

D3
FOR ADVANCED
D&D™ GAME

Dungeon Module D3

Vault of the Drow

by Gary Gygax

AN ADVENTURE FOR CHARACTER LEVELS 10-14



This module provides a complete setting for play of the ADVANCED DUNGEONS & DRAGONS™ rules. Contained herein is background information, a large-scale referee's map with a matching partial map for players, referee's notes, special exploration and encounter pieces, a hex map detailing an enormous cavern area, a special temple map, encounter and map matrix keys, and additional sections pertaining to unique new creatures for use with this module and with the game as a whole. This module can be played alone, as the conclusion to module D1-2 (DESCENT INTO THE DEPTHS OF THE EARTH), or as the third module in a series that forms a special extended adventure (G1-2-3 AGAINST THE GIANTS, D1-2, and Q1 QUEEN OF THE DEMONWEB PITS).

If you enjoy this module, watch for future releases in the AD&D™ line from TSR, The Game Wizards.

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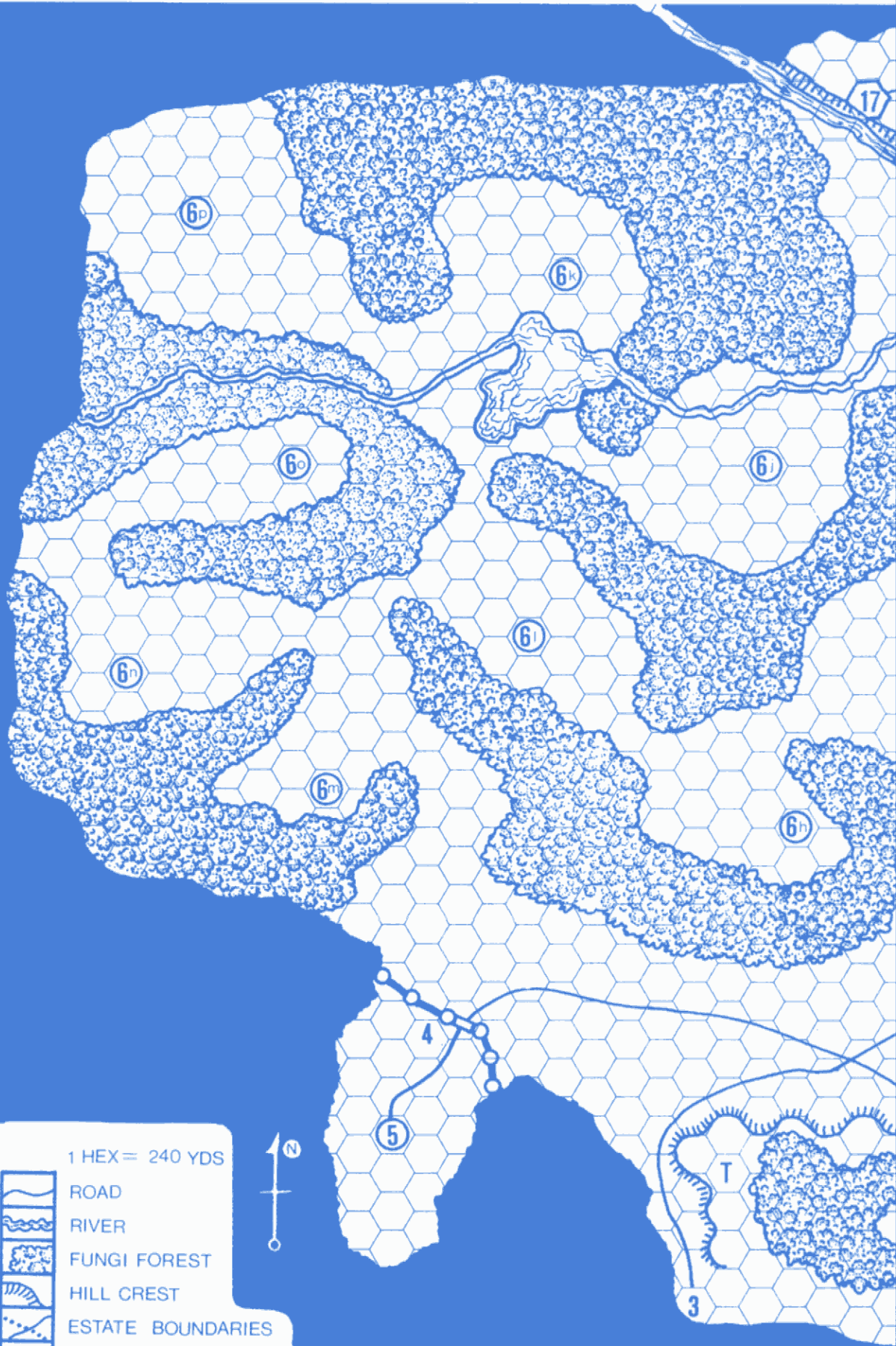
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	ROAD
	RIVER
	FUNGI FOREST
	HILL CREST
	ESTATE BOUNDARIES
	UNDERGROUND PASSAGE

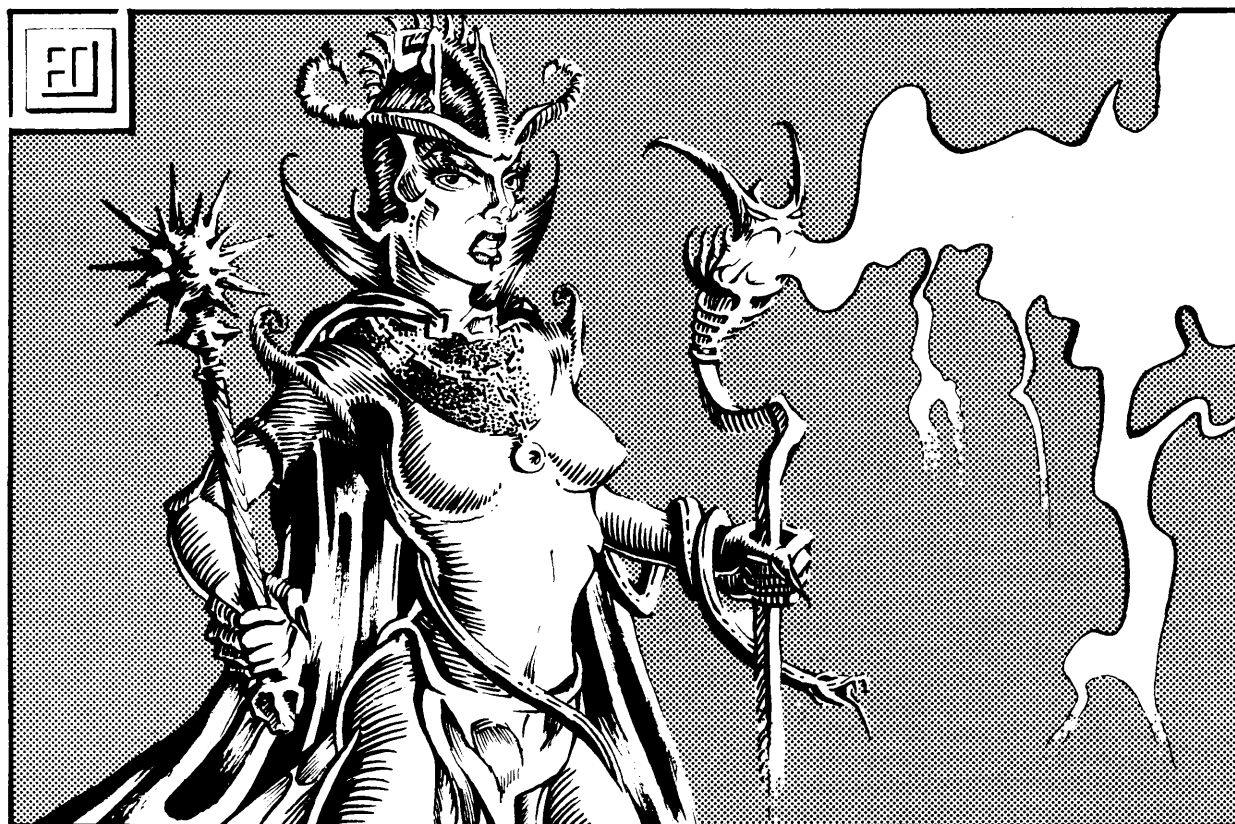
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Advanced Dungeons & Dragons

Dungeon Module #D3

Vault of the Drow

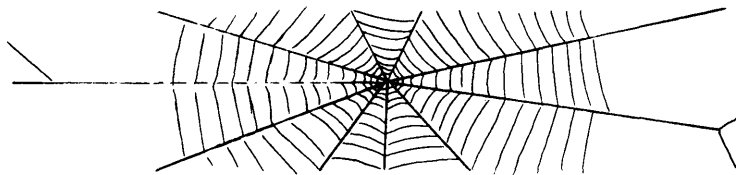
Background: As a member of a bold party of adventurers, you and your associates have trekked far into what seems to be a whole underworld of subterranean tunnels—arteries connecting endless caves and caverns which honeycomb the foundations of the lands beneath the sun. From the entrance to this maze found on the lowest level of the HALL OF THE FIRE GIANT KING (DUNGEON MODULE G1-2-3), your expedition has dogged the heels of the Dark Elves who caused great woe and then fled underground, but accidentally left a map which has enabled pursuit. Overcoming wererats and mind flayers, Drow patrols and their minions, your group managed to cross a vast subterranean river in the face of a mad fish-man, a Kuo-Toan of exceptional abilities and strength; and after days of journeying through corridors hewn from living rock, discovered an underground temple of the Kuo-Toan fish-men where an idol of their repulsive goddess, Blibdoolpoolp, had to be venerated by all who would pass through (MODULE D1-2, DESCENT INTO THE DEPTHS OF THE EARTH). All along the route, signs of the insidious Drow have been noted. It is now evident that the Dark Elves pass freely throughout this underworld, but it is just as evident that these evil elves are hated and feared by the other intelligent races inhabiting the subterranean lands. This does not give cause to hope that your party will receive any substantial aid, for most of the creatures dwelling in the sunless places beneath the earth are as evil as the Drow. There are Deep Gnomes, the Svirfnebli, who might help, but the vast majority of the denizens of the underworld are as inimical to you as are the Dark Elves, and that enemy will certainly be alert, not complacent, as they too must deal with powerful enemies continually in order to survive in this grim and ghastly underworld.

Your map indicates that two different passageways can be followed to reach what you all suppose is the homeland of the Dark Elves. The primary corridor to the northwest has an area of almost certain danger shown on it at about the mid-point of the march. The north passage to the east of the primary passage leading from the Kuo-Toan temple area is narrower, and bound to be more dangerous. It too shows a probable danger area, but there is also an intriguing tertiary tunnel shown connecting this passage with the primary one, and it seemingly bypasses both danger areas. The map shows this route as a narrow corridor, one certain to be fraught with peril due to its confines. Is that risk less than facing the hazards of the certain encounters shown? Your group must now decide and proceed in your avowed purpose to bring nemesis to the Drow.

CAUTION: This module, as all of the others in the series, has been designed strictly for use by experienced players with high level characters. It demands a degree of ability which cannot generally be attained merely by allowing an inexperienced group to adventure with powerful characters. If your players have already played in one or more of these modules, you will be familiar with the **caution** sections therein, and they will be aware of the challenges they can expect. If by some chance this is the first module for your group, it is recommended that (besides going right out and purchasing Module G1-2-3 or D1-2 to begin with instead) you give your players a chance to survive by observing the following:

1. The composition of the party must be well balanced with respect to magic-users and fighters, and at least one thief and two clerics should be along.
2. The average level of the group should be about 10th, and each character should have magic items commensurate with his or her level of experience.
3. There is no instant retreat from this underworld, as **teleportation** will not function properly so deep beneath the ground, and the party must be both strong and numerous enough to trek in and face what they discover, then manage to come out alive. 8 or 9 characters is not an excessive party number, and 6 is the minimum number that should attempt the module.

As Dungeon Master you should read this module thoroughly before allowing your players to begin this expedition. If they have not adventured in any of the other modules in this series, and especially in D1-2, they will be handicapped and lack certain Drow medallions and badges which would allow them relatively unquestioned passage in most areas (see hereafter for details). You must use your best judgment as to how to handle this.



Start: Play commences a half mile beyond the Kuo-Toan temple area (hex co-ordinates L²41-42 on the master map) in whichever passageway the party left the shrine cavern, or in either the primary passage northwest or the secondary tunnel north at players' option if this is their first module. All routes into and out of the Kuo-Toan temple cavern are smooth-walled, showing the signs of ancient mining work. The primary passage also shows considerable working, but secondary and tertiary corridors are mostly natural with only small hewn areas. Sample sections of the main, secondary, and tertiary tunnels are given on the special map sheet for this module. (These sample sections can be fitted to those given with MODULE D1-2 if you desire.) Players will observe that the primary passage is well-kept and well-traveled, and the phosphorescent lichens are relatively abundant so as to provide a dim and ghostly light. In contrast, the narrower (20' and 10' wide) routes are rubble strewn and foreboding, with far fewer lichens to illuminate the way. While the main passage will have only the faint rustlings, twitterings, and scrablblings common to the underworld and caused by bats, rats, insects and other vermin, vague noises of another sort will be heard if they listen in secondary passages — distant footfalls and a clatter of disturbed rocks. Careful listening in a tertiary passage will reveal something far more disturbing, moaning and gibbering terminated by a scream of agony — from what source none can tell — fading into absolute quiet from somewhere far ahead.

Notes For The Dungeon Master

Travel along the system of subterranean passages will be at a slow rate because of the slippery and often slanting or terraced floors. Footing is treacherous in places, and the tiers to clamber down are often nearly 3' from top to bottom. If mules accompany the party, these beasts will **not** slow movement, for they are sure-footed and negotiate the worst places with relative ease. The rubble and detritus, natural projections, protrusions, ledges, and stone "icicles" are more common and prove a real hazard in the secondary and tertiary tunnels. These lesser-traveled ways offer more places for lurking foes than do the primary arteries of the underworld. ASSUME THE MAXIMUM RATE OF TRAVEL IS 1 MILE (1 hex) PER DAY PER 1" OF BASIC MOVEMENT RATE OF THE SLOWEST MEMBER OF THE EXPEDITION, and this rate only if unnecessary delays and careful map making are avoided. Reduce movement by 1 mile for every hour of delay, and assume that careful mapping will slow the party to 6 miles per day maximum travel.

Ceiling height in primary tunnels varies from 20' to 50'. In secondary corridors of about 20' width, the roof overhead varies from 15' to 40' distance. The narrow tertiary passages and secret adits have ceiling vaults of from 8' to 25' in the obvious tunnels, the secret ways being from 5' to 15' high. Where natural enlargements occur, ceiling height will be at least 20', and it can be as far as 60' or 70' in the large caves.

There are **three** encounter areas which are possible along the route to the final section, although the players' hex map of the underworld shows but **two**. Areas Q²49 and U²48 are shown, but the really dangerous R²47 is omitted — but hinted at through what a prudent group will hear when listening in the tertiary passage leading to the encounter area. Each of these areas is detailed hereafter.

When a random or pre-set encounter occurs, use the special encounter piece included specially for the purpose—the sample passageway sections or the encounter pieces as appropriate. Note that encountered monsters will act/react with intelligence and organization commensurate with their mentality and social development.

Camping for the night in a passageway (including a spur or room off of same) will incur a random monster check according to the passageway type, but only 1 such check for a "normal" sleep period of 8 hours, unless the party simply flops down in the middle of the passage.

Note that beyond the encounter areas, the only random encounters in the primary passageway leading to the Drow homeland will be with Drow merchants or patrols or with Drow servants. Indication of any other encounter should be ignored, and no encounter will take place unless a later check indicates a possible sort. Separate encounter tables are given for random meetings with wandering creatures in passageways and for encounters when the party is within the Vault of the Drow. You must be familiar with these tables, and especial pains should be taken to properly handle Drow and Svirfnebli encounters.

A considerable period of game time can be spent by the party when they enter the terminus area. Because of the chaotic nature of the Dark Elves, their continual feuding, and the degenerate nature of the city dwellers, there is no reason why a clever group cannot successfully muck around, harry merchants (and possibly even nobles) and not attract undue attention so long as they do not attempt to organize the escaped slave groups for open warfare against the Drow. The threat of a general uprising of slaves will certainly bring all of the Drow into full co-operation, and that means the adventurers will likely meet their doom.

This module is ideal for elaboration and extensive development by the Dungeon Master. The subject matter deserves this, and it should be done by you in order to put personality and finishing touches into a set-piece scenario which lacks the individuality particular to **your** campaign.

Remember that **teleport** — spell or otherwise — will not properly function anywhere in this module. Furthermore, when the party arrives at the Vault of the Drow, they will find that their **light** and **continual light** magic will produce not bright glowing illumination, but rather brownish glowing areas of soft, ale colored light. (The Dark Elves dislike even this, and while it will not affect their abilities in any way, it is 75% probable that a **dispel magic** or **darkness** will be used to remove the offending illumination.)

RANDOM MONSTER TABLES FOR PASSAGES

Encounters occur as shown; check each hex (1 mile):

Primary Passage. 1 In 10 chance of encountering a monster.

