large central table.

Three young drow huddle together in the south corner of the room. By their clothing and insignias, it appears that these youngsters may be the last of the noble family of Sorethin.

These three drow children are all that remains of the nobility of House Sorethin, two young females and one young male. Let the characters come to their own conclusions, but subtly persuade them into believing that House Cadryenne would be eliminating a rival house and gaining three more drow of noble blood if these drow were captured.

To get the children to speak with the characters, a successful Bluff, Diplomacy, or Charisma check (DC 15) is required. The children know what has happened to House Sorethin and they also know that the password to get back through the *wall of radiation* at area 3-4a is "kismet."

Each child has AC 10 and 4 hp. They are not old enough to defend themselves or use their racial abilities. Do not award XP if they are slain; however, *do* award a 100 XP bonus per character for each child escorted back to House Cadryenne.

Area 3-4e – Cell:

Shackles hang on the walls of this roughly rectangular room. A single drow skeleton, dressed in rags, hangs from the west wall.

The skeleton was once a member of a House Cadryenne patrol (according to the insignia on his tattered clothes). A Heal check (DC 20) reveals that he has been dead for many months. There is nothing else of use in this room.

Area 3-5 – Corridor of Steam (EL 8):

Steam fills the corridor beyond. The mist seems to dance and swirl with a life of its own.

This entire corridor is a trap. Characters can run through the steam and be on the other side before they begin to take damage. However, four steam mephits have taken up residence in the steam. They will attempt to trip anyone who runs through the corridor and then attack foes while they are on the floor being burned by the steam.

The steam mephits are immune to the steam's damage.

Corridor of Steam Trap: CR 5; mechanical; location trigger; manual reset; gas; multiple targets (all targets in a 70-ft.-by-30-ft. corridor); never miss; onset delay (1 round); 1d8 fire damage (steam) per round plus visibility is reduced to 0 ft.; Search DC 15; Disable Device DC 36.

Steam Mephits (4): CR 3; Small outsider (Extraplanar, Fire); HD 3d8; hp 14, 15, 18, 21; Init +5; Spd 30 ft., fly 50 ft. (average); AC 16, touch 12, flat-footed 15; Base Atk +3; Grp -1; Atk +4 melee (1d3 plus 1d4 fire, claw); Full Atk +4 melee (1d3 plus 1d4, 2 claws); Space/Reach 5 ft./5 ft.;

SA Breath weapon, spell-like abilities, summon mephit; SQ Damage reduction 5/magic, darkvision 60 ft., fast healing 2, immunity to fire, vulnerability to cold; AL N; SV Fort +3, Ref +4, Will +3; Str 10, Dex 13, Con 10, Int 6, Wis 11, Cha 15.

Skills and Feats: Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings); Dodge, Improved Initiative.

Area 3-6 – The Arcane Tower: The steam corridor leads to the arcane tower of Camber Sorethin. Here is where the characters have their final showdown with the insane Camber. Read or paraphrase the following:

Wisps of steam vent in from cracks in the walls of this large chamber. In the center of the cavern you can see the rising monolith of a forty-foot square and thirty-foot tall tower. It does not appear to have any windows or doors, so how is one supposed to enter it?

Go to Part 4: The Arcane Tower if the characters wish to explore the area, including the secret door at area 4-1 and the secret hatch in the roof at area 4-17.

Part 4: The Arcane Tower

All halls are 5 feet wide and 7 feet high, made of reinforced masonry. Rooms in the tower are 7 feet high. All walls are superior masonry. Doors are made of iron with the following game statistics, unless otherwise noted in the room text:

Reinforced Masonry Walls: 1 ft. thick; hardness 8; 180 hp; Break DC 45; Climb DC 15.

Iron Door: 2" thick; Hardness 10; 60 hp; Break DC 28 (stuck), 28 (locked).

Wandering Monsters

The characters have a 15% chance (1-3 on a d20) per hour of encountering any number of creatures in the arcane tower. This chance is increased by +5% if the characters are not being cautious or are making noise, and +10% if they are yelling and causing loud noises (for example, breaking down doors, casting sonic spells, or fighting). If an encounter is called for, roll 1d6 and consult the following table. Roll hit points for each encounter separately.

1d6	Encounter
1-3	2d4 steam mephits
4-5	1d6 ogre zombies
6	2d6 troglodyte zombies

The following statistics blocks are provided for easy reference for the GM.

Steam Mephits (2-8): CR 3; Small outsider (Extraplanar, Fire); HD 3d8; Init +5; Spd 30 ft., fly 50 ft. (average); AC 16, touch 12, flat-footed 15; Base Atk +3; Grp -1; Atk +4 melee (1d3 plus 1d4 fire, claw); Full Atk +4 melee (1d3 plus 1d4, 2 claws); Space/Reach 5 ft./5 ft.; SA Breath weapon, spell-like abilities, summon mephit; SQ Damage reduction 5/magic, darkvision 60 ft., fast healing 2, immunity to fire, vulnerability to cold; AL N; SV Fort +3, Ref +4, Will +3; Str 10, Dex 13, Con

10, Int 6, Wis 11, Cha 15.

Skills and Feats: Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings); Dodge, Improved Initiative.

Ogre Zombies (1-6): CR 3; Large undead; HD 8d12+3; Init -2; Spd 40 ft. (can't run); AC 15, touch 7, flat-footed 15; Base Atk +4; Grp +14; Atk +9 melee (1d8+9, slam); Full Atk +6 melee (1d8+9, slam); Space/Reach 10 ft./10 ft.; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +2, Ref +0, Will +6; Str 23, Dex 6, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: -; Toughness.

Troglodyte Zombies (2-12): CR 1; Medium undead; HD 4d12+3; Init -2; Spd 30 ft. (can't run); AC 16, touch 8, flat-footed 16; Base Atk +2; Grp +3; Atk +3 melee (1d6+1, slam) or +3 melee (1d4+1, bite); Full Atk +3 melee (1d6+1, slam) or +3 melee (1d4+1, bite); Space/Reach 5 ft./5 ft.; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +1, Ref -1, Will +4; Str 12, Dex 7, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: -; Toughness.

Areas of the Map

Area 4-1 – Entry Hall (EL 6): Finding the secret door to enter the arcane tower is no easy task. Characters with the ability to roll a Spot check just by passing within 10 feet of a secret door will not be able to use that ability to find this door, due to the wisps of steam that permeate the cavern. Characters have to actively search for this secret door (Search check, DC 30).

Once the door is found and opened, have each person stepping into the room beyond make a Reflex save



against the *lightning bolt* trap that is pointed directly at the door. The secret door itself is not trapped, but the room is.

A life-sized black statue of a drow wearing robes and pointing a wand at the main door is the only furnishing in this fifteen-foot by fifteen-foot room. Iron doors are centered in the west, north, and east walls. None of these doors appear to have any handles, locks, or windows.

The statue serves two purposes. The first is to cast a *lightning bolt* at all people who enter the room through the door at which it is currently pointing. The second is to act as the trigger to open doors it is pointed at.

Characters who examine the statue may make a Search check (DC 25) to notice a seam around its base. This seam indicates the statue can be rotated on its base. Anyone with a Strength of 14 or more can turn the statue. Any door that the wand is pointing at will automatically raise open (these doors slide up into a niche above the doorway), and stay open as long as the wand is pointing at it. If the wand changes positions, the door slams shut (except for the secret door; see below). Any characters caught by a falling door must make a Reflex save (DC 20) to avoid the 2d6 points of damage.

The doors can be lifted with a combined Strength score of 50 since they are heavy and mechanically locked from above the door. Or the doors can be broken per the usual rules.

As long as one person remains in this room, the *lightning bolt* trap will not function. As soon as everyone leaves, the trap automatically resets, unless it was disarmed. The *lightning bolt* then fires in the direction the wand is cur-

rently facing. Only a character wearing the specially keyed drow armor found on the bodies at area 4-3 is exempt from this trap.

Only the entrance door to this room (the secret door) will remain open even when the wand is not pointing at it.

Lightning Bolt Trap: CR 6; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 10th-level wizard, 10d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

Area 4-2 – Altar of the Spider Queen:

Against the north wall of this ten by fifteen-foot room is an altar to the Spider Goddess. Broken pieces of pottery and figurines are scattered across the floor.

The altar has been defaced with graffiti scrawled across it saying, "Forsaken is House Sorethin," and "Damned is the Spider Queen."

This was the tower's altar to the Spider Queen. When Camber descended into madness he scrawled these messages across it and broke all of the ritual relics in the room. The few magic items he was able to confiscate from this small shrine he placed in his secret treasure chamber in area 4-16.