1. Drow patrol, males
2. giant slug (50%)/purple worm (50%)
3. 1-4 trolls with 9-16 troglodytes
4. Drow merchants, small train
5. rust monster (50%)/2-5 fire beetles (50%)
6. Drow merchants, small train
7. Drow patrol, females
8. 1-4 violet fungi with 2-8 shriekers (50%)/2-5 subterranean lizards (50%)
9. Drow merchants, medium train
10. 3-12 shriekers
11. Drow merchants, small train
12. type I, II or III demon (50%)/2-5 fire beetles (50%)
13. 2-5 ghosts with 9-16 ghouls (50%)/2-5 giant spiders (50%)
14. Drow patrol, mixed
15. 1-4 violet fungi with 2-8 shriekers
16. 19-24 bugbears with 25-30 slaves
17. Drow merchants, large train
18. Drow patrol, mixed
19. black pudding (33-1/3%)/ochre jelly (33-1/3%)/gray ooze (33-1/3%)

20. Drow patrol, mixed

Secondary Passage. 1 in 12 chance of encountering a monster

1. 5-8 shriekers
2. 2-5 giant spiders (66-2/3%)/giant spitting snake (33-1/3%)
3. Drow patrol, mixed
4. Drow merchants, small train
5. lurker above (50%)/2-5 fire beetles (50%)
6. 4-16 shadows (50%)/Drow merchants, small train (50%)
7. giant slug (50%)/2-5 giant spiders (50%)
8. 2 subterranean lizards (huge, +4 h.p. per die)
9. Drow patrol, mixed
10. 5-20 piercers (50%)/type I, II, III or IV demon (50%)
11. rust monster (50%)/Drow merchants, small train (50%)
12. Drow patrol, mixed
13. 2-5 ghosts with 9-16 ghouls
14. 13-18 bugbears with 19-24 slaves
15. purple worm (50%)/2-5 fire beetles (50%)
16. 2-5 ropers (50%)/Drow merchants, small train (50%)
17. Drow merchants, medium train
18. Drow patrol, males
19. 2-8 huge spiders
20. 1-4 shriekers with 1-4 violet fungi

Tertiary Passage. 1 in 12 chance of encountering a monster

1. lurker above (50%)/2-5 subterranean lizards (50%)
2. 2-5 xorn (50%)/Drow merchants, small train (50%)
3. Drow patrol, mixed
4. 1-2 umber hulks (50%)/2-5 ghosts with 9-16 ghouls (50%)
5. Drow merchants, small train
6. rust monster (50%)/2-5 giant spiders (50%)
7. 5-20 piercers (50%)/2-8 Deep Gnomes (50%)
8. green slime (50%)/Drow patrol, mixed (50%)
9. 2-5 giant spiders
10. 2-5 subterranean lizards
11. vampire (50%)/2-5 fire beetles (50%)
12. 1-4 violet fungi with 1-4 shriekers
13. Drow merchants, small train
14. 5-20 piercers (50%)/2-8 Deep Gnomes (50%)
15. Drow patrol, mixed
16. 2-8 huge spiders
17. 1-4 shambling mounds (50%)/2-8 shriekers (50%)
18. Drow patrol, males
19. 11-30 giant ants (50%)/type I, II, III, or IV demon (50%)
20. trapper

Drow patrol: There are three types of Drow patrols, **male**, **female**, and **mixed**. The composition of each type is:

Males: There will be 7-10 fighters of 2nd level (HP.: 9 each; +1 chain mail, +1 buckler, +1 for 15 dexterity, for an overall AC of 1) with +1 dagger, +1 short sword, and hand crossbow (6" maximum range) and 10 poisoned bolts (1-3 h.p. of damage, save vs. poison at -4 or sleep for 3-12 turns). Each can use the equivalent of a **dancing lights**, **darkness**, and **faerie fire** spell (at 2nd level) once per day per spell. They will be led by a 4th level fighter (HP.: 18; +2 chain mail, +2 buckler, +2 for 16 dexterity, for an overall AC of -2) with +1 dagger, +1 short sword, atlatl and 3 poisoned javelins (9" range, +1/+2/+3 to hit at long, medium, and short range, 2-7 h.p. damage plus poison as above). He is also able to use the spells noted above. The patrol will be commanded by a fighter/magic-user of 5th/5th level (HP.: 23; +2 chain mail, +2 buckler, +3 for dexterity of 17, for an overall AC of -3) with +2 dagger and +2 short sword. He will have the following spells in addition to those noted above:

First Level: comprehend languages, detect magic*, magic missile (x2), sleep

Second Level: know alignment*, levitate*, mirror image, web

Third Level: fireball

*innate power of Drow over 4th level

Females: There will be 7-10 fighters of 3rd level (HP.: 15 each; +1 chain,+1 shield,+2 for dexterity of 16, for an overall AC of 0). They are armed as are males. Each can use the equivalent of **clairvoyance, dancing lights, darkness, detect lie, dispel magic, faerie fire, and suggestion** spells (at 3rd level) once per day per spell. They will be led by a 5th level fighter (H.P.: 25; +2 chain mail, +2 buckler, +2 for dexterity of 16, for an overall AC of -2) with +2 dagger+2 short sword, atlatl and 3 poisoned javelins. She can use the spell powers noted above plus **detect magic, know alignment, and levitate**. The patrol commander will be a female cleric of 7th level (H.P.: 35; +3 chain mail. +3 buckler, +3 for dexterity of 17, for an overall AC of -5) with +3 mace. She will have the following cleric spells in addition to those powers noted for the 5th level commander:

First Level: cause light wounds, cure light wounds (x2), fear

Second Level: hold person (x2), silence 15' radius

Third Level: cause blindness, prayer

Fourth Level: tongues

Mixed: Mixed patrols will always contain 2 2nd level male fighters and a 4th level fighter with the same statistics as shown above for a patrol of male Drow. With the Drow will be a number of lesser (by Drow standards) creatures to bear the brunt of any fighting. The type of creatures and number are as follows:

PRIMARY PASSAGE:

Die	Creatures
1-3	11-16 bugbears (H.P.: 15 each) with ring mail jacks and large shields (AC 3) and each armed with heavy morning stars (+2 on damage) and 2 heavy spears. One will be a leader (H.P.: 24) attacking as a 4 hit dice monster and adding +1 to damage from all weapon hits he scores.
4-5	2 trolls and 11-16 troglodytes (H.P.: 9 each) armed with a stone battle axe and 3 javelins each. One will be a leader with 3 hit dice (H.P.: 14 and carry a sword and 3 javelins.
6	4 ghosts and 7-12 ghouls.

SECONDARY PASSAGE:

Die	Creatures
1	11-14 bugbears as above.
2-5	2 trolls and 11-16 troglodytes as above.
6	4 ghosts and 7-10 ghouls.

TERTIARY PASSAGE:

Die	Creatures
1-3	2 trolls and 7-10 troglodytes as above.
4-6	4 ghosts and 5-8 ghouls.

Drow merchants: Each Drow merchant is male and a cleric/fighter of 4th/4th level (H.P.: 18; +3 chain mail, +3 buckler, +1 for dexterity of 15, for an overall AC of -3). Each is armed with a +2 mace. They have the following spells:

First Level: cure light wounds (x2), detect magic

Second Level: hold person, speak with animals

In addition, they have the usual Dark Elven spell-like abilities of **dancing lights, darkness, and faerie fire** once each per day at 4th level of experience.

The size of the train determines the components. The guards will conform to the same level of fighter found in a patrol of male Drow, or mixed patrol with respect to bugbears.

Train Size	Number of Merchants	Guards and Level	Slave Bearers	Pack Lizards
sm.	1-2	2 2nd, 1 4th, plus 4 bugbears	5-8	1-2
med.	3-4	6 2nd, 2 4th, plus 8 bugbears	9-16	3-4
lg.	5-8	12 2nd, 3 4th, plus 16 bugbears	17-24	6-9

Slave bearers: will be a mixture of captives. The exact mixture can be determined as follows:

Die Roll	Race of Slave
1	bugbear
2	dwarf
3	elf
4-5	gnoll
6	goblin
7	half-elf
8-9	half-orc
10-12	hobgoblin
13-17	human
18-19	orc
20	troglodyte

Bearers are always leg chained in files of up to 6. Bugbear and troglodyte slaves are former servants who are enslaved for disobedience, committing some error, etc.

Pack Lizards: These creatures are a breed of subterranean lizard—slow, sturdy, strong, stupid, and not easily panicked. The statistics on these creatures are:

ARMOR CLASS: 5
 MOVE: 9"
 HIT DICE: 6+6
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 2-8
 SIZE: L (15' long, broad backed)

These creatures seldom will attack anything unless harmed first. Their loads are carried on special back harnesses.

Goods Carried: In addition to the normal (relatively worthless) goods (cloth, leathers, wood, foodstuffs, wine, etc.) typically found in a Drow merchants' train, there is a chance that some valuable items will be carried. The chance is 30% for a small, 45% for a medium, and 75% for a large train. If valuable items are indicated, roll on the following table, once for a small train, twice for a medium train, thrice for a large train:

Dice Roll	Treasure
01-45	110-300 silver ingots, 100 g.p. weight each
46-75	31-50 gold ingots, 100 g.p. weight each
76-80	5-10 platinum ingots, 100 g.p. weight each
81-83	2-5 mithril bars, 100 g.p. weight each*
84-85	1-4 adamantite bars, 100 g.p. weight each**
86-89	1-100 base 50 g.p. value gems
90-94	5-12 potions
95-98	1-4 scrolls
99	1 ring or rod/staff/wand
00	1 miscellaneous magic item

*value in the underworld only is 2,500 g.p./bar
 **value in the underworld only is 4,000 g.p./bar

Drow Treasure: Unless stated otherwise, each Drow will have 1-4 p.p. per level of experience, 2-8 p.p. per level if multiclassed. Each Drow merchant will have an equal number of gold pieces as well, and 1-4100 g.p. base value gems. Each Dark Elf above 4th level, as well as each

merchant, will have either a black metal medallion on a fine metal chain (75%) or both a medallion and a special brooch (25%). These pins are always well hidden on the person of the merchant. Dice for which particular brooch type is possessed, all merchants in a train having the same kind:

Die Roll	Description of Brooch
1	blue enameled prism
2	white enameled morel mushroom
3	bronze coiled whip
4	silver crescent
5	tan enameled puffball mushroom
6	iron hook, black
7	russet enameled shelf fungi
8	brass chain links (3)
9	yellow enameled mushrooms (2)
10	pewter bars (4)
11	violet enameled urn
12	pink enameled horsetail mushroom
13	red enameled gem
14	lilac enameled star of 5 points
15	green enameled lozenge
16	white enameled bone

Special Note Regarding Drow Cloaks, Armor, and Weapons: All of these items have special properties, although none of them radiate any magic. The items are made under the conditions particular to the strange homeland of the Drow, for this place has unknown radiations which impart special properties to these cloaks, armor and weapons. When such items are exposed to direct sunlight a rotting process sets in. The process is absolutely irreversible, and within 2 weeks cloaks will fall to shreds, while armor and weapons become pitted and unusable. If items are not exposed to sunlight, they will retain their magical properties for 31-50 days before losing them, and if they are exposed to the radiation of the Drow homeland 30 or so days, they will remain potent. Items not spoiled by sunlight will eventually lose their special properties if not exposed to the special radiation, but they will remain serviceable as normal cloaks, armor, shields, swords, maces, etc.

Drow sleep poison decays instantly in sunlight. Its power is lost after about 60 days in any event, and the coating on the small bolts and javelins must be periodically renewed with fresh applications of the fungoid substance. The Dark Elves will often have small barrels filled with several packets of this poison, each sealed to insure the poisonous substance remains fresh for about 1 year.

Troll and troglodyte groups are Drow servants, usually checking on something specific or going to report for service.

Ghast and Ghoul groups are Drow connected. They report to the female Drow nobles and serve the deity of the Drow.

Bugbear and slave groups are maintenance crews going about their duties of clearing paths and passages blocked by rockfalls or anything else.

Shadow groups are spies for the Drow, for they are the major creations of the Drow deity.

Deep Gnomes: These relatives of common gnomes are reclusive creatures of neutral (with good tendencies) alignment. Those encountered will be:

- | | |
|-----|--|
| 2-5 | 3rd level fighters (HP.: 20 each; AC2) armed with (non-magical) +1 dagger, +1 military pick, 7 +1 darts (1-4 h.p. damage, poison gas stuns/slow, 40' range) which they can lose at 2 per round |
| 1-2 | 4th level fighters (HP.: 25 each; AC 1) armed as above but having in addition 3 acid-filled darts (2-8 h.p. damage and destroy 3' diameter of armor where hit occurred). |

- 1 5th level fighter (HP.: 30, AC 0) armed as are 4th level fighters, but with a +2 military pick.

Note: Deep Gnomes are 20% magic resistant, plus an extra 5% per level over 3rd, i.e. 25% at 4th, 30% at 5th, etc. Each is able to employ the following illusionist-like spells once each per day: **blindness, blur, change self.** Each radiates **non-detection** continually. They immediately see any illusion or phantasm. They make all saving throws at +4, except against poison, which is at +2.

Treasure: Each Svirfneblin (Deep Gnome) will carry 4-20 base value 10 g.p. gems.

Giant spiders will not attack Drow of any sort, and they are able to converse with and will obey Drow female clerics who serve the demoness Lolth—90% of female Drow clerics encountered. Killing of spiders is sacrilege to all Drow and incurs their enmity and wrath (except for a 30% chance of any group being those who are cryptic worshippers of the Elder Elemental God, in which case they will be disposed to ignore arachnid slayers). Spiders attacked but not totally exterminated will hasten to inform their mistresses that there are enemies approaching.

ENCOUNTER AREA Q²49

This encounter uses piece VII from the special map. All passages, save the northeastern one directly to the Drow vault, debouch into a large chamber directly below a massive wall with sentries pacing its battlements. This chamber is 130' long, 120' wide, and 150' high along its great central dome's apex. Buttresses and flying arches carved from living rock support the massive roof of the cavern, and its side walls are polished smooth to a height of about 35'. Vegetation and minerals give a bluish glow to the area, a dim and shadowless light. The northeastern quadrant of the chamber is guarded by a stone wall, 8' thick and 30' high not counting its 7' crest, a crenelated battlement pierced with small crosslets. There are two massive gates fashioned of beaten bronze, protected with long spikes which point outwards and prevent any creature from forcing these valves by body pressure. Each gate opens inwards by windlass and counterweight. In the area behind the wall are 2 buildings, 20' tall, with a 4' high parapet along the courtyard sides. Each is pierced with narrow slits closed from the inside with bronze shutters, and each has but a single door, also of bronze and bristling with spikes.

The wall is patrolled by 4 male Drow fighters of 2nd level (HP.: 10 each; +1 chain mail, +1 buckler, +1 for dexterity of 15, for an overall armor class of 1) armed with a +1 short sword, hand crossbow, 10 (sleep) poisoned bolts, and a 10' long military fork.

Below at the gate are 4 additional 2nd level male Drow exactly as those on the wall, but these do not have military forks. With these gate tenders is a 5th level male fighter (HP.: 23; +2 chain mail, +2 buckler, +2 for 16 dexterity, for an overall AC of -2) who is armed with +2 dagger, +2 short sword, atlatl and 3 poisoned javelins.

Inside the long eastern building are cots for 24, and 16 2nd level male fighters are usually off duty here. Each has armor class and arms exactly as do the gate guards, and in a rack to the right of the door are 12 of the 10' long military forks. There are pegs along the walls for garments and personal gear, and each soldier has his own small trunk. In addition a long benched table and 2 small chairs are readily seen. The stairs lead to a trapdoor to the roof (and an additional flight of steps to the battlement). Stored under the stairs are 4 boxes of provisions, a large barrel filled with water, a smaller barrel with violet-colored wine, and a box containing 24 pouches, each of which guards 10 of the small poisoned crossbow bolts.

The western building houses the Drow commanders. 2 male fighters of 5th level (exactly the same as the one at the gate) and a leader who is a 6th/7th level fighter/magic-user (HP.: 33; +3 chain mail, +3 buckler, +3 for dexterity of 17, for an overall AC of -5). The latter Drow has a +3 dagger, a +2 short sword and a **wand of viscid globs.** (This weapon is a metallic baton with 48 charges in

it. Range is 6". Each blob covers an area of 4 square feet with a gummy substance which adheres various things together—hands to items they hold, arms to shields, members to bodies. That is, whatever is struck and globbed will permanently stick to any other such object, but the substance is dissolved by alcohol such as that in wine. The blob bond is generally far stronger than the substances it holds together, so that an exceptionally strong creature might actually tear itself apart trying to get free if it exerts sufficient effort—a saving throw applies for any creature with intelligence between 2 and 6, those with 7 or better need not do so, for they are intelligent enough to stop self-destructive action. Note that blobs which miss will hit something!). He also has **wings of flying**. His spells are:

First Level: burning hands, charm person, comprehend languages, magic missile

Second Level: mirror image, ray of enfeeblement, web

Third Level: fireball, hold person

Fourth Level: wall of fire

Note: All male Drow have the following innate spell abilities: **dancing lights, darkness, faerie fire**, and those over 4th level add **detect magic, know alignment, and levitate**, all usable once per day each.

There are 4 beds in the room, each separated by a small folding screen. Near each bed is a small chest, a chair, and a small writing table with parchment, quill, and various orders atop each. In the forepart of the place is a table and 4 chairs with various pieces of solid silver dinnerware (but worth only the value of their weight in silver, as they are plain). However, each of the small trunks contains a jeweled goblet (3x 3,000 g.p. and 1 5,000 g.p. value), and the fighter/magic-user holds 10 base 100 g.p. gems and a scroll of 4 spells (**lightning bolt, charm monster, passwall, invisible stalker**) in a solid platinum tube worth 1,000 g.p. In the storage area underneath the stairs which lead to the roof are 2 ration boxes, a tun of water, a cask of wine, a crate with 18 poisoned javelins, a small wooden trunk with 20 blank scrolls, a large hamper filled with blankets, and an iron chest covered with an old blanket. This chest is locked. Inside are a pale green robe, 4 black metal medallions (with a spider on one face and a female Drow on the other) on fine chains, 2 pairs of tinted lenses, 4 **healing** potions, and 2 **plant control** potions.

Note regarding combat: Creatures defending behind a parapet subtract 2 from opponent "to hit" dice rolls, while those on a crenelated battlement subtract 4. Missile ranges are increased by 10' for every 15' of wall height, so a hand crossbow fired from the wall has a range of 80', but the additional range is always **long**.

Drow weapons will remain with their pluses, and the same is true of armor and shields, for a maximum of 1 month's time after their last exposure to the radiation of the vault area. Thereafter, they become nothing more than finely made normal items.

Treasure: Each Drow has 1-6 p.p. per level of experience, and 1-6 base 10 g.p. gems carried on his person. All other treasure is noted above.

ENCOUNTER AREA R²47

Encounter piece VIII is used for this meeting. The area has a permanent **illusion** cast over it. As soon as adventurers step out of a tunnel mouth they will see the following: A starry sky gleams overhead, and a bright crescent moon beams down upon the place, filling it with soft white light. Dwarf flowering trees and blooming shrubs and bushes circle the central garden, and beautiful flowers bloom everywhere. The perfume of jasmine, magnolias, lilacs, orange blossoms, honeysuckle, and camellias fill the air with so heady a scent as to make the individuals gasp. There is a particularly lovely grotto in the center of the place, lustrous marble steps leading down to a rose-surrounded statue of alabaster — a breathtaking nude sculpture of a human female

poised gracefully with one hand outstretched as if to pluck a rose. Several small birds can be heard twittering amidst the branches of the leafy bushes and shrubs, whilst a nightingale sings its sweet song from high atop a tree.

The statue is Silussa, a succubus (H.P.: 40/AC 0). She will cast **charm person** until her true nature is discovered. When the party does so, she will use **suggestion** to cause the party disorganization and dissension. When the party first comes into the place, or if in doubt about what they know, she will use **ESP**. If seriously threatened by powerful attacks, or faced with death, she will become **ethereal**. In no event will Silussa gate in another demon, for she relies upon the aid of her lover.

The twittering "birds" are also in reality 60 bats hanging about the walls of the cavern and 40 rats ranged around the walls. They have informed "master" of the approach of the party, and upon his command the bats will flutter up and obscure the vision of the party while the rats attack. Each rat is a giant (HP.: 2 each). Any blow will kill a bat.

Silussa's lover, master of bats and rats, is a male Drow vampire, Belgos (H.P.:57, AC 0 [he wears a **ring of protection +1**]), who is still able to use the following Dark Elf spell powers in addition to his vampiric ones: **darkness, detect magic, faerie fire, know alignment, levitate**. When the party enters, Belgos will be in his bat form, but as soon as the adventurers become aware that something is amiss he will change to Drow form and attack — first by **charm** (gaze), then by means of physical blows. If the party attacks Silussa, the vampire will add +1 to both his "to hit" chances and damage inflicted, and he will be absolutely fearless and 75% likely to strike aside any holy symbol before him (even though such action will cause him 2-12 h.p. of damage). He will do his utmost to prevent any creature from going northwest from the area towards the Drow vault. Belgos wears a black metal Drow medallion around his neck.

The island-like center of the cavern is merely bare rock, but its floor hides a secret entrance which opens to a narrow flight of steps leading down. At the bottom of these stairs is a chamber hewn



out of the rock, a 16' x 14' room richly furnished with rugs upon the floor, tapestries on the walls, and erotic sculptures here and there. There is a silk couch, a beautifully wrought coffin, 2 lounge chairs, a small table, a chest, a wardrobe, and a folding screen in the place. There are a basin and ewer and two chalices on the table, all worked gold and set with gems (3,000, 4,000, 2,500, 2,500 g.p. value each, respectively), the ewer containing blood and the goblets traces of the same substance. Beside the couch is a small coffer of rose quartz (1,000 g.p. value) which holds 6 gems (5,000 g.p. each), and 6 pieces of gold jewelry set with gems (2 rings worth 2,000 and 4,000 each, a necklace worth 16,000 g.p., a pair of earrings worth 3,000, and a bracelet worth 10,000). If the basin is closely examined before it is picked up, it will be noticed that it contains a barely visible substance (**oil of etherealness**), but if it is grabbed up the contents will be spilled and lost. There is the equivalent of 3 potions in the basin. While all of the other furnishings are of high quality, their value is not sufficient to give them a gold piece worth as treasure. There are some grooming items scattered about, and a number of normal garments are hung in the wardrobe. Amongst them is a **poisonous cloak**. In the inner pocket of an old robe is a flat case of ebony lined with lead to prevent all radiation of magic. In this case are a **ring of spell storing (knock, polymorph self, animate dead, maze) and a set of pipes of the sewers**. Carelessly cast into the bottom of the closet are a pair of the strange pinkish lenses, and unless a careful search is made they will be overlooked.

Acting as servitor is a **charmed** Svifneblin (3rd level; HP.: 21, but currently down 10 points from blood loss) who will provide the pair's next repast. His armor and weapons have been thrown into a small nook which is screened by the wall hangings. If there is a command from either Silussa or Belgos, the Deep Gnome will obey.

ENCOUNTER AREA U²48

Use encounter piece IX when the party enters this area. As soon as the cavern can be observed, the explorers will see a welter of bones, exoskeletons, dried mummy-like husks, and other unidentifiable materials. Closer examination will show that these remains are of humans, troglodytes, bugbears, orcs, goblins, gnomes, various insects (mostly fire beetles and giant ants), spiders (dead mates of the inhabitants of the place as well as wandering victims of other sorts), as well as various and sundry unknown parts of dead things. However, such examination will require that the party step into the area, and this action will subject up to 7 of them to attack by 2-5 fine **web** strands flung from above unless all who step into the area are Drow-sized and wear Drow cloaks. Each such attack is equal to a spell of the same name (and if burning torches are available, the strands can be flamed off with only 1-4 hit points of damage per character webbed).

50' above, in a network of webbing which covers the whole roof, lurk 7 giant black widow spiders (HP.: 31, 28, 27, 2x25, 24, 22). After flinging their web strands, these monsters will hasten down to attack the party, arriving in position to do so on the round after they made the web attack. These arachnids are pets and friends of the Drow, and as symbols of the diety of the Dark Elves, they are often fed prisoners or slaves no longer useful to the Drow. Because of this relationship they do not molest the Dark Elves, but any creatures with them are always food for the ever-hungry spiders, so they quickly act to gain such meals. The spiders are in great fear of the vampire Belgos and his demon mistress, for this pair will occasionally taunt the spiders, or carry one off to sacrifice to the demoness Lolth, so should it appear that either or both of these creatures are within the cavern, the black widows will flee to their holes in fear.

The numbered tunnel spurs are the lairs of these spiders. Each tunnel is about 45' above the floor of the cavern, a roughly circular opening of 8' diameter. Area **E** is a deserted lair. 1-7 are spun with webs but contain no treasure. 8 is the lair of the queen spider of this nest — a particularly bloated and disgusting

monster of unusual size (HP.: 38; AC 0; attacks as a 6 hit dice creature) and virulent venom (save versus her poison is at-2). She seldom ventures forth from her tunnel, but if any creature sets foot in it she will rush to attack the one who dares violate her abode. Far back in the place is the treasure she guards, a golden idol made in the likeness of the demoness Lolth:

This gold statue radiates both magic and evil. It is only about 1' long and about as wide where the legs project. It weighs some 10 pounds, so it is obviously hollow. The idol has 6 spider legs, but the foremost set of legs are those of a human or elf, complete with hands. More gruesome still, there appears to be a Drow's face peering from a position between the great staring sets of spider eyes on the head. (There are 6 spider eyes and 2 Drow eyes made of black sapphires set into the gold; these gems are worth: 2 x 10,000, 2 x 5,000, 2 x 2,000, 2 x 1,000 g.p.) On the bulging abdomen of the spider statue are 4 spinnerets.

Holding this idol will impart knowledge that the possessor can command any of the following powers: send the equivalent of a web spell up to 40" distant from the spinnerets simply by pointing them at the target and thinking of the result, be immune to all webs, have the power to travel along webs as a giant spider would, and the ability to cause **fear** in large and huge spiders or command giant spiders to obedience for 3-12 rounds. Possessing the idol has two great dangers. The foremost danger is that of complete desire for the object. The character picking it up must make a saving throw versus poison (-2 on the die) or be overwhelmed with the conviction that he or she alone can withstand the danger of the idol, so none other than he or she must ever touch it. Each person handling the idol must so save, and those failing their save will be convinced that all others handling it will (or have) become evil. (Only a **remove curse** can dispel this conviction.) Thus, desire is masked in altruism and the "certain knowledge" that the character is acting in the best interests of the party by retaining the idol and attacking any member who subsequently may have handled it and been subjected to the evil that he or she alone can withstand. The second and more insidious danger lies in the slow metamorphosis that the possessor of the statue will certainly undergo. For 6 days nothing happens except that a careful examination of the character's limbs will reveal that he or she has black and bristly hairs peeping forth, and if the idol is removed from the possessor prior to the end of the 6th day, this hair growth will slowly disappear. After the 6th day through the 66th day of possession a slow but inexorable series of changes take place: 4 vestigial legs gradually emerge and grow into those of a giant spider, while the legs of the victim change to become the same as a spider's; the character's abdomen swells and rounds; mandibles begin to grow from the victim's mouth, and as the head enlarges, the buds of new, multi-lensed eyes can be seen. On the 67th day the transformation will be complete and totally irreversible — the victim will have the mind of a giant spider and nothing will ever bring back original form. If a **cure disease**, **remove curse**, and **atonement** are placed upon the character prior to the 60th day, there is a 99% certainty that the process can be reversed, but this chance drops 13%/day from the 60th day on to the 66th day.

Treasure: If the idol can be brought whole from the place it will fetch 200,000 g.p. in a large city, but it is an **evil** act to so dispose of it, as it should be destroyed. Any mutilation of the idol, such as removing the gem eyes, destroys both its powers and its evil curse.

Amidst the jumble of remains of the spider's victims will be found a quiver with 8 +1 magic arrows; a poison potion; a rotten backpack containing 100 g.p., a pouch with 8 gems of 50 g.p. base value, 5 vials of holy water, and the remains of iron rations long since rotted away (if this pack is lifted up it will come apart and the holy water vials will be broken), and a **wand of polymorph** with 2 charges in it. Two of the husks of recent victims have the pinkish cusps still affixed to their eye sockets, and if these remains are examined thoroughly by the party it is 80% likely that both pairs of these lenses will be found even though they are polarized crystal, not magical (and so are not detectable as magic).

KEY TO THE VAULT OF THE DROW

Wandering Monsters:

Encounters for the area are divided into four basic area types, **open terrain**, **fungi crystal forests**, **vault walls**, and **river** — the latter including the small tributary and lake areas as well as the Pitchy Flow itself. A separate table is given later for random encounters in the Drow city of Erelhei-Cinlu (number 8.), for that place is unlike any other in the Vault.

Encounter occurs 1 in 12, check each turn:

<u>Open Terrain</u>	<u>Fungi/Crystal Forest</u>
1. 13-18 bugbears	2-8 shriekers
2. Drow merchants, small train	yellow mold patch
3. 2-8 pack lizards	1-4 pack lizards
4. 5-30 troglodytes	1-4 violet fungi
5. 1-4 nightmares	harvesters
6. 2-8 bugbears with 13-24 slaves	Drow merchants raiding party
7. 3-12 troglodytes with 19-24 slaves	mixed band of 21-30 escaped slaves
8. 1-4 trolls	1-2 shambling mounds
9. 2-8 pack lizards	2-8 shriekers
10. 2-8 giant spiders	Drow patrol, females
11. Drow patrol, males	harvesters
12. 13-18 bugbears	2-8 giant spiders

Encounters occur 1 in 10, check each turn:

<u>Vault Walls</u>	<u>River/Lake Cor shore hex)</u>
1. 21-40 troglodytes	Kuo-Toan spies
2. 13-16 escaped slaves	2 subterranean lizards
3. 1-2 shambling mounds	2-8 giant frogs
4. 1-4 ropers	giant pike
5. 1-4 trolls	1-2 shambling mounds
6. 13-18 escaped slaves	2-5 giant crayfish
7. Drow merchants raiding party	Drow noble hunting party
8. purple worm (50%)/umber hulk (50%)	type II demon
9. 2-8 giant spiders	2-8 poisonous frogs
10. 17-20 escaped slaves	giant snapping turtle
11. Drow noble hunting party	giant water beetle
12. 1-4 subterranean lizards	2-5 giant water spiders

Explanation of Encounter Tables:

Special Note: Colors will be non-normal under the strange light of the stony Drow "heavens". Those with normal visual capabilities will see only in blacks and grays with bluish tinges. Those with infravision will see blues and purples as well as dull reds. All yellows appear green. With ultravision, all colors glow, scintillate, and are breathtaking. As referee, feel free to give any color you believe reasonable for monsters with distinctive coloration, i.e. indigo worm, lavender trolls, puce bugbears, etc.

Bugbears will be armed males (HP.: 15 each with shields, ring mail jacks (AC 3), heavy morningstars (+2 on damage) and 1 spear (throwing weapon). One will be a leader (H.P.: 24) attacking as a 4 hit dice monster and adding +1 to damage from all weapon hits he scores. These creatures are going about the business of one of the merchant clans, and they will bear a distinctive broach (see 6. below) carried by the leader. Each bugbear will have 2-8 gold pieces, the leader 5-30.

Drow merchants are the same as shown under RANDOM MONSTERS preceding this section. They will be coming from or going to a villa (6. hereafter).

Pack Lizards will be docilely grazing upon the fungi that covers the area and will ignore passersby unless they are molested. If handled with the proper goads, they will be led easily. Lizard goads are long ankus-like hooks.

Troglodyte parties will be armed males (H.P.: 9 each) bearing stone battle axe and 1 javelin each. There will be 2 sub-leaders

(H.P.: 15) and 1 leader with 3 hit dice (H.P.: 21). These creatures are going about the affairs of a noble house, and the leader will carry a special broach of one of the 8 noble families (see 9. below). Each trog will have 1-6 g.p., sub-leaders double that, the leader 5-20.

Nightmares will be encountered ONLY on the north bank of the Pitchy. If this result is determined for another area simply roll again until another result is obtained. If approached, the nightmares will attack viciously.

Bugbear and slave groups are work parties. The bugbears will conform to the specifications given above, including a leader. Slaves will be a mixed lot determined at random as follows:

<u>Die Roll</u>	<u>Race of Slave</u>	<u>Die Roll</u>	<u>Race of Slave</u>
1	bugbear	9	half-orc
2	dwarf	10	hobgoblin
3	elf	11-15	human
4-5	gnoll	16-17	Kuo-Toan
6	gnome (Deep Gnome)	18-19	orc
7	goblin	20	troglodyte
8	half-elf		

Freed slaves will co-operate fully with rescuers until a place of relative safety is reached. Evil-aligned races will not co-operate over an extended period with characters of good alignment. No slave will have more than a 10% chance to turn on rescuers and report them, for they all know the capricious nature of their masters, who are as likely to feed the informant to a nearby demon as they are to go after the escapees.

Troglodyte and slave groups are sometimes (50%) work parties, and sometimes (50%) the former are escorting a batch of prisoners for games, sacrifice or some other foul end. These latter slaves will always react with ferocity if freed, attacking their guards at +1 "to hit" and damage if they have weapons available. Race is determined as shown previously.

Trolls are employed by the Drow to maintain discipline amongst their other servants. All trolls encountered will have a minimum of 5 hit points per die. Each will carry either a bardiche or a flail, have a "to hit" bonus of 2, and get +4 on damage caused from hits. These monsters are more intelligent than the average found elsewhere.

Drow patrols are detailed in the preceding section on RANDOM MONSTERS.

Shriekers will look like other fungi unless the strange eye cusps are worn by one or more members of the party. In the latter case, they will be able to differentiate these things at 90'-100' distance unless **surprised**.

Yellow mold appears to shimmer in rainbow colors unless the eye cusps are available and worn, and with these lenses it is seen as vivid scarlet or crimson.

Violet fungi appears as do shriekers above.

Harvesters are groups of 12, 14, 16, 18, or 20 slaves of mixed type (use table above) equipped with crosscut saws. Each pair must also draw a two-wheeled cart. The fungi ripens rapidly, and crews of workers must harvest the stuff for food (the tough outer skin being used for many other purposes) and fertilizers from the city (taken in trade by the merchants) are scattered about the area cleared. Slaves are guarded by 1 bugbear per 4 or 5 slaves, or 1 troglodyte per 3 or 4 slaves. All are non-leader types equipped in the manner stated above. Slaves will react as those freed from bugbear and slave groups.

Drow merchants raiding party groups will be composed of 7-12 bugbears (as above) led by 4 Drow of 2nd level (H.P.: 10 each) and a fighter/magic-user of 5th/4th level. 2nd level Drow will have 10 hit points, AC 1, and carry +1 dagger, +1 short sword, hand crossbow and 10 bolts. The captain of the group (H.P.: 23) will have +3 chain and dexterity of 17 for AC -1. In addition to +2 dagger and +3 short sword, he will have the following spells:

First Level: hold portal, sleep (x2)

Second Level: phantasmal force, web

All male Drow can cast the following spells: **dancing lights, darkness, faerie fire.** Drow over 4th level can also cast: **detect magic, know alignment, levitate.**

The raiding party will be from one of the 16 houses, but none of the Dark Elves will carry any identification. They are out to deliver "death and destruction" to another merchant clan with whom they are feuding. Such raids seldom result in more than a few servants slain and minor property damage, although occasionally one of the Drow will be slain during these actions.

Escaped slave bands will be composed of one of the following mixtures of slaves:

Die Roll	Types of Slaves
1-2	elf (20%), half-elf (20%), human (60%)
3-5	half-orc (25%), human (50%), orc (25%)
6-7	bugbear (25%), gnoll (50%), hobgoblin (25%)
8-9	goblin (20%), orc (60%), troglodyte (20%)
0	dwarf (50%), gnome (30%), Deep Gnome (20%)

Weaponing of any band of escaped slaves will be as follows:

hand crossbow and 5 poisoned bolts	10%
+1 Drow dagger	10%
+1 Drow short sword	10%
heavy morningstar	10%
spear	10%
stone axe	10%
javelin	20%
wooden or similar club	20%-30%

Round down except with respect to club-armed creatures. Drow-sized creatures will employ their chain mail, smaller slaves will have Drow bucklers, larger types will use any bugbear armor and shields captured (20% of group, rounded up). Bands of opposite (good/evil) alignment will tend to be suspicious and not particularly co-operative, seeking instead to gain additional weapons, armor, and other goods from the party.

Ropers will be encountered only along the walls where they can lair in spur caves, crevasses, etc. Each will be working with its fellows to insure victory. They will have only their normal treasure type.

Drow noble hunting party groups are out for the enjoyment and sport of tracking and killing escaped slaves. A party will consist of the following:

- 3-6 bugbear trackers (H.P.: 17 each; AC 3) armed with heavy morningstar (+2 damage) and spear
- 2-4 displacer beasts (HP.: 36, 30, 30, 24) as "hounds"
- 5-8 female Drow of 3rd level (H.P.: 15 each) with +2 buckler, +2 chain mail, and +2 for dexterity of 16 (for an overall AC -2). Each is armed with +1 dagger, +1 short sword, hand crossbow and 10 bolts, and lance. Each rides a special lizard mount.
- 2-3 Dark Elven female nobles of 6th-8th level fighting ability and having 5 hit points per hit die; each wearing +3 buckler, +3 chain mail, and having dexterity of 16-18 (AC of -4, -5 or -6 according to dexterity score). Each will carry a +2 dagger, +2 short sword, 3 javelins and atlatl (cased on the side of her steed), and a lance. They too are lizard mounted.
- 1 Drow cleric/fighter leader of 7th/7th level (H.P.: 42) with +3 buckler, +3 chain mail, +3 for dexterity of 17, for an overall AC of -5. She will carry a +3 mace and a **death lance** (a 10' spear which discharges a negative force when it hits, the discharge causing 3-12 hit points of damage in addition to normal points inflicted by the weapon as employed, and any opponent failing to save versus poison when so struck will lose 1-4 life

energy levels). This lance has 6 charges. The leader is lizard-mounted and has the following cleric spells:

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

Second Level: find traps, hold person, slow poison (x2)

Third Level: animate dead, speak with dead

Fourth Level: cure serious wounds

All Drow females use the following magic spells:

clairvoyance, dancing lights, darkness, detect lie, dispel magic, faerie fire,

and those females above 4th level can also use

detect magic, know alignment, levitate.

Lizard Mounts are a species of subterranean lizards which the Dark Elven nobles breed. Each lizard has AC 5, moves 15", has 4+4 hit dice, and will attack by biting for 2-8 points of damage. These creatures are as large (L) as a small horse, with longish legs for a lizard. For purposes of mounted attack, treat them as medium horses when a lance is wielded from atop one.

There is a 10% chance that any hunting party will be accompanied by a demon of type I, II, or III, or by a **mezzodaemon** (see the appropriate section appended to this module for details of the latter monster).

Treasure carried by these groups will be only what has been captured from slave lairs. It will be carried in saddle bags by the lower level Drow fighters. Probabilities are types **P** and **R**, but only 10% of metal indicated, and 20% of gems and jewelry (rounded down), with a 25% chance for 1 potion and a 10% chance for 1 scroll. Note: If a demon or mezzodaemon is with the hunters, the amount of any treasure will be the maximum possible, and probabilities for a potion will be 50% and for a (7 spell) scroll 75%. Each Dark Elf will wear a brooch of the same type, indicating from which noble house they are (see 9. below). The leader's will be the same as the others, but she will also wear a jupon showing the colors and device of her house beneath her cloak, while the lesser nobles will not.

Kuo-Toan spies will always be in or near the water. A party will consist of 2-5 4th/4th level fighter/assassins (AC 4; H.P.: 28 each) armed with dagger and garrote. They will be accompanied by a **monitor** (H.P.: 56; AC 0; 18" move; 4 attacks/round for 2-8x2 and 2-5 x2 with open hands and teeth). Normal movement for these creatures is 9"/18", and each is capable of a biting attack for 2-5 hit points of damage. If not in the water, they will be clad in black Drow cloaks and make every attempt to avoid being detected.

B: COMPLEX OF CAVES in which dwell 4 large bands of bugbears. Several guards (5-8) are always on watch (see I below for guard stats). There are 2 small cave mouths on each flank of a gaping cavern opening in the vault wall; numbering from west to east these contain:

- I. A long cave which has many small protrusions houses 41 male bugbears (H.P.: 15 each) with AC 3, morning stars (+2 on damage), 2 spears each; and a chief (H.P.: 30; AC 2; attacks as a 4 hit dice creature) with a bardiche (+1 "to hit" and +2 damage) accompanied by 2 subchiefs (HP.: 26, 25; AC 2) armed with the same weapons as normal males. There are 32 females and 37 young. Each male bugbear has 5-20 g.p., the leaders have 1 g.p. per hit point, plus 1 base 50 g.p. gem per hit die. There are only rude furnishings in this (and all other) cave(s).
- II. Two caves in a figure eight shape, the larger being the one further from the entrance. This place houses 39 males (as above), a chief (HP.: 28; otherwise as above), with a flail (+1 "to hit", +2 damage) and 2 assistants (HP.: 26, 24) armed as normal males. There are 42 females and 31 young here. Treasure is the same as I. above.
- III. 6 bugbear guards stand at the entrance — these are male

warriors typical of all the others in this place. A large cavern, about 70' wide and 135' long to the south is the special assembly place for all bugbears serving the Drow. To the west and east in the forepart are several spur passages used to house the warriors and 20 females and 16 young. At the deepest part of the cavern is a limey deposit in a chair-like formation which is used by Kreffok, the Bugbear hetman (H.P.: 39; attacks as a 6 dice monster). This massive creature is clad in pieces of chain mail and plate (AC 1) and has a huge mace which he wields wearing **gauntlets of ogre power** — the +2 weapon, the magical gloves, and his strength give bonuses of +4 "to hit" and +8 damage. Kreffok has a gold earring with a 3,000 g.p. topaz, and 8 more of these stones (500 g.p. value each) are set in his broad belt. Always nearby are 12 hand-picked guards (H.P.: 19 each) armored and armed as normal males, but each equipped with a heavy crossbow and 6 +3 bolts (gifts from the Dark Elves). Behind the Hetman's seat is a locked iron chest holding 842 p.p., 4,123 g.p., and a leather pouch with 19 base 10 g.p. gems.