Area 4-3 – Guard Post:

This comfortable fifteen by fifteen-foot room holds the remains of two dead drow soldiers, a small table, two stools, and two small cots. The dead bodies are draped over the table.

A single door can be seen in the north wall.

These two drow were ordered by the matron of House Sorethin to guard the arcane tower against intrusion from any outside forces. Camber's zombies killed them when he returned to the tower after dealing with the rest of his family.

The bodies are still wearing their armor. Their weapons were never drawn. Searching the rest of the room provides no other clues or equipment that can be used by the characters. However, the following equipment can be found on the bodies.

Treasure	Location
+1 drow chain	Drow 1
+2 shocking handaxe	Drow 1
+1 drow chain	Drow 2
+2 thundering longsword	Drow 2

A character wearing either set of +1 *drow chain* becomes exempt from the *lightning bolt* trap in area 4-1.

Area 4-4 – Weapon Closet: The door to this room is locked. It can be unlocked with the key from Camber's key ring (see area 4-14) or a successful Open Lock check (DC 30).

Once the locked door has been dealt with, read or paraphrase the following.

Racks of weapons line the walls of this small ten-foot

by five-foot closet. Numerous axes, longswords, spears, and crossbows rest on their hooks and pegs. Two open boxes of crossbow bolts rest on the floor against the south wall, just inside the door.

Many weapons can be found in this closet. The full inventory is 7 handaxes, 11 longswords, 9 hand crossbows, and 94 hand crossbow bolts.

An additional examination of the closet (Search check, DC 20) will reveal two hidden vials that are *cure serious wounds* potions (CL 10).

Characters who fall into the concealed pit trap in area 4-10 fall into this room.

Area 4-5 – Dining Room:

This twenty by twenty room holds two fifteen-foot-long tables with four benches. It appears that this room is used as a dining room or a common room. A small chair is centered against the north wall and has a small table next to it.

This room is the dining room for the tower. Camber, his apprentices, and the guards would come to this room to eat. The chair and small table against the north wall is where Camber sat during the meals.

Area 4-6 – Kitchen:

A nicely appointed kitchen is housed within this oddly-shaped twenty by twenty room. The cooking fires are still lit, even though there is nothing currently on the stove.

Camber used zombies to make the meals within the tower. He recently pulled all of the zombies into his apprentices' chambers so they could guard him.

A Survival check (DC 20) reveals that the cooking fire in the stove has been going for over two days and is nearly out due to lack of fuel.

A Search check (DC 15) reveals that most of the cupboards are well stocked with fresh provisions.

Area 4-7 – Southwest Apprentice Chamber (EL 6):

Three large humanoids are meeting in this twenty by fifteen-foot room. They do not notice the door open and seem intent on the contents of the bed against the west wall, which is mostly obscured from the door by their massive bodies. It also looks like there are two tables, one on either side of the bed.

These three creatures are some of Camber's ogre zombies. They are looking at the apprentice, a young female drow that they have recently killed. Camber's last orders to these four were to kill her, but he gave them no further orders.

Tactics: If any of the characters come within five feet of the zombies, they all turn and attack until either they are destroyed, the intruder runs out of the room, or the intruder is killed.

Ogre Zombies (3): CR 3; Large undead; HD 8d12+3; hp

36, 50, 61, 64; Init -2; Spd 40 ft. (can't run); AC 15, touch 7, flat-footed 15; Base Atk +4; Grp +14; Atk +9 melee (1d8+9, slam); Full Atk +6 melee (1d8+9, slam); Space/Reach 10 ft./10 ft.; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +2, Ref +0, Will +6; Str 23, Dex 6, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: –; Toughness.

Area 4-8 – Northwest Apprentice Chamber (EL 6):

Three large humanoids stand staring at the door to this oddly-shaped twenty by twenty room. A bed is on the eastern end of the north wall, a large bookcase takes up the entire west wall, and a small night table stands between the bed and the east wall.

The humanoids' sightless gaze turns down towards you as they raise their arms aggressively and begin to shuffle towards the door.

These five creatures are ogre zombies. They will shuffle in and attack anyone who has entered the room. They will go so far as to chase their foes all the way back to House Cadryenne, if they can keep up.

Lying on the floor of the west side of the bed is the body of a young male drow dressed in a black robe. This was one of Camber's apprentices. He was killed by the ogre zombies three days ago and is beginning to smell ripe.

If characters examine the room (Search check, DC 20), they discover a spellbook on the bookcase. The book contains these spells:

0–*arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*

1st–*burning hands, endure elements, identify, mage armor, magic missile, shield, sleep, unseen servant*

2nd–*bear's endurance, blur, levitate, mirror image*

3rd–*flame arrow, fly, slow*

Also on the bookcase are numerous volumes devoted to the powers of flight and levitation. Some of the volumes are even penned by surface dwellers. The entire series of books is worth 2,000 gp to someone who is interested in the subject, or 1,500 gp to any spellcaster (Appraise or Knowledge (arcana) check, DC 20).

Ogre Zombies (5): CR 3; Large undead; HD 8d12+3; hp 39, 41, 43, 51, 65; Init -2; Spd 40 ft. (can't run); AC 15, touch 7, flat-footed 15; Base Atk +4; Grp +14; Atk +9 melee (1d8+9, slam); Full Atk +6 melee (1d8+9, slam); Space/Reach 10 ft./10 ft.; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +2, Ref +0, Will +6; Str 23, Dex 6, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: –; Toughness.

Area 4-9 – Northeast Apprentice Chamber (EL 7):

A blood-soaked bed, a nightstand, and eight humanoid reptiles are the only contents to this twenty-

ty by twenty room. The stench in here is nauseating. The reptilian humanoids look over at the door with blank faces, raise their emaciated arms, and shuffle towards you.

The reptilian humanoids are troglodyte zombies. Camber created them to kill his apprentices and guard against any force that would oppose him after he removed the matron of House Sorethin. They are standing guard over the quartered body of a female drow, Camber's star apprentice.

Tactics: The zombies attempt to attack and kill the characters, even if that means following them all the way back to House Cadryenne.

The room contains nothing of any value, except a secret door in the eastern portion of the south wall. A Search check (DC 25) is required to find the door. It leads into area 4-10.

Troglodyte Zombies (8): CR 1; Medium undead; HD 4d12+3; hp 21, 22, 25, 26, 28, 29, 30, 31; Init -2; Spd 30 ft. (can't run); AC 16, touch 8, flat-footed 16; Base Atk +2; Grp +3; Atk +3 melee (1d6+1, slam) or +3 melee (1d4+1, bite); Full Atk +3 melee (1d6+1, slam) or +3 melee (1d4+1, bite); Space/Reach 5 ft./5 ft.; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +1, Ref -1, Will +4; Str 12, Dex 7, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: -; Toughness.

Area 4-10 – Secret Room (EL 1):

This small five-foot by five-foot closet has a chest in the middle of the floor.

Characters entering the closet to look over the chest are subject to a concealed pit trap that drops them 10 feet into area 4-4. Falling into the room full of weapons effectively acts as a bed of spikes, inflicting an extra 1d6 damage from the trap.

The chest is an illusion, created by a *silent image*. Any character interacting with the chest in any fashion is allowed a Will save (DC 15) to disbelieve to illusion.

Camouflaged Pit Trap: CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (2d6, fall onto weapons); Search DC 24; Disable Device DC 20.

Area 4-11 – Southeast Apprentice Chamber (EL 5):

Six hunched reptilian humanoids are making loud slurping and gnashing noises over something on the floor between them. Beyond them, a blood-soaked bed and nightstand stand in the southeastern corner of this twenty by fifteen-foot room.

When you enter, the six things turn gore-covered faces to stare at you with hatred.

These are the remainder of the troglodyte zombies that Camber created. They are devouring the corpse of a male drow apprentice.

Tactics: The zombies attempt to attack and kill the char-

acters, even if that means following them all the way back to House Cadryenne.

The room contains nothing of any value, except a secret door in the eastern portion of the north wall. A Search check (DC 25) is required to find the door. It leads into area 4-10.

Troglodyte Zombies (6): CR 1; Medium undead; HD 4d12+3; hp 16, 24, 28, 29, 30, 36; Init -2; Spd 30 ft. (can't run); AC 16, touch 8, flat-footed 16; Base Atk +2; Grp +3; Atk +3 melee (1d6+1, slam) or +3 melee (1d4+1, bite); Full Atk +3 melee (1d6+1, slam) or +3 melee (1d4+1, bite); Space/Reach 5 ft./5 ft.; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +1, Ref -1, Will +4; Str 12, Dex 7, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: -; Toughness.

Area 4-12 – Antechamber:

This twenty-foot by twenty-foot chamber is well appointed. A beautiful carpet made from brocaded black velvet and dusted with crushed emeralds covers most of the floor. A small divan, made from some precious wood from the surface world and covered in black velvet cushions, sits next to a long, low table made of the same exotic wood. A silver candelabra rests in the center of the table with four half-burned white candles in it. A five-foot high and ten-foot long painting of a drow family hangs on the north wall.

Two other doors seem to be the only other exits from this room. One is in the west wall, and one in the south wall.

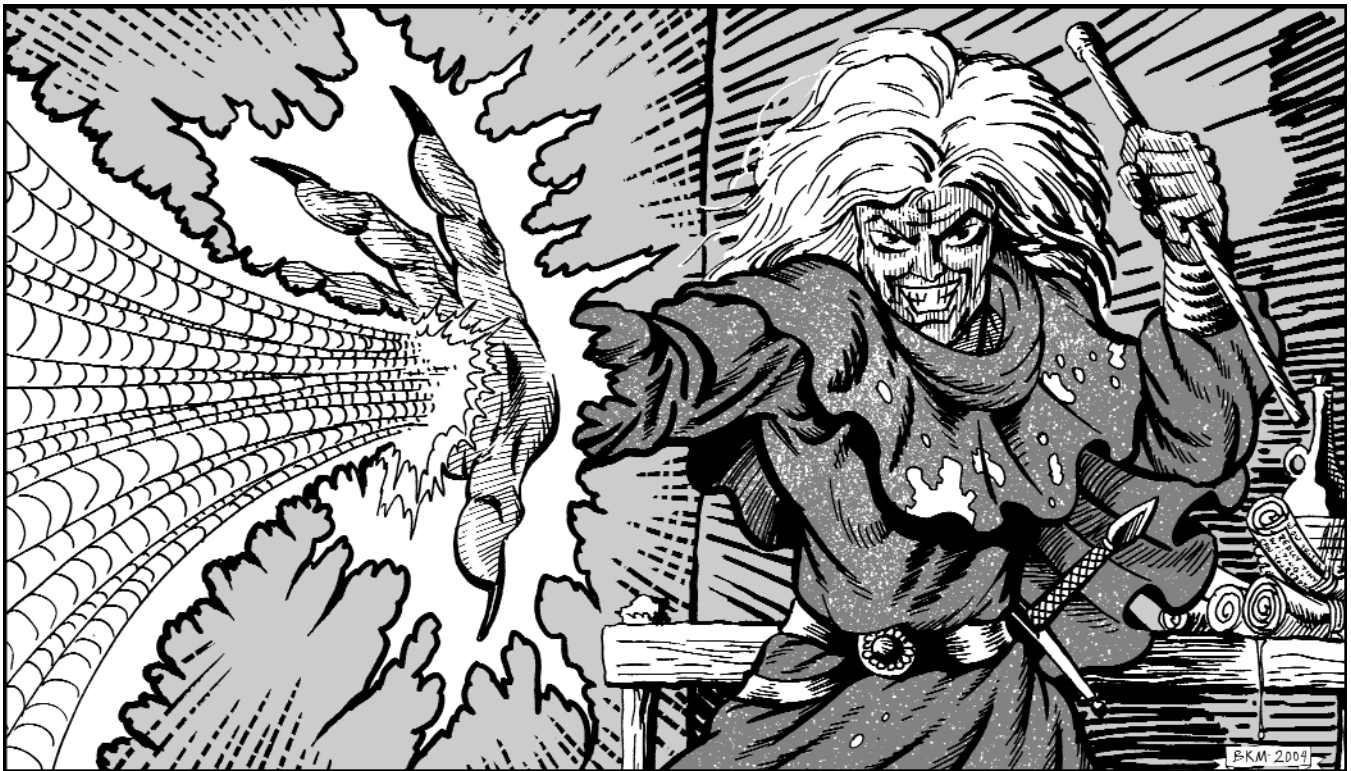
This room was used by Camber as a lounge and informal meeting place when he entertained personal guests.

The rug weighs over 700 pounds and is nearly 15 feet to a side. An Appraise check (DC 25) reveals that it is worth over 5,000 gp.

The divan and table are made of darkwood, from the surface. The table weighs only 25 pounds, while the divan and its black velvet pillows weigh close to 50 pounds. An Appraise check (DC 25) reveals that these two items are a set and are worth a total of 2,500 gp together (only 1,000 gp each if separated).

The candelabra is made of silver and weighs only 5 pounds. The white candles are made of bee's wax (Knowledge (nature) check, DC 20). An Appraise check (DC 20) reveals that the candelabra is worth 100 gp. There is enough wax in the candles to melt down into two normal candles.

The painting on the north wall shows all of the noble-born Sorethin family. There are seven drow who are directly related to the Sorethin bloodline, Camber being one of them. The painting is huge (5 feet tall and 10 feet wide) and weighs nearly 40 pounds. It is set into a gold-leafed mushroom-stalk frame. An Appraise check (DC 25) places the value of this painting at over 1,200 gp. As an option, the GM may also wish to allow characters a Knowledge (nobility & royalty) check (DC 28) to discover



that one of the figures in the painting looks remarkably like one of the House Cadryenne family members; this can be developed later into a larger plot.

The west door leads to Camber's library (area 4-13) and the south door leads to Camber's bedroom (area 4-15). Neither of these doors is locked or trapped.

Area 4-13 – Camber's Library:

A small table, a comfortable chair, and a wall-to-wall bookshelf are the only furnishings to this fifteen-foot by twenty-foot room. The bookshelf contains volumes of books of all types, colors, and sizes. On the small table, just inside the door, sits a black tome.

This is Camber's library. He keeps all of his research work here, as well as his spellbook and other magical tomes, books, manuals, and librams. If characters take at least 30 minutes to examine the bookshelf, they will discover the following titles:

Clay golem manual
Manual of bodily health (+1)
Manual of gainful exercise (+1)
Manual of quickness of action (+1)
Tome of clear thought (+1)
Tome of leadership and influence (+1)
Tome of understanding (+1)

On the small table, between the chair and door, lies Camber's spellbook. It is made from black dragon hide stretched over the carved bones of a red dragon's shoulder blade. The pages are made from the finely pressed skins of mushroom stalks. Due to its unique construction, this spell book is considered to be a magic item. It has acid and fire resistance 20 and is immune to damage

caused by moisture, vermin, and molds. The spells that can be found in the book are:

0—*arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance*

1st—*charm person, disguise self, identify, mage armor, magic missile, shield, shocking grasp, sleep, summon monster I*

2nd—*invisibility, knock, locate object, mirror image, spider climb, web*

3rd—*blink, dispel magic, fireball, hold person, magic circle against good, slow, summon monster III*

4th—*animate dead, arcane eye, charm monster, fire shield, greater invisibility, polymorph, stoneskin, summon monster IV, wall of fire*

5th—*cone of cold, dismissal, hold monster, wall of stone*

6th—*analyze dweomer, contingency, lucubration*

Area 4-14 – Camber's Workroom (EL 13):

This fifteen by twenty-foot workroom is filled with all kinds of alchemical equipment. A lone drow male stands over one of the tables, poring over notes in a loose portfolio. The drow is wearing a black robe covered in points of light. His hair is disheveled, and his fingers appear to be cracked and bleeding.

He looks up at the door. "These are mine and you cannot have them," he screams. "Tell Matron Sorethin that it is too late for her to apologize to me now. Without me, this House would be nothing.

Nothing, I tell you! Camber Sorethin will never bow to another matron again! Die!"

This is Camber's workroom and laboratory. He has gone very insane over the last few weeks. His inability to comprehend the incomplete arcane formulas that are required to create a necroship has driven him mad. He attacks anyone who enters his laboratory, without provocation, and battles to the death to keep the portfolio he is currently studying – which contains the plans for the necroship – out of everyone's hands.

The portfolio containing the necroship's plans is exactly what Laurossil Cadryenne needs to build her own necroship. A Knowledge (arcana) check (DC 30) identifies them correctly. But no one will be able to comprehend the plans unless they recover the airship books from Kelborne Selbrei's library (area 2-20).

Camber Sorethin, male drow Wiz12: CR 13; HD 12d4+24; hp 50; Init +2; Spd 30 ft.; AC 21, touch 15, FF 19; Base Atk +6; Grp +8; Atk +9 melee (1d8+3/19-20, +1 longsword); Full Atk +9/+4 melee (1d8+3/19-20, +1 longsword); SV Fort +6, Ref +6, Will +12; AL CE; Str 15, Dex 14, Con 14, Int 22, Wis 18, Cha 10.