- IV. This cave is almost identical to I. above, but it is somewhat longer, and it houses 47 normal males, 38 females, and 30 young bugbears. The chief (HP.: 31; AC 2) is armed with 2 large war hammers (+2 "to hit" and on damage), 1 of which he will hurl before closing. His sub-chiefs have 25 hit points each and are typically armed. Treasure and furnishings are as in I. above).
- V. 4 small caves radiate from a roughly circular entry cave to house 44 males, 36 females, and 27 young. The chief is a 30 hit point monster, with AC 2, and a two-handed sword (+2 "to hit", +2 damage). His assistants have 26 and 25 hit points respectively, and are armed and armored as the other males. Furnishings and treasure are as stated in I. above.

Loud noise in any one of these caves will draw bugbears from all other locations. If a random encounter is indicated near this area it will be bugbears coming to or leaving the caves 75% of

the time.

- T. TROGLODYTE TUNNELS honeycomb the face of the cliff, although only 20 will immediately be seen, for the other 40 are masked by fungoid growths and crystalline "plants". From 9-12 trog guards are watching the area (see below for stats.) Each of these burrows leads to a series of small dens which house 6 males, 6 females, and 1-6 eggs/hatchlings per female. All males are standard (H.P.: 9 each; stone battle axe and 1 javelin). A larger tunnel mouth gives into a cave where the chieftain and the strong leader-types dwell. These creatures are:

Ttirssslup the Chieftain (6 hit dice; H.P.: 44) armed with a bastard sword with a 1,000 g.p. gem in the pommel,

4 sub-chieftains (4 hit dice; H.P.: 31, 29, 26, 23) each bearing a sword, and

20 group leaders (3 hit dice; H.P.: 19 each) armed with stone battle axe and short sword.

There are 37 females and 61 eggs/hatchlings in a rear area. Here Ttirssslup maintains the treasure of his tribe, all carefully stored in iron chests which have silver bands. These 2 containers hold 7,900 and 5,211 s.p. respectively. Beneath these silver pieces are solid silver coffers, 1 in each box. The first holds 14 gems of 100 g.p. base value each, plus 3 pieces of silver jewelry set with gems (5,000, 4,000, 2,300 g.p. value). The other contains a platinum ring set with a black opal easily seen to be worth 10,000 g.p. This magical ring can be worn by a troglodyte so as to not exude a revulsion stench. If a non-troglodyte dons it, a saving throw must be made versus magic — failure turns the wearer to a trog by a **polymorph** curse, and the usual system shock must be rolled. If the save is successful, the wearer can cause an odor to surround his or her person at a 4' distance, so any opponent affected by the stench of an angry troglodyte will be affected by the magic odor generated by wearing the ring. This device also allows the wearer to easily see any troglodyte within visual range (thus negating



chameleon-like powers of these creatures), and of course trog musk does not affect the ring wearer.

There are no recognizable furnishings in any of these areas, although there are piles of fungi skins, pieces of mushrooms, piles of old cloth, etc.

1. When the adventurers at last leave the passageway end enter the Vault of the Drow, a strange sight will greet them. They will be able to see clearly at 240 yards and dimly out to 480 yards if they wear the weird cinnabar eye cusps. Characters with infravisual capability will see clearly out to about 80 yards, with hazy sight to about double that range. Even human normal eyesight allows clear vision to some 40 yards, and faint sight beyond to 80 yards. This immediate area is simply a slowly descending gorge, about 200 yards wide and gradually opening to the north along the roadway. To either hand steep walls rise to 150'. and as the path descends these cliffs grow proportionately taller. Here and there along these bluffs are small cracks and caves. (This is the norm for the Vault walls as well.) All are uninhabited.

The true splendor of the Vault can be appreciated only by those with infravision, or by use of the roseate lenses or a **gem of seeing**. The Vault is a strange anomaly, a hemispherical cyst in the crust of the earth, an incredibly huge domed fault over 6 miles long and nearly as broad. The dome overhead is a hundred feet high at the walls, arching to several thousand feet height in the center. When properly viewed, the radiation from certain unique minerals give the visual effect of a starry heaven, while near the zenith of this black stone bowl is a huge mass of tumkeoite — which in its slow decay and transformation to lacofcite sheds a lurid gleam, a ghostly plum-colored light to human eyes, but with ultravision a wholly different sight.

The small "star" nodes glow in radiant hues of mauve, lake, violet, puce, lilac, and deep blue. The large "moon" of tumkeoite casts beams of shimmering amethyst which touch the crystalline formations with colors unknown to any other visual experience. The lichens seem to glow in rose madder and pale damson, the fungi growths in golden and red ochres, vermillions, russets, citron, and aquamarine shades. (Elsewhere the river and other water courses sheen a deep velvety purple with reflected highlights from the radiant gleams overhead vying with streaks and whorls of old silver where the liquid laps the stony banks or surges against the ebon piles of the jetties and bridge of the elfin city for the viewers' attention.) The rock walls of the Vault appear hazy and insubstantial in the wine-colored light, more like mist than solid walls. The place is indeed a dark fairyland.

The road stretches downwards between the cliffs on either side, its bed strewn with crushed crystals which faintly glitter to the onlooker, but which give off a lucent blue glow, an enchanted pathway, to those with ultravisual powers. In contrast, the jutting prisms and sheer and jagged rocks to the sides lend the pass a strange and foreboding air. (A thief will find it is quite difficult to climb the face of either wall — 10% greater chance of falling.)

As the party proceeds down the road they will observe that the countryside beyond the gorge is filled with abnormally large lichens, large and small crystalline growths, and fungi of all sizes, shapes and description. There are shelf fungi, morels, branching types, puffballs, horsetails, and more conventional mushrooms as well. Various sorts of yeasts, smuts, rusts, blights, and molds of huge size grow upon some of the toadstools and strange fungi. These growing things all thrive upon the radiation of the "stars" and "moon" above, or the fertilizers spread about for them by slaves and servants of the inhabitants of the Vault, the Dark Elves. The huge growths form regular forests and brakes which the Drow use for all manner of things . . . The open land is covered principally with various lichens, with clumps of small crystals and smaller fungi patches here and there.

2. THE BLACK TOWER: A full mile from the entrance to the Vault, a mesa-like mound of rock rises to dominate the landscape. This is rather like a cork in the bottle neck of the entrance, and the Drow maintain a strong guard post at this point, a black stone tower with walls 10' thick. This cylinder rises 40' above the plateau, topped by a notched battlement. It is 55' diameter, but due to the thickness of the walls, the interior is 35' across. The structure will be detailed a bit further on.

The road branches left and right at the base of the mesa, with an obviously well-traveled path in the middle going northwards up a fair incline. All traffic allowed into the Vault is ordered to report to the tower. It is the custom house and checkpoint for all aliens entering the Drow homeland. All with medallions are relieved of the devices, questioned briefly regarding the purpose of their visit (trade, sport, gambling, learning, or whatever) and issued a cloak which glows a brilliant lime green infravisually. Such individuals are permitted to move freely to and within the city to the north or even wander about the Vault anywhere south of the great river — at their own risk, of course. Any alien taken without medallion or cloak is instantly slain; those without cloaks beyond this place are either enslaved or slain according to the whim of the Drow. There are exceptions. Aliens with a brooch of one of the merchant clans or noble houses are allowed to keep their special pins and need not wear a green cloak either, but they will be required to display their special pass (the brooch) whenever requested, and woe to the adventurer who fails to have a glib tongue if the interrogator happens to be of the clan or house of the pass (or worse still an enemy of that clan or house).

The smooth and massive blocks of the tower have no sharp corners, for the very ages have been at work. Atop the fortress are 8 male drow of 2nd level (HP.: 11 each; AC 1) armed with +1 dagger, +1 short sword, hand crossbow and case of 10 poisoned bolts. These sentinels watch only for unusual or suspicious behavior — groups coming up to the tower are, after all, expected. They each man a special heavy crossbow clipped to an iron ring which circles the tower top so as to command 360°. It requires a full round to wind one of these weapons after it has been discharged. Each crossbow fires a javelin-like bolt which is +3/+2/+1 at short/medium/long range (9"/18"/27" maximum per range). These weapons are always ready to fire, and a hit causes 4-14 (2d6+2) hit points of damage (4-18 (2d8+2) versus size L targets). Near the center of the roof are 4 cases which hold 12 of the missiles to be fired. Entry is near the northern battlement, where a trapdoor gives access to a staircase circling the walls.

Here and there in the tower small arrow slits pierce its smooth exterior, but the only visible entrance is a great arch with massive bronze valves (which are open unless warning of invaders has reached the Vault) hinged outwards. Entrants pass along a 20' wide, 15' high corridor, with slits in the walls and murder holes above. At the end of this tunnel are another pair of gates, oak bound with adamantite alloy, closed and barred, but with a small door (3' wide x 6' tall) which normally stands open. Those stepping through will find themselves within a circular room 25' across. In the center is a long table behind which sits the High Bailiff of the Tower, a 7th level fighter (HP.: 42; +3 buckler, +4 chain mail, +4 for 18 dexterity, giving an overall AC of -7) armed with +2 dagger, +4 short sword, and a hand crossbow (before him on the table) with 10 poisoned bolts. Divolg, the High Bailiff, in going over various manifests, notices and the like, his business as usual. Behind him are two chests of wood, one with green cloaks, the other with 4 metal boxes inside — one with 17 medallions, another with important papers (all pertaining to trade), one with 4 sets of cinnabar cusps, and the last (triple locked) holds 120 p.p., 6 100 g.p. gems, and (in a secret space in the lid) a small piece of parchment with Drow script saying: "The bearer is my most trusted servant and must be speeded and aided as is his need. Eclavdra". With this message is a brooch of copper

formed in the likeness of a staff with tentacled end, engraved on the back, EILSERVS.

There are a few benches around the walls, steps circling upwards to the second story along the western one, and a ramp leading downwards behind and under them. Flanking the entrance are 2 guards, and 6 others stand along the northern wall. Each is 2nd level (HP.: 11 each) and armed with +1 dagger, +2 short sword, hand crossbow and 10 poisoned bolts. These fighters are AC 0 as they have standard +1 buckler and +1 chainmail, but dexterity bonus of +2. Reaction to attack will be immediate, and all troops will rush to the defense of an attacked area if they are called or hear the sounds of battle. Reaction time is 1 round to move 1 story, plus 1 round/3 persons to move into hand-to-hand combat, if any.

Note: There is a secret passage on the north wall of the audience chamber, the entrance screened by a rack filled with parchments and scrolls pertaining to various trade matters, duties, tariffs, etc. It gives to a stair to the lower level, where a second secret door leads into the basement or a long tunnel may be followed northwards to a hidden exit at the base of the mesa. If any encounter is obviously hopeless, the High Bailiff, the Bailiff, and any guards nearby will obscure vision with **darkness** spells and flee to alert garrison areas 4., 5. and 7., and thereafter alert the watch at Erelhei-Cinlu. Drow scouts will screen the area of the tower within 2 hours, and a force of a size equal to 2 male patrols, 4 female patrols, 40 bugbears, and 120 troglodytes will move to surround the whole plateau within 8 hours. Thereafter, if invaders are still within the tower, Drow magic-users, female clerics, and hundreds of lesser Dark Elves will converge with still more bugbears and troglodytes, with several various minor demons or mezzodaemons to assault the place and put to slow death any within. (The adventure is all over for the party if they are still there. All escape will be blocked, so just tell them a heroic struggle results in death for many of the Drow and their allies, but all of the party eventually fall. **Finis.**)

Cellar: The tower basement has 2 guards (as above, but neither have hand crossbows) who serve as grooms for 2 nightmares (HP.: 39,35). These creatures are stabled near the secret door to the escape tunnel/steps up to the audience chamber. There is a small kitchen area here, a provision room filled with foodstuffs, a cistern, and 8 small cells which hold 2 slaves (or prisoners) each — there are currently 10 slaves and 1 Kuo-Toan prisoner (**monitor**) held in these cells, and they will help any liberators to fight the Drow. (Determine race of each slave by standard random means.)

Second Story: The stairs circling upwards have a small landing here, and then continue upwards to the next level of the tower. This level provides quarters for the High Bailiff in a large northern room. This chamber is slightly over half the total area of the level. It contains a wide and silk-strewn bed, a table and 4 chairs, a chest (locked, with 280 p.p., 20 base 50 g.p. gems, and a potion of **extra-healing** and a **flying** potion hidden under clothing), a wardrobe, a desk, and a chest of drawers. Divolg has a few lewd and erotic statuettes and tapestries decorating the place, but they are of no great value. The southern 2/5ths of the second story house the Bailiff, Merinid. At the moment of entry, he will be at ease in his chamber. The Bailiff is a 6th level fighter (HP.: 36; +3 buckler, +3 chain, +3 for dexterity of 17, for an overall AC of -5) armed with +3 dagger, +3 sword, and hand crossbow and 10 poisoned bolts. His furnishings are similar to those of Divolg's, but the bed is smaller and there are but 2 chairs. Merinid has 183 p.p., 2 500 g.p. gems, and a scroll of **protection from elemental*** in a gold tube set with black opals (6 stones worth 1,000 each). He hides these in a secret compartment in a leg of his desk, and therein also is a broach of an adamantite mace bearing the engraved name DESPANA on the reverse. A 6' wide section between the two chambers is given over to an armory, entered from the Bailiffs apartment. In this space are 12 atlats and 64 poisoned javelins, 48 of the

massive bolts for the crossbows on the top of the tower, 12 military forks (10' long), 10 hand crossbows, and 40 cases with 10 bolts in each. None of the weapons have the special poison, but there is a chest with 200 applications in one corner of the armory.

Third Story: This area is entirely open, being given over to an exercise and refractory usage. There are 6 tables and 12 benches around the walls, leaving the central space open. The stair continues upwards.

Fourth Story: There is a large barracks room and 2 small private rooms here. There are triple-tiered cots along the walls sufficient for 36, with pegs for gear, and a small chest for each bunk (all contain nothing of value). The 2 small rooms have a single cot, chair, chest (with nothing of value), and pegs also. There are 12 2nd level fighters (HP.: 9 each; AC 1; +1 dagger, +1 short sword, hand crossbows and 10 bolts) in the barracks and 2 4th level fighters (HP.: 18 each AC -2; +2 dagger, +2 short sword, atlatl and 3 javelins), 1 to each small room.

All Drow are able to cast one each of the following spells once per day: **dancing lights, darkness, faerie fire;** and those above 4th level (High Bailiff and Bailiff) can cast **detect magic, know alignment, levitate.**

The troops here carry 1-4 p.p. per level of experience, and those above 3rd level carry a like number of g.p. as well. The High Bailiff wears a platinum chain set with 71,000 g.p. rubies around his neck, the Bailiff a like chain set with 5 such stones. (Jewelry value of these necklaces is 9,000 and 7,000 g.p. respectively.)

3. ROW OF 16 STONE WAREHOUSES: Each of these structures is about 30' x 70', only some 15' high, and built against the wall of the Vault. Each belongs to a different clan of merchants, and above each door is a shield bearing the device of the appropriate clan. These devices are:

PRISM (blue)	MUSHROOMS (2, yellow)
MOREL (white)	BARS (pewter/gray)
COILED WHIP (bronze/brown)	URN (violet)
CRESCENT (silver)	HORSETAIL MUSHROOM (pink)
PUFFBALL (tan)	GEM (red)
HOOK (iron/black)	STAR (lilac)
SHELF FUNGI (russet)	LOZENGE (green)
CHAIN (brass)	BONE (white)

Each warehouse is staffed by 1 3rd level fighter (HP.: 13; AC -1; +1 weapons; hand crossbow and 10 bolts) and 3 fighters of 2nd level (HP.: 10 each; AC 1; weapons as 3rd level) — Drow males. Each wears a clan broach. Also guarding these places are 7-10 bugbears (HP.: 15 each; AC 3; heavy morning star (+2 damage) and spear) in charge of 7-12 slave laborers (use preceding table for random determination of race). Each warehouse contains lumber, bales of cloth (normal), wine kegs, leather and leather goods, various sorts of pottery, parchment, fungi skin, dried foodstuffs (principally dried fungus), tin ingots, bronze ingots, iron pigs, and some crude weapons (boxed) such as spears, stone axes, heavy morning stars, javelins, and daggers. There will also be about a dozen sets of padded armor, studded leather armor, and ring mail jacks in man-size and a few bigger (bugbear) sized as well. From 3-18 normal and large shields will be stored with weapons and armor, and all such materials are always kept in a small locked chamber in the rear of the warehouse. Near the front will be a heavy bronze chest, well locked, which holds various vessels and containers carved from crystal. Each is about % cubic foot in volume and worth 100 g.p. There will be from 10-60 such items in each chest.

No other loot of any particular value to the party will be found, although there is a 75% chance that a thorough search will turn up 1-3 green robes and 1-3 pairs of the pinkish lenses which allow the user ultraviolet capabilities within the Vault.

4. TOWERED WALL AND GATEHOUSE: A thick stone wall, 40' high

topped by a crenelated battlement closes off a diverticulum of the Vault. The wall is over ½ mile long, and each section (hex) is patrolled by 4 female Drow of 3rd level (HP.: 15 each; AC 0; +1 dagger, +1 short sword, hand crossbow and 10 poisoned bolts), and the gatehouse is guarded by 8 such fighters. Each of the wall's 6 towers houses an additional 12 3rd level fighters, plus a 5th level captain (H.P.: 30; +2 buckler, +2 chain mail and +2 for dexterity of 16 — overall AC -2) armed with +2 dagger, +2 short sword, atlatl and 3 javelins. The captain has an armory of 12 military forks (10' length), 20 cases of poisoned bolts, 10 atlatls, and 60 javelins. At the tower roof is a specially pitched gong to warn of attack, and a code signal tells if an organized assault or simply stupid monsters are involved. The gatehouse houses 24 additional 3rd level female fighters, 2 5th level captains, and a 7th level commander (H.P.: 42; +3 buckler, +3 chain mail, and +3 for dexterity of 17 — overall AC -5) armed with +3 dagger, +3 short sword, and atlatl and 3 **javelins of lightning**. The gatehouse armory contains triple the number of weapons of a tower armory. The commander has 6 additional **javelins of lightning** hidden in a secret floor compartment in her gatehouse room (2nd floor).

If attacked, the guards will sound the alarm, and all those in towers and gatehouse will arm themselves appropriately and rush to the battlements. A courier will be sent to inform the Grand Mistress (5. below) of events.

None of these individuals carry any treasure, nor will any money or other valuables, other than what is noted, be found upon their person or in the towers or gatehouse.

Only female Drow fighters or representatives of the noble houses are allowed beyond the wall, others are turned away.