Languages Spoken: Draconic, Elven, Giant, Gnome, Infernal, Orc, Sylvan, Undercommon.

Skills and Feats: Climb +3, Craft (alchemy) +21, Diplomacy +5, Knowledge (nobility & royalty) +21, Knowledge (arcana) +21, Knowledge (religion) +21, Listen +10, Move Silently +7, Open Lock +8, Spellcraft +21, Spot +7; Brew Potion, Craft Wand, Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Scribe Scroll, Still Spell.

Spells Prepared (CL 12th; 4/6/6/5/4/4/3; save DC = 16 + spell level): 0–*light* (x4); 1st–*change self*, *mage armor*, *magic missile*, *shield*, *shocking grasp*, *summon monster I*; 2nd–*invisibility* (x2), *mirror image*, *web* (x2); 3rd–*blink*, *dispel magic* (x2), *fireball* (x2); 4th–*fire shield*, *stoneskin*, *summon monster IV*, *wall of fire*; 5th–*cone of cold* (x4); 6th–*lucubration* (x3).

Possessions: ring of protection +3, major ring of radiation/fire resistance, wand of color spray (29 charges

left), *elemental gem* (fire), key ring for the tower, plain black robe, +1 longsword, +1 drow chain armor (*shadow* and *silent moves*), necroship notes, and small spellbook (contains all of the 0-2nd level spells he currently has memorized).

Area 4-15 – Camber's Bedroom (EL 7):

This room appears to be a private bedroom. A small but comfortable bed sits in the southwest corner of this fifteen-foot by twenty-foot room. A small nightstand is next to the bed.

There is nothing in the nightstand, and no other real furnishings in the room, except for the secret door on the other side of the bed in the east wall. Because of the location of the secret door, it is very difficult to locate (Search or Spot check, DC 40).

Characters with the ability to track can make a Survival check (DC 30) to notice that the bed has been pulled away from the wall and then pushed back again recently (within the last 24 hours). The secret door is trapped with a *black tentacles* trap. If the characters can bypass the trap, the secret door leads to area 4-16.

Black Tentacles Trap: CR 7; magic device; proximity trigger (*alarm*); no reset; spell effect (*black tentacles*, 7th-level wizard, 1d4+7 tentacles, Atk +7 melee [1d6+4, tentacle]); multiple targets (up to six tentacles per target in each of two adjacent 5-ft. squares); Search DC 29; Disable Device DC 29.

Area 4-16 – Secret Treasure Chamber (EL 8):

This ten by fifteen foot room has two chests against the north wall, and a ladder leading up to a hatch in the ceiling on the south wall.

The ceiling hatch does not have a ladder but is easily accessed by one Medium character lifting another.

If anyone tampers with either one of the two chests, they will be subject of the deathblade wall scythe trap that is built into the north wall.

Treasure from Area 4-16

Treasure	Location	Open Lock (DC)	Trapped?
3,000 gp	West chest	35	Deathblade wall scythe
9 black opals (1,000 gp value each)	West chest		
<i>Potion of cat's grace</i>	West chest		
<i>Potion of owl's wisdom</i>	West chest		
Arcane scroll (CL 1st) – <i>expeditious retreat</i>	West chest		
<i>Wand of cure moderate wounds</i>	West chest		
13,000 sp	East chest	35	Deathblade wall scythe
2 black pearls (500 gp value each)	East chest		
<i>Potion of bull's strength</i>	East chest		
<i>Helm of comprehend languages and read magic</i>	East chest		
<i>Ring of the ram</i>	East chest		
<i>Rod of wonder</i>	East chest		
<i>Wand of invisibility</i>	East chest		
<i>Wand of summon monster I</i>	East chest		

The chests can be unlocked with a key from Camber's key ring (see area 4-14). Inside the chests is the treasure indicated in the boxed text.

Deathblade Wall Scythe: CR 8; mechanical; touch trigger; manual reset; Atk +16 melee (2d4+8 plus poison, scythe); poison (deathblade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con); Search DC 24; Disable Device DC 19.

Area 4-17 – Tower Roof (EL 8): A well-hidden secret trapdoor is the only method of going from the roof to the interior of the arcane tower. Finding the secret hatch requires a Search check (DC 35). However, the hatch is trapped with a *reverse gravity* trap that hurls everyone within 10 feet of the hatch into the ceiling of the cavern (60 feet above the tower) and then drops him or her back on top

of the tower. Characters coming up from area 4-16 are not subject to this effect, but it will occur when they try to go back down.

Characters with the ability to roll a Spot check just by passing within 10 feet of a secret door will not be able to use that ability to find this hatch, due to the wisps of steam that permeate the cavern. The characters will need to actively search the roof to find the hatch.

Reverse Gravity Trap: CR 8; magic device; proximity trigger (*alarm*, 10-ft. area); automatic reset; spell effect (*reverse gravity*, 13th-level wizard, 6d6 fall [upon hitting the ceiling of the 60-ft.-high cavern], then 6d6 fall [upon falling 60 ft. to the floor when the spell ends], DC 20 Reflex save avoids damage); Search DC 32; Disable Device DC 32.

Wrapping Up

When the characters have brought the necroship, its plans, and the lich's airship library to Laurossil Cadryenne, she has all the information she needs to understand the existing necroship and build her own. The characters receive a reward befitting their station:

- If they were slaves, they are now freed.
- If they were mercenaries, they receive an agreed-upon sum (5,000 gp ought to be sufficient). If your characters are already too rich – or if you really want to role-play the conniving world of the drow – you may have Lady Cadryenne claim that the characters' reward was paid in booty recovered. Perhaps she'll even claim that they owe everything in excess of 5,000 gp to House Cadryenne as the lawful spoils of war.
- If they were drow of House Cadryenne, they receive no reward, but can keep the spoils of their battles and go up a notch in the house rankings.

House Cadryenne's possession of the necroship changes power dynamics in this region of the underdeep. The *svirfneblin* of Eveningrock previously enjoyed an advantage from their gnomish air sleds. As soon as Laurossil builds her first functioning airship, that advantage ends. She will most certainly begin entertaining new thoughts of conquest.

The destruction of House Sorethin and the lich's ziggurat leaves a power vacuum in the area. House Cadryenne now has unprecedented free reign over the local cavern network. If the Cadryenne drow act quickly, they can set up outposts to colonize these areas. If they are too slow, other factions may colonize first. Enemy drow, *duergar*, *derro*, or eye tyrants could move in to occupy the region, as could the gnomes of Eveningrock. (The Underdark Adventure Guide from Goodman Games has information on these factions.)

The necroship also changes the balance of power in Gloomveil. House Cadryenne was previously a medium-sized house of no particular import. Now it has a weapon that no other house possesses. The other drow houses will become quite interested in acquiring their own airships. This creates three levels of drama: first, subterfuge within House Cadryenne as some members are offered bribes or positions of power in exchange for betraying their house; second, diplomatic warfare as drow of various houses use spies and political leverage to try to force Laurossil to make details of the necroship public; and finally, the possibility of open warfare if another house attempts to steal House Cadryenne's necroship, just as the drow of House Sorethin attempted to steal it from Kelborne Selbrei.

The adventure is only just beginning...

Appendix 1: Svirfneblin Equipment

The svirfneblin of Eveningrock have created many wondrous pieces of equipment to deal with the drow and other evil races of the underdeep. Some of their inventions can be found here.

Gnomish Air Ships

Combat Sled: The combat sled is normally used within tunnels that are large enough for the sled's fast movement and wide turns. Combat sleds are typically manned by a svirfneblin or gnome of at least 3rd level who has proven himself a brave warrior in combat, though they are occasionally assigned to lower-ranking warriors on special missions.

The combat sled is armed with two forward-facing heavy crossbows that are normally too large for a Small creature to use. Using the sled's controls, however, they can fire these crossbows simultaneously against a single target. This attack is made using the pilot's base attack bonus plus his Dexterity modifier.

Using the ramming attack safely against a humanoid requires a successful Ride check (DC 25); otherwise, the sled is harmed by the impact. If the check is failed by 10 or more, the sled crashes and explodes. The explosion causes 3d6 points of radiation damage to everything within 30 feet of the crash site. The crash site then becomes irradiated, as per the *wall of radiation* spell.

Gnomish Combat Sled: Small Sky Ship; HD 2; hp 11; Speed 180 ft.; Maneuver Perfect; AC 6, touch 6; Hardness 2; Crew 1; Dimensions 5 ft. by 10 ft., 1 deck; Cargo 250 lb.; Weapons 2 heavy crossbows (1d10/19-20/x2), ramming attack (2d8); Market Price 6,500 gp.