5. **FEMALE FIGHTERS SOCIETY:** This military sisterhood supposedly counters all other factions in direct service of **Loth**. There are 8 sorority buildings here, each of which houses 40 Dark Elf female fighters — 2nd level trainees (HP.: 10 each; AC 1) armed with +1 dagger and +1 sword. An armory in each building contains 40 hand crossbows, 80 bolt cases with 10 quarrels each, 10 atlatls, 60 javelins, and 2 chests with 1,000 sleep poison applications in each. There are 5 small rooms in addition to the large barracks. 4 of these rooms house 1 4th level female each (HP.: 20; AC -2; +2 dagger, +2 short sword, and hand crossbow with 10 bolts), while the largest of the 5 is the quarters of the 6th level sorority captain (HP.: 33; AC -4; +3 dagger, +3 short sword, atlatl and 3 javelins). None possess any treasure. Each of these buildings is defensible, having heavy bronze-bound doors, shuttered windows, arrow slits, and walls several feet thick.

Each sorority of fighters represents one of the 8 noble houses, although not all of the members are by any means of that particular noble family. The nobles furnish recruits, equip them, and pay all costs. The sorority is only nominally answerable to the noble house, but the noble family is responsible for any misconduct or misdeeds of the group it sponsors. Considerable rivalry does exist between the sororities, and there is intrigue and politics within the society.

A long, low building about 240 yards south of the sorority buildings is the slave barracks. There are 62 slaves of miscellaneous race penned here. They are guarded by 6 2nd level females (HP.: 10 each; AC 1; +1 weapons), 2 3rd level (HP.: 15 each; AC 0; +1 weapons and hand crossbow with 10 bolts), and a 4th level female overseer (HP.: 20; AC -1; +2 weapons, and hand crossbow with 10 bolts). All slaves are locked in separate rooms and chained in groups of 5.

There are 2 buildings beyond the slave barracks. The closest to the slave quarters is a smithy and armory. Here most of the Drow armor and weapons are forged. There are 4 Deep Gnomes (3rd level) and 6 dwarven-smith slaves used to assist 2 salamanders (HP.: 45,42). These creatures dwell in a pool of molten lava at the far end of the smithy, and they make the adamantite alloy and draw the wire. A fire elemental is called

up when any plate pieces are to be formed and for making the rough bars from which swords and maces are fashioned. Various unfinished pieces of armor and a variety of rough weapons are around the place. A 6th level overseer (HP.: 36; +3 chain mail, +3 for dexterity of 17 — overall AC -3) with +4 short sword and hand crossbow with 10 bolts and 4 3rd level guards (HP.: 15; AC 0; +2 weapons and hand crossbow with 10 bolts) are on duty at all times in this building.

The other is about 120 yards southwest of the sorority barracks. It is a large square tower, 60' on a side, 50' tall, with a bartizan on each upper corner. This is the headquarters of the female fighters' society. Its large double doorway is guarded by 4 3rd level fighters, and there are 4 like guards on each of the 5 tower levels (24 total; HP.: 15 each; AC 0; +1 weapons, hand crossbows, 10 bolts). The first floor is given over to meeting rooms and business offices. All storage and cooking is done in the cellar, where 12 slaves are penned (determine race randomly by use of the previous table). The second story is divided into a great hall and 2 lesser dining rooms. The third floor houses 8 4th level fighters (HP.: 20; AC -2) each armed with +2 dagger, +2 short sword, hand crossbow and 10 bolts. The fourth level has a long hall giving to 3 rooms. The right is that of General Telenna, a 9th level fighter (HP.: 63; +3 buckler, +5 chain mail, +4 for dexterity of 18 — an overall AC of -8; +3 dagger; +5 short sword; and a **ring of regeneration**). The left is that of her assistant, Lieutenant General Drisnil, an 8th level fighter (HP.: 56; +3 buckler, +4 chain mail, +4 for a dexterity of 18, for an overall AC of -7; +3 dagger, +4 short sword, hand crossbow and 10 bolts). Both rooms contain only spartan furnishings and no treasure. The far room is a locked armory with 20 each +1 daggers and +1 swords, 20 +1 bucklers, 20 suits of +1 chain mail, 10 atlatls, 60 javelins, 6 **javelins of lightning**, 20 hand crossbows, 40 cases of 10 bolts each, a locked chest with 500 applications of sleep poison, and 6 **death lances** (6 charges each). There is a secret door to a small cell behind the chest, and this room is the treasury. 2 iron chests with normal locks flank a chest of adamantite alloy. Each side box holds 6,203 g.p. and 100 silver ingots (100 g.p. weight each). The middle chest is bolted to the floor; it has a deadly (-6 on saves) contact poison on its padlock, hasp, and handles. If the chest is opened normally, a special conjuration upon it summons a type III demon into the room (coming just in front of the door). There is a secret catch on the back (75% undetectable, dice for this before checking normally when the chest is examined) which enables the top plane of the lid to open, hinged to the front. Inside are 7,138 p.p., 200 base 50 g.p. gems, a scroll of **protection from magic**, another of **protection from demons**, and 2 potions of **invulnerability**. The uppermost floor of the tower is a barracks room for the 3rd level guards.

Note: The inhabitants of the tower have no personal funds, as any member of the society is issued a set amount whenever they leave the enclave. All members are very loyal to their society of sororities, although each of the 4th level under-officers (third floor) who are the sorority liaison personnel is directly affiliated with a noble house, and each will have a different broach hidden on her person (see 9. below).

6. **MERCHANT VILLA:** There are 16 of these multiple building strongholds, 1 for each clan. The small letter designates which clan (see below). Each villa consists of a walled compound with a large (c. 20 room) house surrounding a private fungi garden built into one wall, a stable for the pack lizards with barracks above to one side of the compound, several smaller buildings (3-5 rooms each) and a slaves quarters on the other, and a small gate house. A clan device will be shown above the gate.

A villa will house the following creatures:

- 1-3 riding lizards
- 2-8 pack lizards
- 19-30 slaves (use random race determination table)

- 13-18 bugbear servants (H.P.: 15 each; AC 3; heavy morningstar (+2 damage), and spear—with special fauchard forks 12' long for defense of the 20' high compound wall)
- 21-40 females (H.P.: 9 each) unarmed except for +1 dagger
- 9-16 males (H.P.: 8 each) unarmed except for +1 dagger
- 2-12 immature Drow children
- 17-24 2nd level males (H.P.: 9 each; AC 1; +1 dagger, +1 short sword, and hand crossbow with 10 bolts)
- 2-8 3rd level males (H.P.: 13 each; AC 0; +1 dagger, +1 short sword, and hand crossbow with 10 bolts)
- 2-5 4th level males (H.P.: 18 each; AC -2; +1 dagger, +2 short sword, and atlatl with 3 javelins)
- 2 cleric fighters of 2nd/5th level (H.P.: 23 each; AC -3; +2 dagger, +3 mace) with the following spells:

First Level: bless, command, cure light wounds (x2),

- 1 clan Lord, a 4th/7th level cleric fighter (H.P.: 42; +3 buckler, +4 chain mail, +2 for 16 dexterity for total AC -5; +3 dagger, +3 short sword, +3 mace) with the following spells:

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

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

It is important to remember that all Drow have the following spells:

dancing lights, darkness, faerie fire,

and those above 4th level also can cast the following:

detect magic, know alignment, levitate,

while female Dark Elves are able to use these additional spells:

clairvoyance, detect lie, dispel magic, suggestion.

The following treasure will be held in each villa, secured in locked iron chests:

- 21-40 silver ingots of 100 g.p. weight each
- 2,000-8,000 g.p.
- 1,000-4,000 p.p.
- 10-100 gems of base 10 g.p. value
- 2-20 pieces of jewelry
- 2-8 potions
- 1-4 scrolls (75%/25% cleric/magic-user)

In addition, each individual Drow in the fortress will have 1-4 each g.p. and p.p. per level, with those over 3rd level having 1 100 g.p. base value gem per level.

Merchant clans are nominally allied in pairs to a noble house, thus making a perfect balance of power, but due to intrigue and feuding between the merchants and nobles, there is an uneven balance. Feuding and raids are fairly common. Merchant clans and alliances are shown below:

- a. PRISM (Tormtor) allied with h. and c. (Eilservs)
- b. MOREL (Godeep) allied with d. (Aleva)
- c. COILED WHIP (Eilservs) allied with a. (Tormtor)
- d. CRESCENT (Aleva) allied with b. (Godeep) and i. (Noquar)
- e. PUFFBALL (Kilsek) allied with f.
- f. HOOK (Kilsek) allied with e. and m. (Despana)
- g. SHELF FUNGI (Despana) allied with m.
- h. CHAIN (Tormtor) allied with a.
- i. MUSHROOMS (Noquar) allied with d. (Aleva) and o. (Everhate)
- j. BARS (Eilservs) allied with p.
- k. URN (currently uncommitted)
- l. HORSETAIL MUSHROOM (Noquar) allied with o. (Everhate)
- m. GEM (Despana) allied with g. and f. (Kilsek)
- n. STAR (currently leaning towards Eilservs)
- o. LOZENGE (Everhate) allied with i. (Aleva) and l. (Noquar)

p. BONE (Eilservs) allied with j.

Noble family names are shown in parentheses. The members of each clan wear the appropriate emblem as a broach (cf. 3. above).

7. MALE FIGHTERS' SOCIETY: Just as the female organization is a neutral instrument of the Drow clerical hierarchy, so too is the fraternity of male fighters an instrument to counter any destructive feuding or power seizure by one or more of the merchant clans at the expense of the others. Of course, the society also furnishes troops for guard duty, patrols, etc.

The society consists of 16 smallish barracks buildings in 2 rows about 200 yards apart. These barracks are connected by a 20' high wall to form a rectangular compound 240 yards long. At the far end of the compound is a large building which contains store rooms, stable space for 2-12 pack lizards and 4-16 riding lizards, an assembly hall, and quarters where 21-40 slaves (random race) are penned.

Each barracks has 2 levels, the lower housing 19-24 2nd level fighters (H.P.: 10 each; AC 1; +1 weapons, hand crossbow and 10 bolts), with the upper story divided into a day room and 7 private chambers for 4 3rd level fighters (H.P.: 14 each; AC 0; armed as 2nd level fighters are), 2 4th level fighters (H.P.: 19 each; AC -2; +2 weapons and atlatl and 3 javelins), and a 5th level fraternity captain (H.P.: 25; +2 buckler, +3 chain mail, and +3 for 17 dexterity for an overall AC of -4; armed with +3 weapons). Furnishings are rather spartan. Each Drow carries 1-6 each gold and platinum pieces per level of ability. Fraternity captains will have a small coffer containing 20-120 each of g.p. and p.p. — the fraternity treasury. A small closet off the captain's room will contain 20 hand crossbow bolt cases (filled with 10 quarrels each), 10 atlatls, 30 javelins, 10 military forks, and 400 poison applications in a small chest.

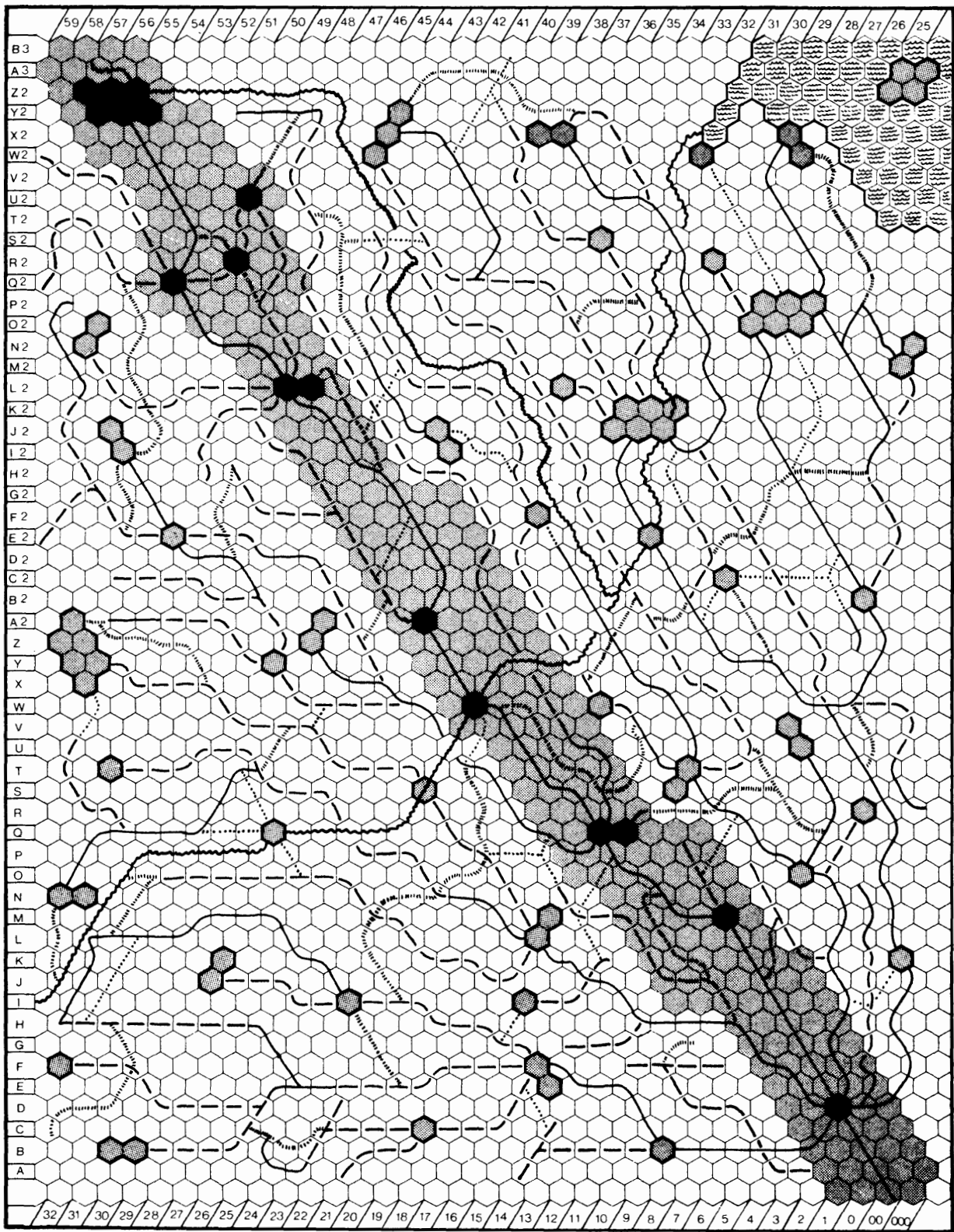
Entry to the compound is through a gatehouse flanked by 2 small towers. The left houses 16 3rd level guards (as above), 4 4th level guards (as above), and 1 5th level gate commander (as above, except armed with hand crossbow and bolts).

The right tower is the society leaders' quarters and offices. There are 1 large and 2 small rooms on the lowest level. Above is the suite of General Istoil, a 7th level fighter (H.P.: 42; +3 buckler, +5 chainmail, +3 dexterity bonus for overall AC of -7) and above is the suite of his executive officer, Commander Captain Relonor, a 6th level fighter (H.P.: 36; +3 buckler, +4 chainmail, +3 for 17 dexterity, for an overall AC of -6). Both leaders have +3 dagger, +5 short sword, hand crossbow and 10 bolts. Each has a small coffer with 2-16 base 100 g.p. gems, and the General has in addition 4 pieces of jewelry and 2 potions of **frost giant strength**. The uppermost story is an armory with 20 military forks (10' length), 20 atlatls, 120 javelins, and a chest with 400 applications of sleep poison. Hidden in a lead case on a small ledge above the door, and screened by cobwebs to be 90% unnoticeable, is a **wand of missiles** with 50 charges (a **magic missile** is discharged by any character using the wand).







Relonor is secretly in the service of the House of Tormtor. Hidden on his person is a Tormtor broach (electrum javelin) and a ring of **water walking**.






There are always 4 guards on duty at the gate, and 4 sentries from each fraternity barracks patrol the walls. Persons with clan or noble broaches may enter the place, but only clan devices will permit free movement throughout the whole compound, as noble representatives are restricted to the forepart of the place.

8. THE GREAT GATE TO THE CITY: Although there are a number of small doors in the walls of the ancient Drow city, this is the only entry permitted to non-Drow (assume that entry through any other portal will need to force a triple lock, triple bar, and automatically summon a type II demon to the spot). The gatehouse is a large pile of old black stone, frescoed with demoniac visages. Two spiked bronze valves stand open at



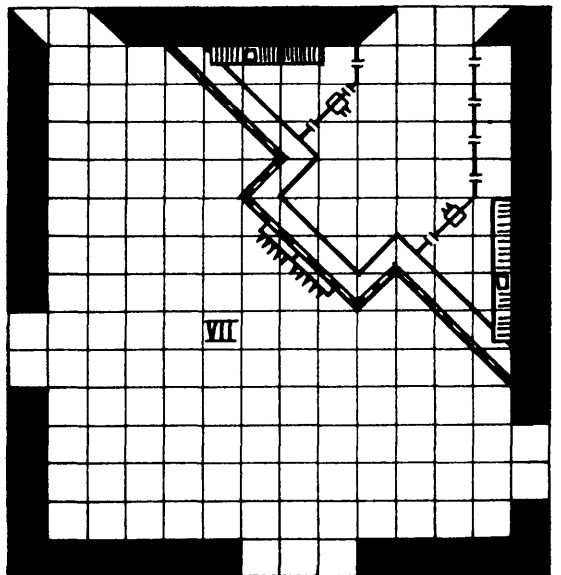
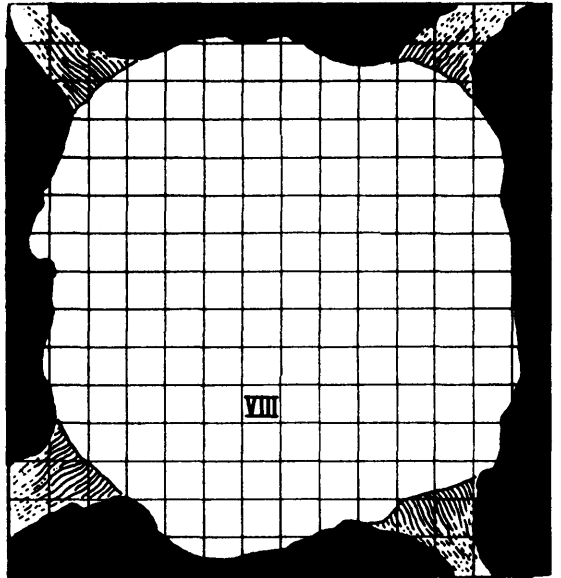
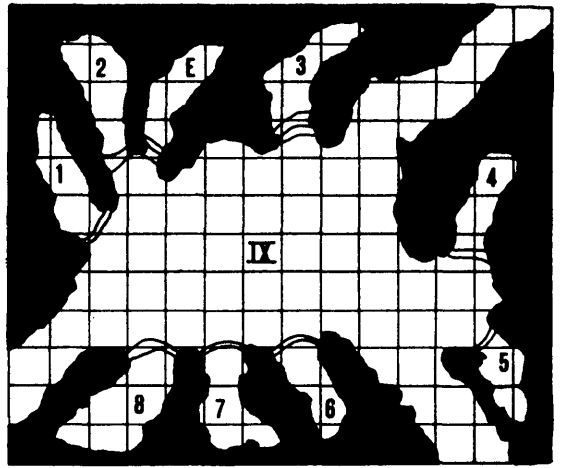
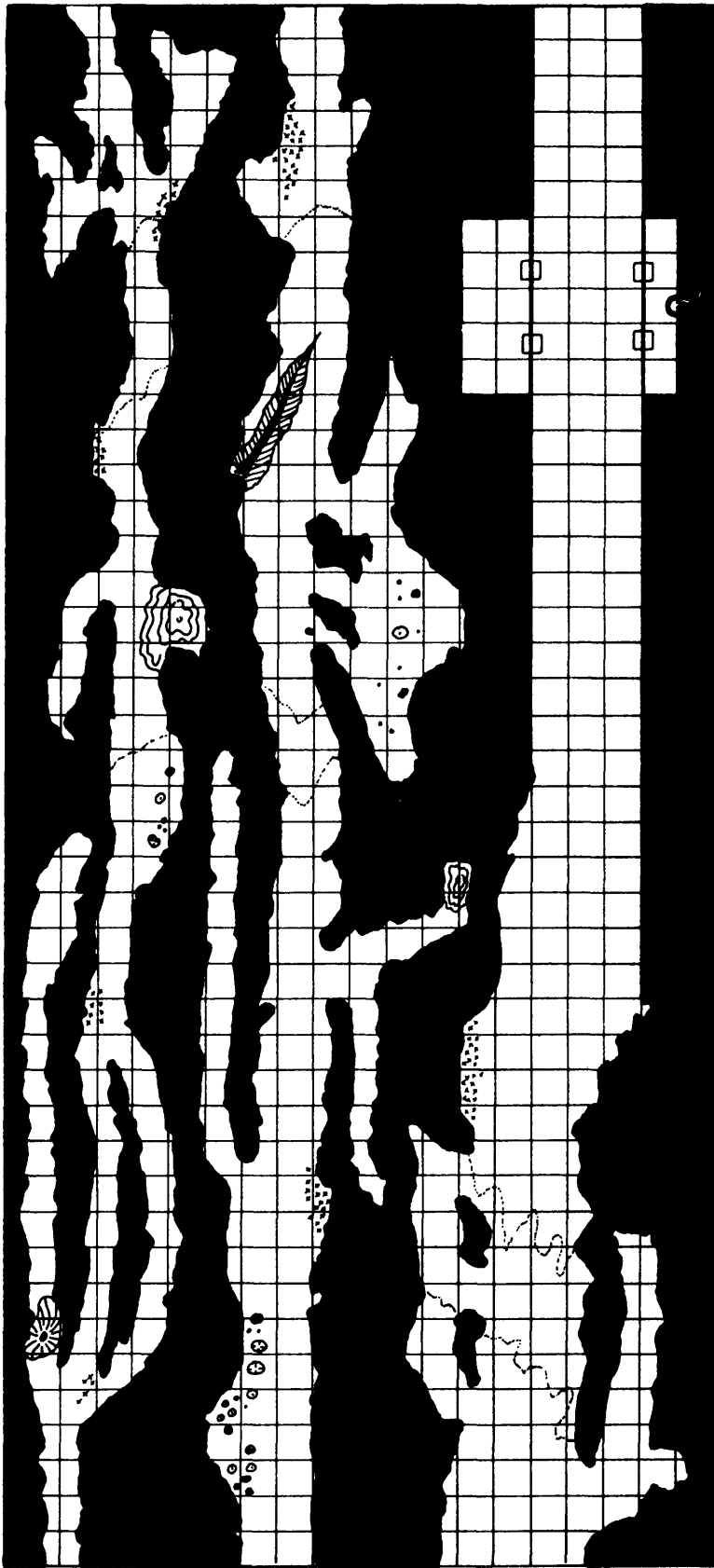
LARGE SCALE MAP: 1 HEX = 1 MILE

-  Encounter Area Detailed in a Module of this Series*
 -  Major Encounter Area as Described Above*
 -  Encounter Area to be Designed by DM or in a Forthcoming Module*
 -  Major Encounter Area as Described Above*
 -  Waters of the Sunless Sea
 -  Islands of the Sunless Sea
- *not shown to scale

-  Primary Passage
-  Secondary Passage
-  Tertiary Passage
-  Secret (Tertiary) Passage
-  Underground River (80' to 240' wide)

Area Shaded is Shown on Players' Map

DM NOTES:



Scale: 1 square ⁵ 10'

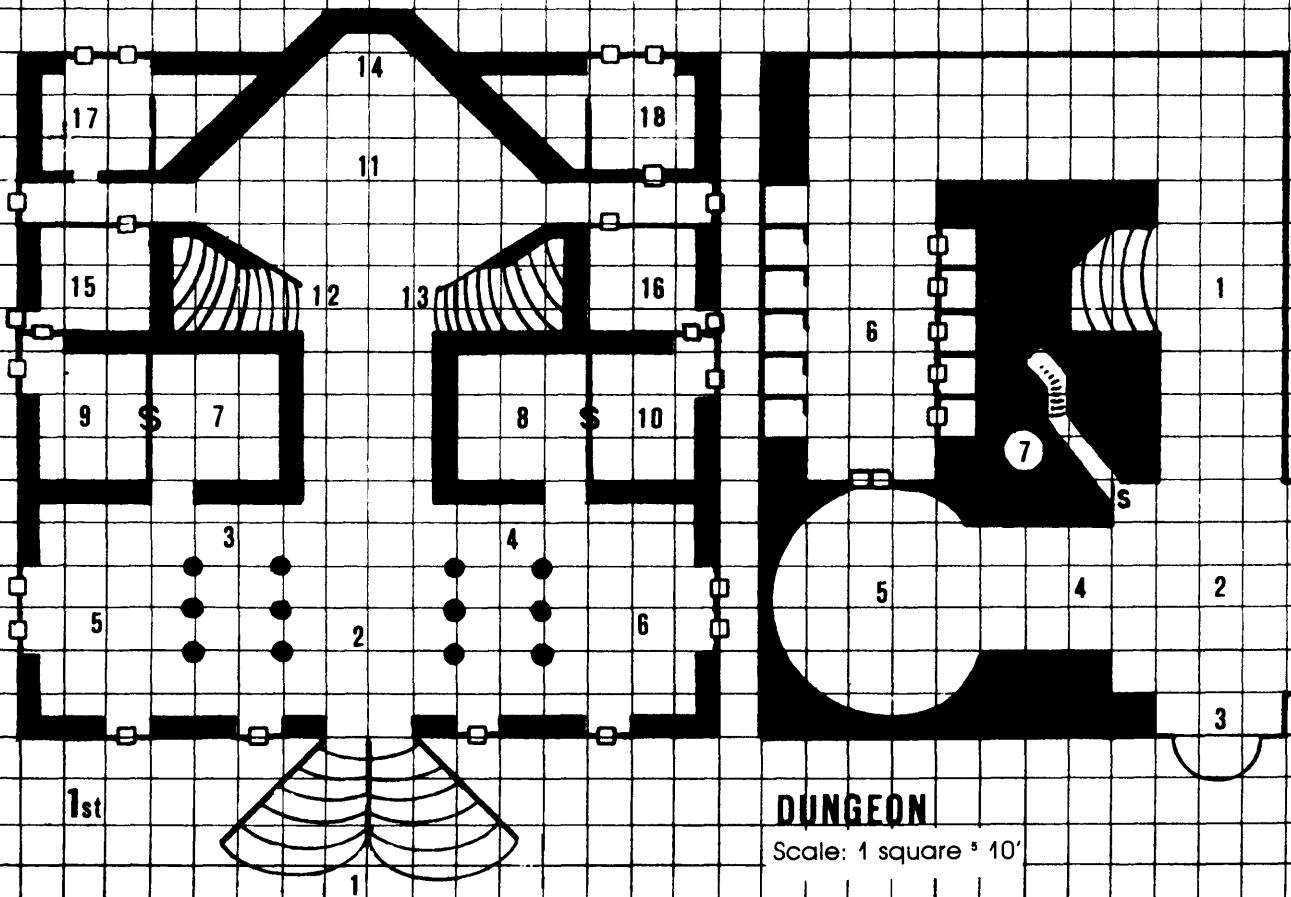
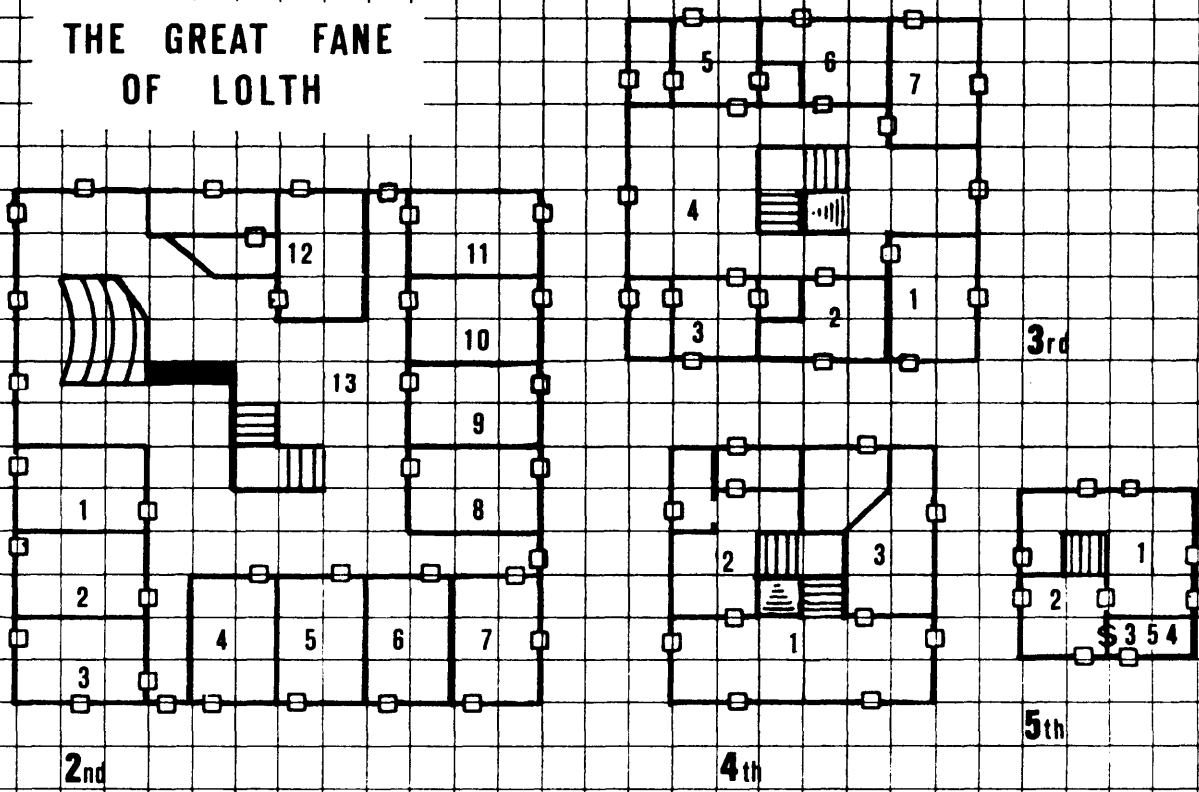


Terrace Line
Ledge or Shelf
Column or Pillar
Stalagmite
Stalactite



Sinkhole
Crevasse
Pool
Streamlet
Rubble

THE GREAT FANE OF LOLTH



the far end, and a raised portcullis can close the nearer end of the passage. The city walls are 20' thick, and those of the gatehouse 10' through. The construction is 70' wide and 40' deep and high. The tunnel which passes through its center is 20' square, with slits and murder holes guarding its length. At the entry are 4 2nd level male fighters (H.P.: 9 each; AC 1; +1 dagger, +1 short sword, and military fork) with a 4th level commander (HP.: 18; AC -2; +2 weapons, hand crossbow and 10 bolts). At the inner end are 4 3rd level females (H.P.: 15; AC 0; +1 weapons, hand crossbow and 10 bolts) and a 5th level commander (H.P.: 25; AC -3; +2 weapons). Each set of guards watches for entrants without the proper green garment — those without are asked for their credentials (a broach of clan or noble device).

The gatehouse proper houses an additional 12 2nd level males, and 3 4th level commanders on the left; 12 3rd level female fighters, and 3 5th level commanders on the right side — all armored and armed as those on gate duty. Overall commander of the gate is a male fighter/magic-user of 3rd/6th level (H.P.: 30; +3 buckler, +3 chain mail, +3 for 17 dexterity, for an overall AC of -5; armed with +3 dagger, +3 short sword, **wand of viscid globs**, and a scroll of 3 spells (**hold portal x 3**)). He is an ally of the House of Eilservs, so any person possessing an Eilservs or Tormtor badge will be passed with only minimal questioning by him. He has the following spells:

First Level: comprehend languages, magic missile, shield, sleep

Second Level: mirror image, web

Third Level: fireball, tongues

Each soldier has 2-8 p.p. per level, those above 3rd have in addition 1 base 50 g.p. gem per level (or levels).

9. ERELHEI-CINLU: This stronghold of the Dark Elvenfolk is countless centuries old. It is surrounded by walls of black stone, 30' high and adorned with crenelated battlements above that. At irregular intervals around the perimeter are 11 square towers, 40' on a side, 45' tall, and crenelated battlements adding over 6' to the towers' height. The walls are patrolled by pairs of 2nd level male fighters (as above) passing between towers, and each tower houses 10 additional 2nd level males and 2 3rd level leaders (H.P.: 13 each; AC 0; +1 weapons, hand crossbow, 10 poisoned bolts) on its two upper floors. The second level is a dayroom, and the first is used for the offices and quarters of the 4th level fighter (H.P.: 18; AC -2; +2 weapons, hand crossbow and 10 bolts, atlatl and 3 javelins) who is in overall command of the tower. Each soldier has the same amount of personal wealth as do those guarding the gate to the city (8. above).

Note: The untowered river wall of Erelhei-Cinlu is the special province of the female soldiers. This wall is very smooth and 50' high. Near the center of this edifice is a thickened wall section into which is built a set of special double gates protected from each side by portcullises. The place houses 20 2nd level fighters (H.P.: 11 each; AC 0; +1 weapons, and hand crossbows with 10 quarrels), 10 3rd level fighters (H.P.: 15 each; AC -1; +1 weapons, atlatl and 3 javelins), 4 4th level fighters (H.P.: 20 each; AC -3; +2 weapons and hand crossbow with 10 bolts), 2 5th level fighters (H.P.: 25; AC -4; +2 weapons, atlatl and 3 javelins), and 1 6th level captain (H.P.: 30; AC -5; +3 weapons, hand crossbow and 10 bolts), 2 patrols of 4 2nd, 2 3rd, and 1 4th level female soldiers watch the walls from its parapet. The commander of the **Noble Gate** is a female of 8th/4th cleric/fighter level. She is Jysiln, a member of the Servants of Lolth, wearing her gold spider broach proudly (and openly hostile to any bearing the Eilservs or Tormtor device). Jysiln has 48 hit points and wears +4 chain mail and a +3 buckler, which gives an overall AC of -6. She has a +4 mace, a +3 dagger, and is accompanied everywhere by 2 trained huge spiders (wolf spiders; H.P.: 17, 16; AC 6; with

exceptionally virulent poison so saving throws are at -1). Each of these special female soldiers carries 1-4 each g.p., p.p., and 10 g.p. base value gems per level. Jysiln has in addition a string of 12 matched pearls (10,000 g.p. value as jewelry) and a **periapt of proof versus poison** (+4 on all saving throws versus poisons). The Noble Gate guards the access to the flying bridge which spans the Pitchy Flow and leads to the high plateau upon which the noble families have their estates.

The alien and strangely disturbing buildings of Erelhei-Cinlu are crowded together in a welter which confuse any not born and bred to the place. Its crooked, narrow streets and alleys are dimly illuminated by signs scribed in phosphorescent chemicals and occasional lichen growths or fire beetle cages. Not even the Drow are certain what horrors lurk in the sewers beneath, but the rooftops are home to many sorts of large, huge, and giant spiders.

The main ways of this ancient and depraved city are thronged with as unlikely a mixture of creatures as can be imagined. Green cloaked Illithids and Kuo-Toans rub shoulders with Dark Elves. Ghosts and ghouls roam freely, and an occasional shadow or vampire will be seen. Bugbears and troglodytes are common, as are other various servants and slaves of the Drow (dwarves, goblins, half-orcs, humans, and orcs are sometimes free inhabitants of the place). All are pale from dwelling in the sunless Vault. Trolls slink by evil-looking men wearing the green garb. None are disturbed to pass a lesser demon or succubus, a night hag or mezzodaemon. These crowds part hurriedly for Noble Drow riding nightmares or the more powerful demons or **nycadaemons** (see special section at the end), but those of the Dark Elves with pack lizards must slowly force their way through traffic. Beggars of all sorts are seen, and half-Drow thieves, pimps, and harlots are as common as the enslaved human and elven prostitutes displayed before certain establishments.



Between 8,000 and 9,000 Drow live in the city, and double that number of half-casts, servants, and slaves. To this permanent population can be added a thousand or so creatures visiting for purposes known only to themselves. The tiers and dungeons of Erelhei-Cinlu reek of debauchery and decadence, and the city's inhabitants are degenerate and effete. (Those with any promise and ability are brought out of the place to serve the fighting societies, merchant clans or noble houses. The rest are left to wallow in the sinkhole of absolute depravity which is Erelhei-Cinlu.) The most popular places in the city are the gambling dens, bordellos, taverns, drug saloons, and even less savory shops along the two main streets. The back streets and alleyways too boast of brothels, poison shops, bars, and torture parlors. Unspeakable things transpire where the evil and jaded creatures seek pleasure, pain, excitement, or arcane knowledge, and sometimes these seekers find they are victims. All visitors are warned that they enter the back streets of the city at their peril.

A patrol of male Drow (as above) police the main streets of the city every hour, and a patrol of females (as above, but with 2 displacer beasts (H.P.: 32 each)) works the back streets on a regular hourly round as well; but they are indifferent to the fate of any non-Drow and seek only to prevent major riots or destruction. The party will encounter creatures every turn they roam the streets, and every 6 turns spent inside any establishment open to public traffic.

RANDOM ENCOUNTERS IN ERELHEI-CINLU

Main Thoroughfare

1. Drow male patrol
2. type I or IV demon
3. type II or III demon
4. mezzodaemon
5. nycadaemon
6. night hag
7. type V or VI demon
8. succubus
9. 5-8 ghosts
10. 2-5llithids
11. 2-5 trolls
12. diseased beggar
13. 3-6llithids
14. human magic-user party
15. Drow nobles
16. 2-5llithids
17. human cleric party
18. succubus
19. 7-12 rakes
20. 2-5 thieves

Back Street/Alleyway

- Drow female patrol
- type I, II, or III demon
- type IV demon or mezzodaemon
- 5-8 shadows
- vampire
- night hag
- 7-12 rakes
- succubus
- 5-8 ghosts
- 2-5llithids
- 2-5 trolls
- diseased beggar
- 7-12 rakes
- human magic-user party
- 7-12 rakes
- beggar
- human cleric party
- 2-5 thieves
- succubus
- 7-12 rakes

llithids will generally ignore others except if provoked or attacked.

Diseased beggars will touch creatures not giving them any money (if they dare, of course), thus making it 90% certain of infecting the victim with leprosy.

Human magic-user party will be composed of 1 14th-16th level and 1 11th-13th level magic-user, or it will be a magic-user of 12th-14th level with 2 associates of 9th-11th level. Each will wear magical **bracers** and **rings or robes of protection**, the higher levels having the best protection. The leader will have a powerful staff or wand or rod, lesser magic-users useful items of this nature. Each will wear 2 useful rings. Each will have magical dagger, and 1-3 useful **scrolls of protection**. In addition, the leader will have 3-4 useful items of miscellaneous magic, lesser magic-users 1-2 such items. Useful as used here means helpful for attack/defense/protection in the City of Erelhei-Cinlu and on the journey to and from the place. The alignment of these magic-users will be as follows:

neutral	25%
neutral evil.....	20%
chaotic evil.....	50%
lawful evil.....	05%

If the magic-users are evil, they will attack good parties if discovered. Neutral magic-users will be open to any reasonable offers, of course . . .