Light Barge: The light barge is a large ore hauler that deep gnomes use to transport goods from the mines to their cities. The barge gets its name from the four *daylight* globes on poles at the four corners of the barge.

Using the ramming attack safely against a humanoid requires a successful Ride check (DC 25); otherwise, the barge is harmed by the impact. If the check is failed by 10 or more, the barge crashes and explodes. The explosion causes 3d6 points of radiation damage to everything within 30 feet of the crash site. The crash site then becomes radiated, as per the *wall of radiation* spell.

Gnomish Light Barge: Medium Sky Ship; HD 6; hp 33; Speed 100 ft.; Maneuver Good; AC 5, touch 5; Hardness 5; Crew 4; Dimensions 10 ft. by 30 ft., 1 deck; Cargo 2,000 lb.; Weapons ramming attack (4d8); Market Price 12,000 gp.

Cave Sled: The typical gnomish cave sled comes in two varieties, the fast one-man scout and the slower two-man sled. These sleds are typically used by patrols in recon and to escort larger groups hauling precious cargo. It is not uncommon to see wealthy gnomes, dwarves, and svirfneblin riding around in these sleds within underground cities.

Using the ramming attack safely against a humanoid requires a successful Ride check (DC 25); otherwise, the sled is harmed by the impact. If the check is failed by 10 or more, the sled crashes and explodes. The explosion causes 3d6 points of radiation damage to everything within 30 feet of the crash

site. The crash site then becomes radiated, as per the *wall of radiation* spell.

Gnomish One-Man Cave Sled: Small Sky Ship; HD 2; hp 11; Speed 200 ft.; Maneuver Perfect; AC 6, touch 6; Hardness 2; Crew 1; Dimensions 5 ft. by 10 ft., 1 deck; Cargo 200 lb.; Weapons ramming attack (2d8); Market Price 8,000 gp.

Gnomish Two-Man Cave Sled: Small Sky Ship; HD 2; hp 11; Speed 160 ft.; Maneuver Perfect; AC 6, touch 6; Hardness 2; Crew 2; Dimensions 5 ft. by 10 ft., 1 deck; Cargo 200 lb.; Weapons ramming attack (2d8); Market Price 6,400 gp.

Gnomish Firearms

Gnomish firearms should be treated like other ranged projectile weapons. The feat Exotic Weapon Proficiency (gnomish firearms) grants a creature proficiency with all gnomish firearms; otherwise, the -4 penalty for lack of proficiency applies to all attack rolls. Svirfneblin treat these firearms as martial weapons. A svirfneblin character whose class grants proficiency in martial weapons (such as a fighter) automatically gains proficiency with these weapons.

Drache-eis: Also known as the "ice dragon" handgun, this unique weapon fires shards of ice at an opponent. The drache-eis can fire five times before reloading and can be used to attack more than once per round if the user has the ability to make multiple attacks. Releasing and replacing the ammunition cell is a move action.

Drache-feuer: Also known as the "fire dragon" handgun, this weapon is exactly like the drache-eis, except that it fires superheated metal fragments at an opponent. This weapon also uses an ammunition cell that can be released and replaced as a move action.

Gewehr-splitter: This two-handed exotic firearm is the heavy ranged weapon of the svirfneblin. Specialized troops use these weapons to fire accelerated metal shot at opponents. These weapons can fire 10 times before they need to be reloaded. Releasing and reloading the cartridge is a move action. As a standard attack, a gewehr-splitter can spray a space 10 feet across with a full cartridge. If the character makes an attack roll against AC 10, everyone in that space must make a DC 15 Reflex save or take damage.

Gauss Rifle: The gauss rifle is a heavier version of the gewehr-splitter. It can fire 20 times before the ammunition canister needs to be replaced. Replacing the canister is a full round action.

Gauss Cannon: This is the heaviest of all gnomish firearm technology. The gauss cannon can fire 50 times before a new belt needs to be threaded into the weapon. Threading a new ammunition belt into the machine takes two people two full round actions to accomplish (or four full round actions if only one person attempts to do it alone). These weapons typically are mounted on heavy tripods and manned by more than one gunner; one fires the weapon while the other feeds it. The weapon can be carried and fired at the same time by any Large creature with a Strength score of 20 or more. All other functions of this weapon are exactly like those of the gewehr-splitter.

Appendix 2: New Monsters

LAVA CREEP

	Small Outsider (Evil, Extraplanar, Fire, Lawful)
Hit Dice:	3d8 (13 hp)
Initiative:	+3
Speed:	20 ft.
Armor Class:	19 (+1 size, +3 Dex, +5 natural), touch 14, flat-footed 16
Base Attack/Grapple:	+3/−1
Attack:	Slam +8 melee (1d4 plus 1d6 fire)
Full Attack:	Slam +8 melee (1d4 plus 1d6 fire)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Damage reduction 5/good or cold iron, darkvision 60 ft., fast healing 2, fire subtype, immunity to poison, lava lurker
Saves:	Fort +3, Ref +6, Will +4
Abilities:	Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14
Skills:	Hide +7, Knowledge (any one) +6, Listen +7, Move Silently +9, Spellcraft +6, Spot +7, Survival +1 (+3 following tracks)
Feats:	Dodge, Weapon Finesse
Environment:	Planes of fire or lawful evil alignment
Organization:	Solitary, pair, gang (3–5), swarm (6–15), or mob (10–40)
Challenge Rating:	2
Treasure:	None
Alignment:	Always lawful evil
Advancement:	4–6 HD (Medium)
Level Adjustment:	–

These small creatures appear to be made of living flames and swirling magma. They have hideous grins and cackle gleefully as they attempt to drown their foes in their fiery homes.

These three to four feet tall creatures live in pools of lava when visiting the material plane. Their skin is covered by molten rock and seems to dance with living flames. Their natural coloration of a mottled red, orange, and yellow lends the perfect camouflage when they hide in pools of lava.

These creatures travel to the material plane from their fiery homes by way of magical lava tubes that extend from their home planes to active volcanoes in remote locations.

Lava creeps are related to lava giants, in a very long and distorted magical ancestry. As with their larger brethren, lava creeps can speak Ignan and Infernal. A few of the more intelligent specimens of the species can also speak Undercommon or Common.

COMBAT

Lava creeps attack their foes by grappling them and pulling them into a lava pool, or by slamming their fists and feet into their opponents. Creatures that are too far from a lava pool instead receive a volley of *fireballs* from these creatures.

Spell-Like Abilities: At will—*detect good*, *detect magic*, *burning hands*; 3/day—*fireball*; 1/day—*suggestion* (DC 15). Caster level 6th. The save DC is Charisma-based.

Lava Lurker (Ex): Lava creeps spend much of their time bathing in streams of molten rock. When hiding within these pools, their natural coloration and elemental forms allow them to blend into the scenery. They receive a +10 racial bonus to Hide checks when lurking within a pool of molten rock (not included in above stats).

Gnomish Firearms

Exotic Weapons (firearms)	Cost	Dmg (S)	Dmg (M)	Crit	Range	Weight	Type
<i>One-Handed Ranged Weapons</i>							
Drache-feuer	250 gp	1d4	1d6	x3	50 ft.	3 lb.	Piercing ¹
Drache-eis	300 gp	1d4	1d6	x3	50 ft.	3 lb.	Piercing ²
Drache ammunition (5)	10 gp	–	–	–	–	3	–
<i>Two-Handed Ranged Weapons</i>							
Gewehr-splitter	500 gp	1d8	1d10	x3	100 ft.	7 lb.	Piercing
Splitter ammunition (10)	2 gp	–	–	–	–	3 lb.	–
Gauss rifle	750 gp	1d10	1d12	x3	150 ft.	10 lb.	Piercing
Gauss cannon	1,500 gp	1d10	1d12	x3	120 ft.	50 lb.	Piercing
Gauss ammunition (20)	7 gp	–	–	–	–	5 lb.	–

¹ This weapon deals fire damage.

² This weapon deals cold damage.

³ No weight worth noting.

New Spells

Rain of Poison

Evocation [Poison]

Level: Clr 9, Poison 8

Components: V, S, DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Effect: 30 ft. radius cloud of poisonous rain

Duration: 1 round/level

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

This spell creates a cloud of poisonous vapors that pours a rain of poison down on all those below it. The cloud moves through the air at a speed of 30 feet per round. You can concentrate on controlling the cloud's every movement or specify a simple routine, such as move straight ahead, circle, or the like. Directing the cloud's movement or changing its routine is a standard action for you. The cloud always moves during your turn in the initiative order. If the cloud moves beyond the spell's range, it will move in a random direction for 1d6 rounds and then dissipate.

The poison that rains down from the cloud is deadly to all those that come into contact with it. A successful Reflex save against your spell DC allows the creatures under the cloud to jump out of the area of effect for that round. If the save is failed, the creatures in the rain are poisoned. This poison deals 2d6 temporary points of Constitution damage immediately and another 2d6 points of temporary Constitution damage one minute later. This poison damage has no save (just the initial Reflex save to get out of the way of the cloud). Spell resistance does keep a creature from being harmed (roll spell resistance normally). Continued exposure does not stack the effects; no creature can lose more than 4d6 Con through this spell.

Creatures that are reduced to a Constitution score of 0 by means of this spell can be reanimated by an *animate dead* spell as a special type of undead called a venom zombie.

Wall of Radiation

Evocation [Radiation]

Level: Blood Druid 5

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Opaque sheet of radiation up to 20 ft. long/caster level or a ring of radiation with a radius of up to 5 ft./two caster levels, either form 20 ft. high

Duration: Concentration + 1 round/level

Saving Throw: See text

Spell Resistance: Yes

The *wall of radiation* spell brings an immobile wavering, multi-colored wall of radioactive energy into being. One side of the wall, selected by you, sends out waves of this radioactive energy, dealing 3d6 points of radiation damage to creatures within 10 feet and 1d6 points of radiation damage to those creatures between 10 and 20 feet. The wall deals this damage beginning on its first round of existence and for every round after that that the creature remains in range. In addition to this damage, the wall also deals 3d8 points of radiation damage plus one point per level of the caster (maximum +20) to any creature passing through the wall. The wall deals triple damage to outsiders.

If the wall is created in a space occupied by creatures, these creatures take damage as if passing through the wall. Each creature can avoid this damage by rolling a successful Reflex save against your spell DC. If the creature succeeds in its Reflex save and ends up on the side of the wall that emits the radioactive energy, it takes damage as usual.

VENOM ZOMBIE

A venom zombie is the product of a living creature felled by the effects of the *rain of poison* spell. They are mindless and terrifying creatures to behold, twisted mockeries of their former selves. Their flesh is pulled taught and has a greenish pallor to it. Holes are burned into their bodies by the *rain of poison* spell that created them. Their muscles are torn and their bones jut out of their skin. There is a green glow behind their eyes and a slick green fluid that runs across their bodies and drools from their mouths.

Because of their utter lack of intelligence, the instructions given to a newly created venom zombie must be very simple.

Creating a Venom Zombie

"Venom zombie" is an acquired template that can be added to any corporeal creature (other than an undead) that has a skeletal system (referred to hereafter as the base creature). This module includes several examples of drow venom zombies. Other kinds of venom zombies can be created with this template.

Size and Type: The creature's type changes to undead. It retains any subtypes except alignment subtypes and subtypes that indicate kind. It does not gain the augmented subtype. It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Drop any hit dice from class levels (to a minimum of 1), double the number of hit dice left, and raise them to d12s.

Speed: If the base creature can fly, its maneuverability rating drops to clumsy.

Armor Class: Natural armor bonus increases by a number based on the venom zombie's size:

Tiny or smaller	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+7
Colossal	+11

Base Attack: A venom zombie has a base attack bonus equal to 1/2 its hit dice.

Attacks: A venom zombie retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. A venom zombie also gains a slam attack.

Damage: Natural and manufactured weapons deal damage normally. A slam attack deals damage depending on the venom zombie's size, as follows. (Use the base creature's slam damage if it's better.)

Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A venom zombie retains none of the base creature's special attacks, but gains the following special attacks:

Contact Poison (Ex): Whenever a venom zombie touches or is touched by an opponent (for example, from an unarmed strike), a Fortitude save is required or the creature will become poisoned. The DC is variable, depending on the size of the venom zombie: Small DC 13, Medium-size DC 15, or Large DC 18. The poison that is used is exactly like the *poison* spell.

Spittle (Ex): Stream of poison 5 feet high, 5 feet wide, and 30 feet long, once every round; Contact (Fortitude, DC 20), Initial Damage

1d6 Con, Secondary Damage 2d6 Con. Venom zombies do not use this ability unless they are desperate or frustrated. They most often spittle when reduced to fewer than half their hit points or when they have not successfully slammed an opponent.

Special Qualities: A venom zombie loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks. A venom zombie gains the following special qualities.

Single Actions Only (Ex): Venom zombies have poor reflexes and can perform only a single move action or attack action each round. A venom zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

Damage Reduction: Venom zombies gain damage reduction 5/slashing.

Darkvision: Venom zombies gain darkvision to a range of 60 ft.

Saves: Base save bonuses are Fort 1/3 HD, Ref 1/3 HD, and Will 1/2 HD + 2.

Abilities: A venom zombie's Strength increases by +2, its Dexterity decreases by 2, it has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma changes to 1.

Skills: A venom zombie has no skills.

Feats: A venom zombie loses all feats of the base creature and gains Toughness.

Environment: Any land and underground.

Organization: Any.

Challenge Rating: Depends on hit dice, as follows:

Hit Dice	Challenge Rating
1/2	1/2
1	1
2	2
3-4	3
5-6	4
7-10	5
11-14	6
15-16	7
17-20	8

Treasure: None.

Alignment: Always neutral evil.

Advancement: As base creature, but double hit dice (maximum 20), or none if the base creature advances by character class.

Level Adjustment: —.

Appendix 3: Player Handouts

The handouts on the following pages are meant to help the players get involved with the plight of their characters and do something other than just roll dice. The GM is strongly urged to use these handouts to increase tension and it is recommended that suspenseful music be used to increase the enjoyment of play.

Players Handout A

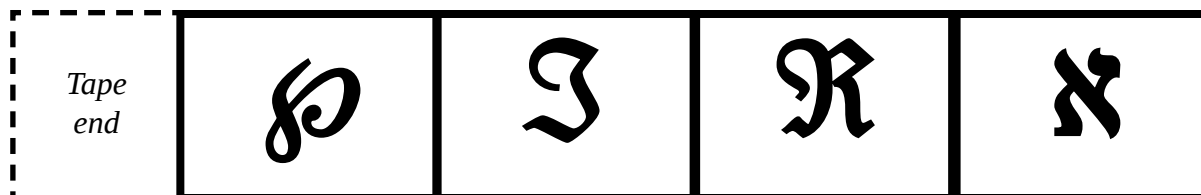
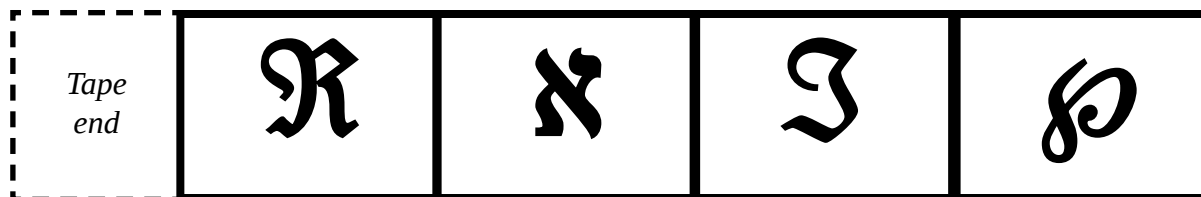
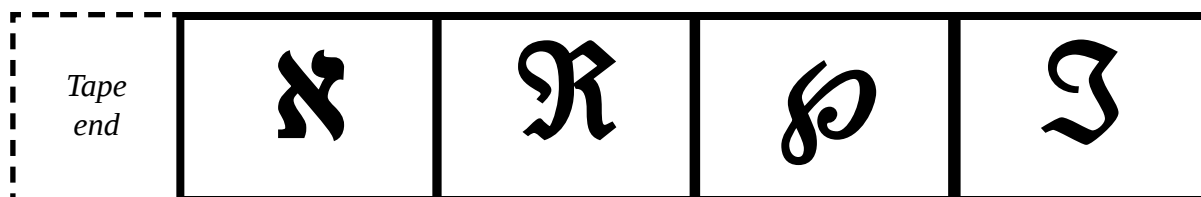
Give the characters the following scrap of parchment. It contains the key to the “Door Trick” located at area 2-1.



Players Handout B

On the following page are four strips of symbols. Cut them out and wrap them around a cardboard tube (a typical paper towel tube or toilet tissue tube will suffice). Once they are wrapped around the tube, tape each end to the other and present this to the players as the columns of area 2-1. You might need to tape the bottommost strip to the tube as an anchor. Other than that, *don't* tape the strips to the tube; tape one end to the other, then leave them free to rotate around the tube.