Drow nobles are a party composed of 2-4 fighters of 4th-6th level guarding 1-3 cleric/fighters of the 6th-8th/4th-6th level and 1-2 fighter/magic-users of 3rd-5th/7th-9th level. Guards will have 6 hit points per die, 16-18 dexterity, +2 buckler and chain mail, +3 weapons and hand crossbows. Cleric/fighters will have the same statistics but wear +3 buckler and chain mail, carry +3 mace and hand crossbow. The male fighter/magic-users will have the same statistics, use a +3 buckler, +4 chain. +2 dagger, +4 short sword, and one will carry a **wand of viscid globs** (30%) or a **cold wand** (70%). (Determine spells by selection based on other clerics or magic-users detailed herein, if necessary.) Noble parties will stop to converse with unusual groups 75% of the time. If they see anything which appears dangerous to the welfare of the Drow, they will immediately act (attack, summon a passing creature(s) to aid them, arrest, etc.).

Human cleric party will be an evil (chaotic or neutral) cleric of 10th-13th level, 2-4 lesser clerics of 6th-8th level, and 1-2 fighters of 5th-7th level. All will have magical armor and shields. Each will have some form of magic weapon (hammer, mace, or sword). The leader will have a useful ring, a rod/staff/wand which is useful for attack, and an attack/

defense miscellaneous magic item which he or she can employ. Lesser clerics have a 5% chance/level for each such item. Fighters will have a like chance for a useful ring, miscellaneous weapon, and miscellaneous magic item, 10%/level chance for 1 useful potion in addition. These groups will be likely to attack and slay any humans they meet—such as explorers—who are of good alignment.

Rakes roaming the streets in Erelhei-Cinlu are bands of bitter youths, often outcasts. The band will be composed of either Drow, Drow-elves, and half-Drow (human cross) or Drow, half-Drow, and (1-2) half-orcs. The former sort of group is 40% likely, the latter 60%. Drow crosses will have magic resistance equal to their Dark Elven heritage but no spell ability. The bands with elven-Drow members will be hostile to all they perceive as part of the system which prevails in their world, and the Dark Elves with them are of the few who are neither totally degenerate nor wholly evil—they are haters of the society around them and see no good in it. All rakes will be fighters of 4th-7th level of ability (or in the case of groups with half-orcs, fighter/thieves of 3rd-5th/4th-7th or fighter/assassins of 4th-6th/4th-6th level are 50% likely for half-Drow and half-orc rakes). The first sort of group will wear chain shirts under their garments (+1 or +2) and have +1 weapons. The latter groups will not wear armor, and they will be likely to have a few +3 weapons. Rakes encountered inside will be seated so as to appear to be several smaller groups. Those outside will be in 2 or 3 groups so as to surround and surprise their victims. All will scatter when a patrol or nobles appear, for they are greatly disliked by the Drow military and upper class. (See **Thieves** below.)

If the party manages a friendly meeting with a group of Drow/Drow-elves/half-Drow rakes the youths will tell them about the worship of the Demoneess Lolth and the way to her "Egg." The rakes will accompany the party to the area in question if a plan which seems reasonable to them is put forth. They will also leave the **Vault-Egg** areas in the course of adventuring.

Thieves will be of several racial types. The table given below will enable you to determine what sort of members are in a band of thieves. Typical ploys are to have 1 member of the group pose as a beggar, while others "rescue" the mark from the "beggar's" diseased touch—thus having a chance to pick the mark's pockets, cut his or her purse, etc. If the victim(s) seem to be weak, it is very probable that the thieves will strike from behind and kill in order to completely loot the victim(s). Each member of the group will be 5th-8th level; if 4-5 thieves are encountered deduct 1 level from each—they will be 4th-7th levels. All thieves will have +1 to +3 daggers, and it is 50% likely that each will have a concealed Drow short sword. A table for weapon types is given immediately after that for racial type.

Die Roll	Race of Thief
1-3	Drow
4	dwarf
5-6	elf-Drow
7	gnome
8-9	half-Drow
10	half-elf
11	half-orc
12	human

Type of + Weapon Carried (Use for Rakes also)

+1 dagger 65%	+1 short sword 60%
+2 dagger 25%	+2 short sword 25%
+3 dagger 10%	+3 short sword 10%
	+4 short sword 5%

The Flying Bridge and Plateau Beyond: As mentioned previously, the only persons permitted to leave the city by the Noble Gate are those on business of the noble families, i.e. those with the proper devices and a good reason (fabricated or real) are allowed to pass over the bridge to the area north.

The flying bridge joins the plateau about 30' higher than its southern end. The road beyond takes on a variegated hue—violets, blues, greens, reds, purples—as it rises steeply to the top of the noble lands.

- 10-17. LANDS OF THE NOBLE FAMILIES: The plateau serves as the exclusive preserve of the Drow nobles. Each of the 8 noble houses has its own estate and a palace-fortress complex thereon. Although there are no forests of fungi and crystal growths, there are small brakes and copses of these things growing along the road and between estate boundaries.

Each estate consists of a large (30+ room) palace surrounded by outbuildings and connecting walls to form a large compound. Outbuildings include 2-4 small villas, barracks, stables, menagerie, and slave quarters. Each estate will have the following creatures and personnel in addition to the individuals named in the numbered paragraphs detailing the particular houses later on:

- 7-12 riding lizards
- 2-5 nightmares
- 2-8 displacer beasts (trained hunting pack)
- 21-50 slaves
- 9-16 bugbear servants (HP.: 16 each; AC 3; heavy morning star (+2 damage) heavy crossbow, and 30 bolts)
- 19-24 troglodyte servants (H.P.: 10 each; metal battle axe, 3 javelins)
- 11-20 females (H.P.: 9 each) unarmed except for +1 dagger
- 21-30 males (H.P.: 8 each) unarmed except for +1 dagger
- 4-16 immature Drow children
- 8 2nd level male fighters (H.P.: 11 each; AC 0; +1 weapons and hand crossbow with 10 bolts)
- 4 3rd level male fighters (H.P.: 16 each; AC -2; +2 weapons, atlatl and 3 javelins)
- 2 4th level male fighters (H.P.: 24 each; AC -4; +2 weapons and hand crossbow with 10 bolts)
- 1 5th level male fighter (H.P.: 30; AC -5; +3 weapons, atlatl and 3 javelins)
- 1 6th level male fighter (H.P.: 36; AC -6; +3 weapons and hand crossbow with 10 bolts)
- 6 2nd level female fighters (H.P.: 12 each; AC 0; +1 weapons and hand crossbow with 10 bolts)
- 12 3rd level female fighters (H.P.: 16 each; AC -2; +2 weapons and hand crossbows with 10 bolts)
- 6 4th level female fighters (H.P.: 24 each; AC -4; +2 weapons, atlatl and 3 javelins)
- 4 5th level female fighters (H.P.: 30 each; AC -5; +3 weapons, hand crossbow and 10 bolts)
- 2 6th level female fighters (H.P.: 36 each; AC -6; +3 weapons, hand crossbow and 10 bolts)
- 1 7th level female fighter (H.P.: 42; AC -7; +3 dagger, +4 short sword, hand crossbow and 10 bolts)

All troops have military forks and fauchard-forks for wall defense.

10. ESTATE OF THE HOUSE OF TORMTOR: Device: Electrum javelin. Rank: 7th. Actively allied with the House of Eilservs (17.), rising, and thus incurring the enmity of the other nobles, the Tormtors are very powerful despite their current low rank. There are the following nobles ruling the house:

- 10th/7th cleric/fighter female ruler (H.P.: 58; AC -6)
- 4th/10th fighter/magic-user male consort (H.P.: 52; AC -5)
- 8th/5th cleric/fighter female (H.P.: 48; AC -6)
- 7th/4th cleric/fighter female (H.P.: 42; AC -5)
- 4th/6th fighter/magic-user male (H.P.: 30; AC -5)
- 4th/4th fighter/magic-user male (H.P.: 20; AC -3)

Weapons are commensurate with rank (and this applies to all other noble groups as well). Tormtor magic items include the following: **staff of striking, wand of viscid globs, fire elemental gem, +3 ring of protection**, scroll of

protection from demons, and useful items to be determined at random: 2 potions, 2 scrolls, 1 ring, 1 rod/staff/wand, 1 miscellaneous magic.

11. ESTATE OF THE HOUSE OF EVERHATE: Device: Crossed silver daggers. Rank: 5th. Nominal supporters of the noble houses worshipping the demoness Lolth, but seldom active against the Eilservs-Tormtor faction, as they prefer to wait to see the eventual outcome of the contest. The following nobles rule the house:

- 10th/5th cleric/fighter female ruler (H.P.: 60; AC -7)
- 5th/8th fighter/magic-user male consort (H.P.: 48; AC -6)
- 9th/4th cleric/fighter female (H.P.: 54; AC -5)
- 8th/4th cleric/fighter female (H.P.: 48; AC -4)
- 6th/5th cleric/fighter female (H.P.: 36; AC -4)
- 4th/6th fighter/magic-user male (H.P.: 36; AC -5)
- 4th/4th fighter/magic-user male (H.P.: 24; AC -4)
- 8 4th level female guards (H.P.: 24 each; AC -3)

Everhate magic items include the following: **staff of withering, wand of paralyzation, efreot bottle**, and useful items to be determined at random: 3 potions, 3 scrolls, 2 rings, 3 miscellaneous magic items.

12. ESTATE OF THE HOUSE OF DESPANA: Device: Adamantite mace. Rank: 3rd. The House of Despana is closely leagued with that of Kilsek and Noquarto bring ruin upon the Eilservs, for each of these families imagines that their house would then gain first precedence. The following nobles rule the Despana family:

- 11th/6th cleric/fighter female ruler (H.P.: 60; AC -8)
- 8th/7th cleric/fighter female (Nedylene) (H.P.: 56; AC -6)
- 3rd/7th fighter/magic-user male (H.P.: 35; AC -5)
- 5th/4th fighter/magic-user male (H.P.: 30; AC -5)
- 5th/5th cleric/fighter female (H.P.: 37; AC -4)

Despana magic items include the following: **demon staff** (1 each of these functions daily: touch causes fear (no save), hit causes 4-24 h.p. of damage, summons a type I demon, transforms holder to a type I demon for 5 rounds—c.f. MODULE G1-2-3), **rod of cancellation, boots of speed**, and useful items to be determined at random: 5 potions, 3 scrolls, 1 ring, and 3 miscellaneous magic.

13. ESTATE OF THE HOUSE OF NOQUAR: Device: Bronze nightmare's head. Rank: 4th. These close allies of the Despanas and Kilseks secretly hope that the struggle with the Eilservs will weaken their allies so that Noquar will be the greatest noble family. There are the following nobles ruling the Noquars:

- 8th/8th cleric/fighter female ruler (H.P.: 56; AC -8)
- 6th/7th fighter/magic-user consort (H.P.: 44; AC -6)
- 6th/6th cleric/fighter female (H.P.: 42; AC -7)
- 4th/6th cleric/fighter female (H.P.: 30; AC -4)
- 2nd/5th fighter/magic-user male (H.P.: 25; AC -4)

Noquar magic items include the following: 2 **death lances, staff of healing, ring of spell storing**, potion of **cloud giant strength**, and useful items to be determined at random: 6 potions, 2 cleric scrolls, 2 scrolls, 1 rod/staff/wand, and 4 miscellaneous magic items.

14. ESTATE OF THE HOUSE OF ALEVAL: Device: Gold wand. Rank: 8th. This weak family is primarily bent on gaining more power. As they are relatively unimportant, they can manage a semi-independent position, waiting for the Kilsek-Despana-Noquar faction or the Eilservs-Tormtor axis to wax supreme and then join with the victors. The following nobles rule the house:

- 9th/4th cleric/fighter female ruler (H.P.: 54; AC -6)
- 3rd/6th fighter/magic-user male consort (H.P.: 30; AC -5)
- 4th/4th cleric/fighter female (H.P.: 24; AC -4)

- 2 2nd/4th fighter/magic-user males (HP.: 20 each; AC-4)

Alevel magic items include the following: **snake staff** (hooded cobra), **wand of enemy detection**, **wings of flying**, and useful items to be determined at random: 2 potions, 2 scrolls, 1 ring, 1 miscellaneous magic item.

15. ESTATE OF THE HOUSE OF KILSEK: Device: Mithril sword. Rank: 2nd. Hatred and jealousy has always existed between Kilsek and Eilservs, and the Kilsek family is more than happy to be able to play off the Despanas and Noquars against their rivals. The following nobles rule the house:

- 9th/6th cleric/fighter female ruler (H.P.: 54; AC -7)
- 4th/9th fighter/magic-user male consort (HP.: 45; AC -7)
- 8th/5th cleric/fighter female (HP.: 48; AC -5)
- 7th/3rd cleric/fighter female (HP.: 36; AC -5)
- 3rd/6th fighter/magic-user male (HP.: 30; AC -4)
- 2nd/5th fighter/magic-user male (HP.: 25; AC -4)

Kilsek magic items include the following: **bag of tricks**, +3 spear, **wand of lightning bolts**, +1 **ring of protection**, and useful items to be determined at random: 6 potions, 4 scrolls, 3 miscellaneous magic.

16. ESTATE OF THE HOUSE OF GODEEP: Device: Platinum crossbow. Rank: 6th. The Godeep nobles are also committed to the anti-Eilservs faction, for they perceive that they will gain greater rewards from the victorious Kilsek combination, and thus displace the Everhate House as 5th in precedence. The following nobles rule the house:

- 9th/4th cleric/fighter female ruler (HP.: 54; AC -8)
- 5th/8th fighter/magic-user male consort (HP.: 48; AC-6)
- 6th/3rd cleric/fighter female (HP.: 36; AC -5)
- 5th/5th fighter/magic-user male (HP.: 30; AC -4)
- 4th/4th cleric/fighter female (HP.: 24; AC -4)

Godeep magic items include the following: **crossbow of accuracy** and 14 +3 bolts (sleep poisoned), **fear wand**, **cube of force**, and useful items to be determined at random: 2 potions, 2 scrolls, 1 miscellaneous magic item.

17. ESTATE OF THE HOUSE OF EILSERVS: Device: Copper staff. Rank: 1st. The Eilservs have long seen a need for an absolute monarch to rule the Vault, and as the noble house of first precedence, they have reasoned that their mistress should be Queen of All Drow. When this was proposed, the priestesses of Lolth supported the other noble families aligned against the Eilservs, fearing that such a change would abolish their position as the final authority over all disputes and actions of the Dark Elves. Thereafter, the Eilservs and their followers turned away from the demoness and proclaimed their deity to be an Elder Elemental God (see MODULE G1-2-3). Although there is no open warfare, there is much hatred, and both factions seek to destroy each other. An attempt to move worship of their deity into the upper world, establish a puppet kingdom there, and grow so powerful from this success that their demands for absolute rulership no longer be thwarted, was ruined of late, and the family is now retrenching. The house is ruled by the following nobles:

- 10th/4th cleric/fighter female (Eclavdra*) (HP.: 60; AC-8)
- 5th/12th fighter/magic-user male consort (Lyme) (HP.: 56; AC -7)
- 8th/5th cleric/fighter female (HP.: 48; AC -5)
- 3rd/8th fighter/magic-user male (HP.: 40; AC -5)
- 4th/6th fighter/magic-user male (HP.: 30; AC -4)
- 5th/3rd cleric/fighter female (HP.: 30; AC -4)
- 8th level fighter female (HP.: 60; AC -4)

- 4 4th level cleric males (HP.: 20 each; AC -2)

Eilservs magic items include the following: **great tentacle rod**** (strikes 6 times at 1 opponent as 6 hit dice monster, with +6 "to hit" bonus, inflicting 6 h.p. damage/hit, 3 simultaneous - opponent at -4 on attacks for 3 rounds, 6 simultaneous hits and victim loses 1 point of dexterity permanently and at -4 on attacks for 6 rounds in addition), 2 **lesser tentacle rods**** (strike 3 times each at 1 opponent as 3 hit dice monster, with +3 "to hit" bonus, inflict 3 h.p. damage/hit: 1st rod causes double damage and slows opponent for 9 rounds if 3 tentacles hit simultaneously; 2nd rod causes double damage plus making right or left arm weak and useless for 9 rounds), a **wand of viscid globs**, a +3 **ring of protection**, a **cold sword**, 9 magical bolts for hand crossbows—3 each **stunning** (10' radius blast stuns for 1-4 rounds), **blinding** (burst of light in 10' radius blinds all who fail save vs. magic for 1-4 rounds), stinking **vapors** (a 30' x 30' x 20' cloud of gas which is the same as a **stinking cloud** spell (q.v.)), an **earth elemental stone**, and useful items to be determined at random: 5 potions, 6 scrolls, 1 ring, 2 rod/staff/wand, and 3 miscellaneous magic items. Lyme commands a stone golem.

*If Eclavdra was slain during the course of play of MODULE G1-2-3, she will have been **cloned** by her consort, Lyme, so in any event she will be ruler.

"If the **greater tentacle** rod is taken or destroyed, both **lesser** rods will be destroyed, and Eclavdra will have a **rod of rulership**; if either or both of the **lesser rods** are taken or destroyed from previous adventuring, duplicates will be in the possession of the Eilservs. Note all 3 rods must have a special ring worn by the wielder in order to use their powers. They are usable only by clerics, and Eclavdra has the necessary rings.

Special Note: Those DMs who have MODULE G1-2-3 should note that 2 hexes directly northwest of the Eilservs estate there exists a secret entrance to a cavern. It houses the TEMPLE OF THE EYE OF THE ELDER ELEMENTAL GOD (c.f. HALL OF THE FIRE GIANT KING **Level #2, 9-11**). The scenes are appropriate to the worshippers—Drow and servants, but otherwise it is the same in all respects.

Treasure: A noble house will have the following treasures: individuals (except slaves) 1-6 p.p. per level, those above 4th level (or 5th combined levels) will have 1-4 base 100 g.p. base value gems per level. The palace will have 100% chance of types **R** and **U** treasure, but amounts must be diced for.

18. ENTRANCE TO THE EGG OF LOLTH: The road northeast from the flying bridge which spans the Pitchy Flow between Erelhei-Cinlu and the nobles' plateau leads to a broad and high gallery, 100' and more wide and over a mile long. Its walls have been carved by slaves over centuries, so that everywhere the eye rests a grinning demon face, feeding spider, gibbering manes, or scenes of disgusting practices or the revolting landscapes of the planes upon which demons dwell will sicken the viewer. Skulls and orgy scenes are the typical motifs used to border major reliefs. The sculpturing becomes more detailed, more disgusting, more horrible as the end of the passage nears.

The party will see a squat building of yellowish rock (60' x 100' x 30') when it leaves the passageway. The whole space of LOLTH'S EGG glows with a rusty red light, as if the very air contains phosphorescent particles, while certain rock strata and lichens add their putrid greenish light, so that the whole scene is fitting for a creature from a plane of the **Abyss**. The roadway leads directly to the ugly structure crouching about 100 yards distance from the entranceway. It too is ornately sculpted in demoniac bas-relief, for the building is the Lesser Temple of Lolth. Its open interior is pillared, and has a large

sacrificial altar and 2 flanking frames which resemble spicier webs. (When a ritual sacrifice is made at the altar, 2 victims are also placed into these frames for feeding of the temple spiders.) These giant black widow spiders are exceptionally large (+2 per hit die) and will attack any non-Drow observed. There are 16 of these monsters dwelling on the ledges which run around the interior of the place, and they have webs spun about 20' above the floor, so that they can move quickly about the whole interior. They have no treasure.