It is recommended that these pieces are photocopied and two columns are made, to make the situation more like that of the adventure.



Players Handout C

EARTH, THE ALL MOTHER, WHO
BORE US AT ONE TIME

EARTH, THE ENCOMPASSOR, WITH
THE DEATH BELLS CHIME

EARTH, THE LIFE BRINGER, WITH-
OUT WHOM WE CANNOT LIVE

EARTH, THE HARVESTER, GIVING
ALL WE HAVE TO GIVE

FROM THE EARTH WE ALL ARE
TAKEN

TO THE EARTH WE SHALL RETURN
FROM THE EARTH OUR SOULS FOR-
SAKEN

TO THE EARTH OUR ASHES BURN

Players Handout D

I NEED NO WATER

FOR FIRE CONSUMES ME

I WANT NO AIR

THE EARTH MY ONLY FRIEND

I AM THE WATER THAT CONSE-
CRATES THE DEAD

I AM THE FIRE THAT PURIFIES ALL
I AM THE AIR THAT STIRS THE
ASHES

I AM THE EARTH AND NOTHING AT
ALL

Players Handout E

THE AIR CHILLS
THE FIRE FLARES UP
THE FIRE GOES OUT
AND THE AIR GROWS STILL

THE CURTAIN MOVES, WAS IT JUST
A CURRENT OF AIR?
THE FIRE OF THE CANDLES FLICK-
ER, IS THE WAX MELTING?
THE ROOM GROWS COLD, IS THE
NIGHT AIR FRIGID?
THE FLAMES OF THE FIRE OF FEAR
STIR YOUR HEART.

Players Handout F

MY FLESH THE FIRE DOTH BURN
THE FIRES OF INSANITY BURN IN
MY EYES
THE FIRES OF BATTLE STIR MY
LOINS
AND TO THE FIRE WE ALL RETURN

FIRE AWAKENS US
AIR WE DO NOT CRAVE
EARTH WE TAKE OUR SOLACE IN
WATER OUR SOULS TO SAVE

Players Handout G

WHAT DOES WATER TASTE LIKE
WHEN THE WELLS ARE DRY?
WHAT DOES FIRE FEEL LIKE WHEN
THE COALS ARE COLD?
WHAT DOES AIR SOUND LIKE WHEN
IT HAS GONE STILL?
WHAT DOES EARTH SMELL LIKE
WHEN YOU SEE ITS MOLD?

THE WATER IS STALE
THE FIRE IS DEAD
THE AIR IS EMPTY
THE EARTH TURNS RED

Players Handout H

LIKE THE AIR I HAVE NO FEEL
LIKE THE AIR I HAVE A LIGHT
TOUCH
UPON THE WATER OF LIFE
LIKE THE AIR I AM NOTHING

THE AIR YOU BREATHE
THE WATER YOU DRINK
THIS AIR I STEAL
THIS WATER I POISON

Players Handout I

AIR, I NEED IT NOT
FIRE, I WANT IT NOT
AIR ANNOUNCES MY ARRIVAL
FIRE DENOTES MY PRESENCE

THE AIR BENEATH MY WINDOW
LEDGE
THE FIRE DOTH NOT BURN
THE CANDLES FIRE FLARES UP
AGAIN
THE AIR HOW IT DOTH TURN

Players Handout J

THE WATER CLEANS MY BODY
FOR MY EARTH-BORN URN
THE AIR I DO NO LONGER BREATHE
THE EARTH I MUST RETURN

THE WATER ERODES MY DECAY
THE AIR HELPS IT ALONG
THE EARTH HIDES ME FROM MOR-
TAL EYES
THE AIR SENDS UP MY SONG

Appendix 4: Tournament Characters

Basic Stats

Character	Cirdil	Shiorn	Droon	Sarmun	Anirel	Zorrl
Sex	F	M	M	M	F	M
Race	Drow	Drow	Drow	Drow	Shur	Urbam
Class/Level	Cleric 7	Ranger 7	Fighter 7	Wizard 7	Cleric 5	Rogue 8
CR	9	9	9	9	8	8
Size	Medium	Medium	Medium	Medium	Medium	Small
Height	4' 10"	4' 9"	4' 9"	4' 8"	5' 5"	3' 7"
Weight	85 lb.	93 lb.	97 lb.	103 lb.	120 lb.	47 lb.
Alignment	CE	NE	CE	CE	NE	LE
AC	22	19	18	12	18	20
Hit Points	63	56	84	49	40	80
Speed	30 ft.	30 ft.	20 ft.	30 ft.	30 ft., fly 30 ft.	30 ft.
Initiative	+4	+5	+2	+2	+3	+9
Strength	18	16	18	12	19	10
Dexterity	18	21	15	14	16	21
Constitution	13	10	15	16	10	18
Intelligence	14	15	20	21	16	16
Wisdom	19	18	13	12	18	12
Charisma	10	14	10	14	17	10
Fort Save	+6	+5	+7	+5	+4	+6
Ref Save	+6	+10	+6	+4	+4	+11
Will Save	+9	+6	+3	+6	+8	+3
Armor	Drow chain, +1 large steel shield	+2 leather armor	+1 chitin armor	None	Drow chain	+3 leather armor
Spells Per Day	6/5+1/4+1/ 3+1/2+1	2	None	4/6/4/3/2	5/4+1/3+1/2+1	None
Melee Bonus	+9	+10	+11	+4	+7	+6
Ranged Bonus	+9	+12	+9	+5	+6	+11
Damage Adj	+4	+3	+4	+1	+4	+0
BAB	+5	+7	+7	+3	+3	+6
Grapple	+9	+10	+11	+4	+7	+2

Domains & Spellbooks

Cirdil	Drow, Spider
Sarmun	0— <i>arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance</i> ; 1— <i>charm person, chill touch, feather fall, mage armor, magic missile, silent image, sleep, spider climb, unseen servant</i> ; 2— <i>blur, daylight, knock, summon monster II, web</i> ; 3— <i>dispel magic, fireball, flame arrow, hold person, invisibility sphere</i> ; 4— <i>fire trap, wall of fire</i> .
Anirel	Drow, Undead

Skills & Feats

	Skills	Feats
Cirdil	Concentration +9, Diplomacy +8, Heal +12, Knowledge (religion) +10, Spellcraft +10	Combat Expertise, Greater Spell Penetration, Spell Penetration
Shiorn	Climb +11, Hide +13, Jump +11, Knowledge (dungeoneering) +10, Knowledge (nature) +10, Listen +12, Move Silently +13, Search +10, Spot +12, Survival +14	Combat Reflexes, Improved Two-Weapon Fighting, Self Sufficient, Track, Two-Weapon Fighting, Weapon Finesse
Droon	Climb +14, Craft (weaponsmithing) +15, Handle Animal +10, Intimidate +10, Jump +14, Ride +12, Swim +14	Lightning Reflexes, Power Attack, Quick Draw, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword)
Sarmun	Concentration +12, Decipher Script +15, Knowledge (arcana) +15, Knowledge (local) +15, Knowledge (nobility & royalty) +15, Knowledge (the planes) +15, Spellcraft +17	Magical Aptitude, Maximize Spell, Widen Spell
Anirel	Concentration +8, Diplomacy +11, Knowledge (history) +11, Knowledge (religion) +11, Spellcraft +11	Augment Summoning, Spell Focus (conjuration)
Zorrl	Bluff +8, Climb +8, Decipher Script +11, Disable Device +11, Hide +11, Move Silently +11, Open Lock +11, Search +11, Sleight of Hand +13, Spot +9, Use Magic Device +8	Combat Expertise, Dodge, Improved Initiative

Weapons & Equipment

	Weapons	Magic Items	Other Items
Cirdil	+1 <i>longsword</i> , masterwork hand crossbow, 20 hand crossbow bolts (poisoned, widow's tears: injury DC 15, initial 1d4 Con, secondary 1d4 Str)	Potion of lesser restoration, divine scroll (caster level 3rd) — <i>animal trance, calm emotions, pyrotechnics</i>	Backpack with waterskin, one day's trail rations, bedroll, flint and steel, silver holy symbol of Tororthun.
Shiorn	+1 <i>short sword</i> (x2), masterwork hand crossbow, 20 +1 <i>hand crossbow bolts</i>	<i>Cloak of elvenkind, potion of cure serious wounds</i>	Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel
Droon	+1 <i>longsword</i> , +1 <i>short sword</i> , +1 <i>hand crossbow</i> , 20 hand crossbow bolts	<i>Potion of cure light wounds, potion of cure serious wounds, ring of evasion</i>	Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel.
Sarmun	Masterwork rapier, +1 <i>hand crossbow</i> , 20 hand crossbow bolts (poisoned, slumbermoss: injury DC 14, initial 0, secondary sleep)	<i>Necklace of fireballs type IV, staff of frost, wand of contagion</i> (35 charges left)	Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, 10 candles, map case, 30 pages of parchment, ink, ink pen, spell component pouch, spellbook.
Anirel	+1 <i>longsword</i>	<i>Potion of cure serious wounds, rod of the viper</i>	Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, silver holy symbol of Bargúl.
Zorrl	+1 <i>short sword</i> , masterwork hand crossbow, 20 +1 <i>hand crossbow bolts</i> (4 are poisoned, lance flower extract: injury DC 17, initial unconsciousness, secondary death)	<i>Cloak of resistance +4, ring of feather falling</i>	Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, thieves' tools.

Recap of Racial Powers

Here is a quick summary of the powers of the drow and svirfneblin encountered frequently throughout the course of this adventure. Full rules for the shur and urban that are presented as tournament character options can be found in the Complete Guide to Drow. Shur are half-demon/half-drow hybrids; urban are half-goblin/half-drow hybrids.

Drow

- Ability scores: Drow are similar to their surface cousins in many ways. They receive a +2 bonus to Dexterity and a -2 penalty to Constitution. Drow also receive a +2 bonus to Intelligence, and male drow receive a -2 penalty to Charisma while female drow receive a +2 bonus to Charisma.
- Medium: As Medium creatures, drow have no special bonuses or penalties due to their size.
- Drow base speed is 30 ft.
- +2 racial bonus to Will saves against spells and spell-like abilities.
- Drow are immune to *sleep* spells and effects, and receive a +2 racial saving throw bonus against enchantment spells or effects. This is in addition to their +2 racial bonus to Will saves against all spells and spell-like abilities.
- Darkvision to 120 feet. This replaces elven low-light vision.
- Spell resistance of 11 + class level.
- Spell-like abilities: 1/day – *dancing lights*, *darkness*, and *faerie fire*, as cast by a sorcerer of the drow's character level.
- Proficient with the hand crossbow, rapier, and short sword, as well as all exotic weapons of drow origin. This replaces the usual weapon proficiencies of an elf.
- +2 racial bonus on Listen, Search, and Spot checks. A drow who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actually looking for the door. A drow's ability to detect these doors is so keen that other races underground can rarely hide from these deadly foes.
- Light Blindness (Ex): Abrupt exposure to bright light blinds a drow for 1 round. Thereafter, they are dazzled as long as they are exposed to the light.
- Automatic Languages: Common, Elven, Undercommon. Bonus Languages: Abyssal, Aquan, Draconic, Drow Sign Language, Gnome, Goblin. Drow commonly know the languages of their enemies as well as the few races that they call allies, including goblins, which are a slave race.

- Favored class: Cleric (female) or wizard (male).
- Level adjustment: +2.

Svirfneblin (Deep Gnome)

- Ability scores: +2 Dexterity, +2 Wisdom, -2 Strength, -4 Charisma. Svirfneblin are not as hardy as surface gnomes, but far more agile. Likewise, they are very wise concerning subterranean ways, but their siege mentality and life underground makes them rather dull.
- Stonecunning: Svirfneblin possess the same stonecunning abilities as the dwarves.
- Darkvision to 120 feet, and low-light vision.
- Spell resistance of 11 + character level.
- +2 racial bonus to all saving throws. This replaces the standard gnome's bonus to saving throws against illusions.
- Add +1 to the DC of all illusion spells cast by a svirfneblin. This adjustment stacks with those from similar effects, such as the Spell Focus feat.
- +1 racial bonus on attacks against kobolds and goblinoids.
- +4 dodge bonus to armor class against all creatures (no special bonus against giants).
- Automatic Languages: Undercommon, Gnome, Common. Bonus Languages: Dwarven, Elven, Giant, Goblin, Orc, Terran.
- Spell-like Abilities: Svirfneblin have no special resistance to illusions, but they can use *blindness/deafness*, *blur*, and *change self* each once per day. They are as if cast by a wizard of the svirfneblin's character level. The save DC is Charisma-based and includes a +4 racial modifier.
- Nondetection: Svirfneblin have a continuous nondetection ability as per the spell (caster level equal to class levels).
- +2 racial bonus on Craft (alchemy) and Listen checks.
- +2 racial bonus on Hide checks, which improves to +4 underground.
- Svirfneblin treat exotic weapons of svirfneblin or gnome origin as martial weapons, including gnomish firearms.
- Favored Class: Rogue.
- ECL: +3.

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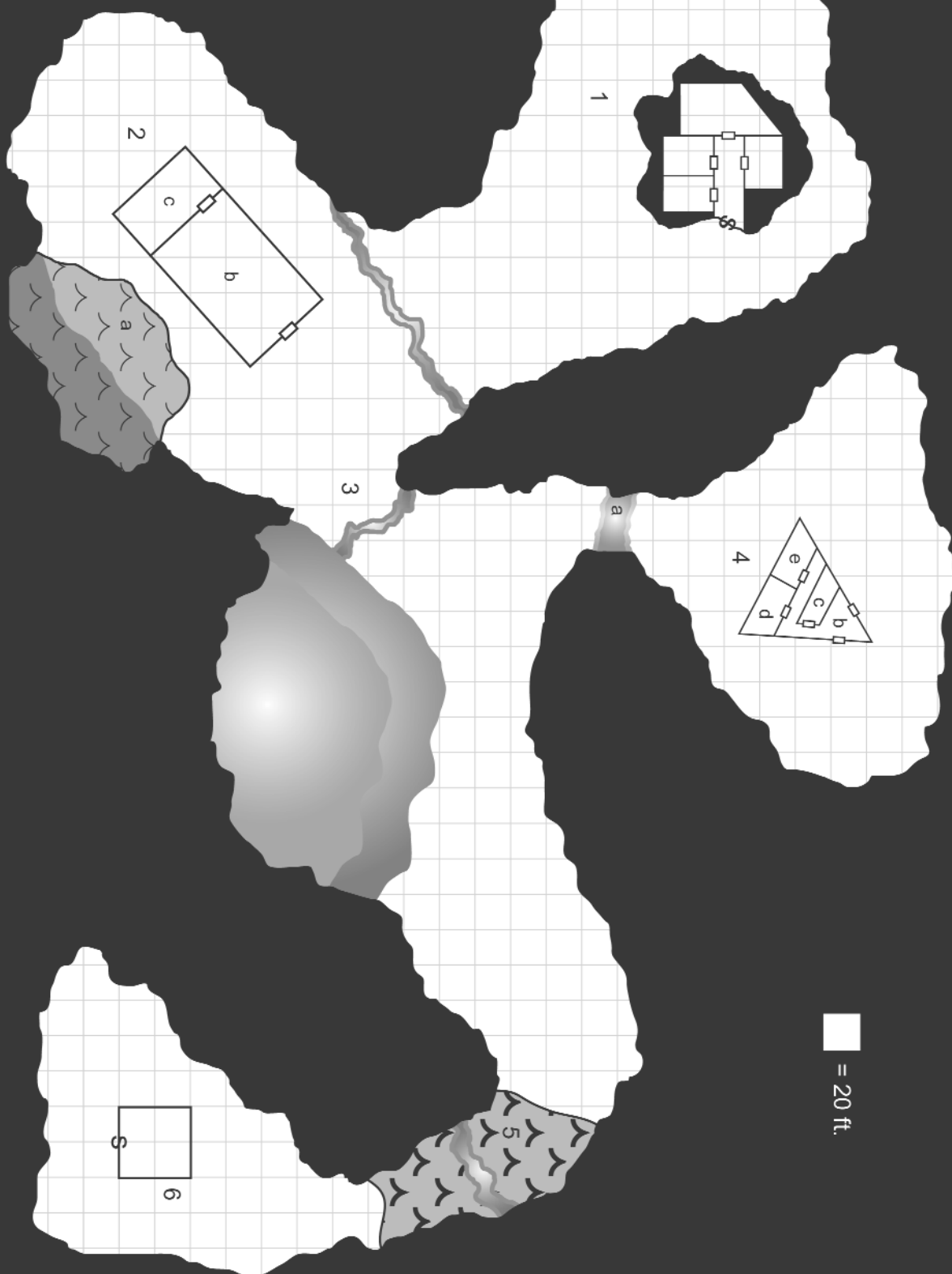
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Part 3: Fall of the House of Sorethin



→ To Part 1



■ = 20 ft.

Part 4: The Arcane Tower