An obscene tapestry at the rear of the temple screens a pair of double doors which lead to the lower level of the place. Here are store rooms, a kitchen, refractory, cells for sacrifices (3 current victims therein), and slave barracks where a dozen prisoners are kept when not laboring for the glory of Lolth (roll for random race determination for all sacrifices/slaves). There is a suite of 6 rooms where the clerics of the temple dwell. A small barracks provides for the temple guards. The staff of the Lesser Temple is:

- 10th level high priestess, Baltana (H.P.: 56; +3 buckler, +4 chain mail, and +3 dexterity bonus for an overall AC of -6) armed with +3 mace and **demon staff** (see above).

In addition to spell powers common to Drow, Baltana has the following cleric spells available:

- First Level:** **command** (x2), **cure light wounds** (x2), **detect good**, **sanctuary** (x2)
- Second Level:** **augury**, **hold person** (x2), **speak with animals**
- Third Level:** **blindness**, **prayer**, **speak with dead**
- Fourth Level:** **cure serious wounds**, **neutralize poison**, **tongues**
- Fifth Level:** **quest**, **true seeing**
- 2 6th level underpriestesses (HP.: 30 each; AC -3; +2 maces) each with the following spells:
 - First Level:** **bles**, **command**, **cure light wounds**, **fear**
 - Second Level:** **chant**, **silence 15' radius**, **slow poison**
 - Third Level:** **bestow curse**, **prayer**
- 25th level female fighters (HP.: 30 each; AC -3; +3 weapons, hand crossbow and 10 bolts)
- 8 3rd level female fighters (HP.: 15 each; AC 0; +1 weapons, hand crossbow and 10 bolts)

Note: Each wears a golden spider broach.

Treasure: Individuals have 2-8 p.p. per level, clerics twice that amount, plus 1 100 g.p. base value gem per level, the treasury of the temple is hidden as follows: A secret trapdoor in the floor of the sleeping chamber of Baltana leads down 10'. The 2nd rung of the ladder is set to come loose and precipitate the climber to the bottom, where a covered pit will drop the victim another 10' onto a bed of 6 poisoned spikes (1-6 h.p. damage, plus a save versus poison for each spike—2-5 spikes will always hit the climber). In the 20' x 10' room there is a locked chest with 5,780 g.p. and 12 pieces of wrought gold jewelry (value 200-1,200 g.p. each). There is a secret door in the pit, however, which will open to reveal a small platinum coffer (2,500 g.p. value) which contains 100 base 50 g.p. gems and 1,000 p.p. A loose stone beneath the coffer hides a temple service (chalice, dish, and ewer) of gemstudded gold worth 10,000, 20,000, and 25,000 g.p. respectively.

19. THE GREAT FANE OF THE DEMONESS LOLTH: At the very center of the "Egg" is a mound upon which is built the great temple to Lolth, the Fane whereat only the noble Drow are allowed to come. The edifice is a pagoda-like structure, decorated with many carved spiders and demon statues. If any humanoid creature climbs upon it, a magic spell will release 20 stone

gargoyles, turning them back to normal monsters (HP.: 20 each; AC 5). The many windows of the structure are each guarded by a shadow (HP.: 17; AC 7) which will attack any who enter by **surprise** at +4 "to hit". The enclosed map should be used with the following sub-key for adventures in the Fane of Lolth.



KEY TO THE GREAT FANE OF LOLTH

Individuals will have 2-8 p.p. and 1-2 base 50 g.p. gems per level. Clerics will have base 100 g.p. gems.

Level #1:

- 1) Balistraded steps leading up to the main story of the Fane. These stairs are fashioned to resemble a spider web.
- 2) The foyer of the temple is deserted. The black stone of the floor is shot with web-like tracteries of white, and the marble pillars are veined with black webbing. Normally, some noble comes only this far when a special favor is requested, for minor sacrifices are made at 3) and 4). The walls of the place are hung with gauzy material, and the overall effect is that of standing amidst endless webs.
- 3) An altar where offerings of goods are placed. It is carved with many spider shapes, and 2 candles burn on either end. It bears an octagonal offerings platter made of beaten gold (3,000 g.p. value), and the candle holders are of onyx inlaid with gold (300 g.p. value each).
- 4) This altar is similar to 3), but it is for minor blood offerings, so there is a bowl rather than a plate.
- 5) Meditation area where those thinking of Lolth can contact her, for she will telepathically link her mind to that of her worshipper. There are runes inlaid in silver in the floor which state in Drow: "Think on the glory of Mighty Lolth, for She will aid those faithful to Her." Naturally, she will mentally attack any creature who is not chaotic evil and devoted to her.
- 6) This area is the same as 5), except the runes are inlaid in mother of pearl, and there will be no mental contact with the demoneess unless a special sacrifice is made by the priestesses (see Dungeon Levels 2) and 3)) while the supplicant is meditating. In the latter case, Lolth will be most likely to aid the supplicant by advice, and the clerical servants of the demoneess will also be of assistance.



- 7) This room is a council chamber, with a long table in its center. There are several chairs around the table and several comfortable couches along the walls. The floor is covered with soft carpeting, and the walls are hung with gossamer veils. Those who have sacrificed richly to Lolth are brought here for rest, refreshment, and clerical advice after (or instead of) meditation. The secret door has small spy holes which can be opened to permit viewing and listening.
- 8) This room is identical to 7) above.
- 9) 2 female fighters of 3rd level (HP.: 15; AC 0) armed with +1 dagger, +1 short sword, and hand crossbow with 10 bolts which are coated with deadly poison (normal saving throw vs. poison, but failure equals death) are on duty at all times. The room is plain and sparsely furnished with table, a few chairs, and a couch. **Note:** All guards have bolts thus envenomed.
- 10) This room is identical to 9) above.
- 11) **The Great Temple Area:** The floor is of traceried black stone here also, but at its center it appears to be a 20' diameter pool of clear amber liquid in the middle of which floats a huge black spider with human forearms instead of legs and a Drow face between the multiple spider eyes of the head. As the viewer approaches, this pool seems to slowly rise above the level of the floor, until the likeness of the demoness is apparently floating in an amber column which extends from floor to ceiling. Tests will prove that this is a projection, an image of the real Lolth, although one without senses. (See 14) below if the party approaches the projection.) this is as close to the actual as most Drow care to come. Those making great offerings are permitted to come to this area escorted by clerics.
- 12) These web-like stairs climb upwards to the levels above. A giant black widow spider guards the steps from a position about half-way upon them. She has 36 hit points, attacks as a 6 hit dice monster, and her poison must be saved against at -2. She will attack any creature which does not wear a golden spider broach.
- 13) Other than for the fact that these stairs descend to the dungeon beneath the Fane, they are the same as 12).
- 14) 2 silver braziers of incense smoke gently on either side of what appears to be a strange wall mural. The smoke goes drifting to this mural and **into** it, as if drawn by a draft. The mural itself is a scene resembling a starry sky, but a tunnel of webs stretches into space, the opening apparently a passageway to the galaxy. The effect appears dimensional, but it can be touched and felt to be flat. **Exception:** If any individual is bold enough to walk through the projection of Lolth at 11) and then touch the "mural" he or she will be **instantly** drawn into the tunnel vortex and brought to the plane of the Abyss where Lolth actually dwells. (If you plan to continue the campaign, this will be handled in MODULE Q1, QUEEN OF THE DEMONWEB PITS; OTHERWISE, SUCH INDIVIDUAL CAN BE CONSIDERED AS SLAIN.) The area radiates a strong magic, but there is no evil aura from the "mural", as it is simply an astral **gate**.
- 15) This is a guard post where 4 3rd level (H.P.: 15 each; AC 0; +1 weapons, a hand crossbow, and 10 bolts) and 1 4th level (H.P.: 20; AC -2; +2 weapons, hand crossbow and 10 bolts) females are always on duty. They make periodic (hourly) rounds of the whole level.
- 16) This post is the same as 15), with rounds being made every hour on the half hour.
- 17) Slave quarters here at the back of the Fane are stark, with only the barest of necessities for sleeping and sanitation. The windows are high up and barred with adamantite

rods set into the solid stone. The door has a small window (which can be closed) and heavy locks. The rooms contain 11-16 slaves of various races.

- 18) This slave quarters area is exactly the same as 17)

Dungeon Level:

- 1) As the party descends, they will note that the air here has a grayish light instead of the reddish one common elsewhere in the "Egg". The walls are covered with luminescent frescoes of spiders feeding upon prey and lesser demons dragging sacrifices—horror-stricken humans and like creatures—to torture and death. These murals are everywhere on the dungeon walls.
- 2) This area is where the High Priestess and her 2 assistants only may enter and sacrifice to Lolth. Such sacrifices actually bring the demoness forth. The floor is a webbing of silver inlaid in black onyx, and the walls in the area show only likenesses of Lolth. All creatures of other than chaotic evil alignment must save versus **fear** when they enter this area. An aura of absolute evil is tangible, even if saves are successful.
- 3) Here stands an altar stone of jet, hollowed so as to hold a man-sized form of up to 8' length. It has inlays in ivory, silver, and precious stone (20 rubies of 1,000 g.p. value each) of skeletons and spiders. A creature laid into the hollow is instantly enmeshed in **webs** which spring forth from tiny holes on either side of the hollowed-out portion. To either side of the altar are small silver cages. Into these are thrust additional sacrificial victims when an especially great offering is demanded by the demoness, and Lolth will paralyze these victims and then take them to feed upon at her leisure. In the right hand cage there is a Dark Elf male fighter/magic-user of 4th/4th level (H.P.: 24; no armor; 12 strength, 18 intelligence, 9 wisdom, 18 dexterity, 15 constitution, 13 charisma) placed into captivity yesterday and paralyzed by the spider demoness. He is Nilonim, a dissident Drow captured in Erelhei-Cinlu where he led a band of rebels attempting to overthrow noble rule. He is of neutral alignment with a slight tendency towards good deeds.
- 4) The passage here is totally screened off by thick webs cast by Lolth. While these webs appear to be normal spider strands, they will not burn. They are, of course, sticky. A tunnel down the center permits Lolth to come and go as she wills.
- 5) The web of the Demon Queen Lolth. See the appended section for details of Lolth. She will attack any creature which dares enter her abode. Note that the one-way doors to the north are hidden by webs. If she is sorely pressed, Lolth will use these doors to escape. If Lolth flees, or is slain in her current form, a silvery (platinum) egg will be revealed. A **remove curse** will enable it to be opened, and whomever does so is **geased** to enter the astral **gate** on Level #1 (14) and confront Lolth if he or she is able or die trying. In the egg are an iron pyramid, a silver sphere, a bronze star of eight points, and a cube of pale blue crystal. (These items have value and use only if the party continues the adventure in the next Module (Q1, QUEEN OF THE DEMONWEB PITS).)
- 6) In this area of 30' wide corridor there are 5 barred and locked cells holding 11 slave sacrifices, and on the west wall are 6 cubicles wherein dwell the guards who watch over these prisoners, 4 huge ghosts (H.P.: 32 each; attack as 6 hit dice monsters; add +2 to all damage scored) and 8 huge ghouls (H.P.: 16 each; attack as 4 hit dice monsters; and add +1 to all damage scored). These creatures are always alert, cannot be surprised, and a spell cast upon the area negates all **turning** effects of a clerical banishment of undead.

- 7) Secret door sinks to allow passage along a 4' wide corridor and steps down to a 10' wide tunnel to area 20. hereafter.

Level #2: GUARDS AREA (All wear gold spider broaches.)

- 1)-3) Each of these rooms is a barracks for 2 4th level female fighters (H.P.: 20 each; AC -2; +2 weapons, hand crossbow and 10 venomous bolts). The rooms are richly carpeted, tapestried, and furnished with soft couch, inlaid wood table, padded chairs, etc.

- 4)-7) Each of these rooms quarters 4 3rd level guards (HP.: 15 each; AC -1; +1 weapons, hand crossbow, and 10 envenomed bolts). The rooms are somewhat less well-appointed than those for 4th level guards.

- 8)-11) These 4 rooms serve as barracks for 24 2nd level female fighter trainees (HP.: 10 each; AC 0; +1 weapons), 6 per room. The rooms are rather plain and functional.

- 12) This room quarters 2 5th level female fighters (HP.: 30 each; AC -3; +3 weapons, hand crossbow and 10 envenomed bolts), one of whom is in charge of the trainees, while the other commands the balance of the females here. Each has 2 sapphires set in their gold spider broach (1,000 g.p. value each). The area is very richly furnished, and the room to the west is likewise well-appointed, with two soft couches covered with silks. The small closet off the sleeping area is an arsenal which contains 30 hand crossbows, 30 cases of bolts, venom sufficient for 500 applications, 10 atlats, 30 javelins, and 2 **death lances**.

- 13) The open areas of the level have narrow tables and benches along the walls. At this point there are always 4 3rd level guards (HP.: 15 each; +1 weapons, hand crossbow, and 10 envenomed bolts) on alert, as only priestesses and officers of the guard are permitted to go above.

Level #3

This level is reserved for the underpriestesses of the Fane. All rooms are richly carpeted and hung with tapestries.

- 1) Quarters for 2 female clerics of 4th level (HP.: 24 each; AC 0; +2 mace). They assist in the more common rituals but are not permitted to venture into the lower level before Lolth herself. Their spells are:

First Level: **bless, command, cure light wounds (x2), detect good**

Second Level: **augury, chant, hold person, slow poison**

- 2) Chamber of 1 7th level female cleric (HP.: 42; AC -3; +3 mace, **staff of striking**). Her spells are:

First Level: **command, cure light wounds (x2), detect good, sanctuary**

Second Level: **detect charm, hold person, silence 15' radius, slow poison (x2)**

Third Level: **cause blindness, prayer, speak with dead**

Fourth Level: **cure serious wounds, protection from good 10' radius**

- 3) Suite of rooms belonging to Vlondril, 9th level female cleric (HP.: 54; AC -6; +4 mace), with **lurker cloak** enables her to polymorph to a 7' spread lurker above), and **spider wand** (a normal appearing wand which has 50 charges—it can project a strand which lasts for 3 rounds and is equal to a **rope of entanglement** (1" range), or it can be used to touch (hit probability as the user of the wand) victims and poison them if they fail to

save versus that attack form). Her spells are:

First Level: **cure light wounds (x3), detect good, fear, sanctuary**

Second Level: **augury, detect charm, hold person (x2), silence 15' radius (x2)**

Third Level: **cause blindness, dispel magic (x2), prayer**

Fourth Level: **cure serious wounds, neutralize poison, tongues**

Fifth Level: **commune (to contact Lolth immediately!)**

- 4) This area is where the priestesses dine and generally enjoy themselves. There are numerous couches, small tables, cushions, etc. scattered about. There are 8 gold services (plate, bowl, flagon, utensils), 4 sets of which are worth 3,000 g.p. each, 2 sets are worth 5,000 g.p. each, and 2 sets are worth 12,500 g.p. each. All are set with small gems.

- 5) These chambers are those of Inidil, another 9th level cleric. She conforms in all respects to Vlondril, save that she has no **lurker cloak**. Amongst her belongings Inidil has a scroll of 7 cleric spells (determine randomly). (See 3) above.)

- 6) Room of a 7th level priestess exactly conforming to 2) above.

- 7) Quarters of 2 4th level clerics exactly conforming to 1) above.

Level #4:

- 1) This is the administrative and relaxation area for the top officers of the Fane soldiers. There are 3 desks, 6 chairs, 1 large and 2 small tables, and 4 couches in the area.

- 2) Dayroom and quarters of 1 6th level fighter (HP.: 36; AC -5; +3 weapons, hand crossbow, 10 envenomed bolts) and 1 7th level (HP.: 42; AC -5; +4 weapons, hand crossbow, and 10 envenomed bolts) female. Both are captains of the guard. Their chambers are hung with 12 costly (but lewd) tapestries which have an average commercial value of 2,000 g.p. each. Their gold spider broaches have 2,000 g.p. emeralds—2 each per broach.

- 3) Dayroom and quarters of Commander Pellanistra, an 8th level female fighter (HP.: 56; AC -7; +5 weapons, hand crossbow, and 10 envenomed bolts). Her apartment is also very expensively and lavishly furnished, and amidst the articles are several lewd statuettes worth 1,000-6,000 g.p. each (2-5 jade carvings) and 14 tapestries of an average value of 1,500 g.p. each. She wears a **ring of anti-venom** (20 charges) which makes her impervious to any form of poison (as long as the charges hold out). Her gold broach has 2 diamonds of 5,000 g.p. value each inset. Pellanistra is of the House of Noquar originally, so she is exceptionally hostile to any of the Eilservs ilk.

Level #5:

This level is the private domain of the High Priestess of Queen Lolth, Charinida, a 14th level cleric (HP.: 64; +3 buckler, +5 chain mail, +4 for 18 dexterity, +1 **ring of protection—overall** AC -9). Charinida has a **demon staff** (see 12. in the proceeding section), a +5 mace, and wears an **amulet vs. crystal balls and ESP**.

- 1) This is a lounge decorated with innumerable perverted and lewd paintings, tapestries, statues, etc. Even the carpets are obscene. At intervals, however, are silver threaded hangings which have a spider embroidered upon them, with 1,000 g.p. rubies set as eyes (2 per tapestry). 1 hangs at the end of the west passage. 2 on

the north wall, and 2 on each the east and south walls, while an 8th depends from the wall beside the door to room 2). If any creature other than Charinida touches them, the embroidered spider becomes a giant black widow (HP.: 36; attacks as a 6 hit dice monster, save vs. poison at -2). The High Priestess can command any to life by an incantation (3 segments long, 4 segments to take effect thereafter). There are various containers for wine and spirits scattered about, and several sorts of drugs (mushroom powder, poppy juice, lotus dust) are contained in gold and crystal dishes on a bone and silver stand. Debauchery is the keynote of this place.

A special warning device connected to the stairs alerts Charinida of trespassers, and she will observe them through the slit of the secret door of room 2). Her spells are:

First Level: **command** (x3), **cure light wounds** (x2), **resist cold**, **sanctuary** (x2)

Second Level: **augury**, **detect charm**, **hold person** (x2), **resist fire** (x2), **silence 15' radius**, **speak with animals**

Third Level: **animate dead**, **bestow curse**, **cause blindness**, **cure blindness**, **prayer**, **remove curse**, **speak with dead**

Fourth Level: **cure serious wounds**, **neutralize poison** (x2), **protection from good 10' radius**, **tongues**, **turn sticks to snakes**

Fifth Level: **flame strike**, **quest**, **true seeing**

Sixth Level: **animate object**, **heal**

- 2) The bed chamber of the High Priestess is as lewdly and evilly decorated as the outer room. There are no spider tapestries here, merely opulent furnishings, including various jeweled objects of great value (13 items with a worth of 1,000-8,000 g.p. each)—including a strange platinum rune set with black opals (if it is touched a nycadaemon is summoned, and it will expect something altogether different than the party of adventurers, so it will immediately attack!).
- 3) Behind the secret door is a cell wherein is chained an insane human of great strength (9th level fighter; H.P.: 73; 18/81 strength, 11 intelligence, 9 wisdom, 16 dexterity, 18 constitution; 17 charisma) kept here by Charinida for whatever purposes please her at the time. There are several whips and torture instruments on one wall, and near them is a gag and a **ring of invisibility**. Note that the prisoner is bound to the east wall where the secret entrance to room 4) is.
- 4) This is the treasury room of the Fane. All 4 chests in the room are locked, have poison needle traps in the handles and latches, and are constructed from silver-inlaid iron with lead linings. An **invisibility** spell is cast over all (by **dust of disappearance** of a permanent nature when used to hide non-living things). The only thing in the room which can be normally seen is a small metal idol of a spider. (If this palm-sized sculpture is touched, all living matter within a 30' radius will be transported instantly to **area 5** of the dungeon to stand before Lolth.) Chest 1 contains 11,230 g.p. and 3 packets of 12 applications each of the special **dust of disappearance**. Chest 2 holds 4,389 p.p. Chest 3 contains 20 potions and 8 scrolls (all clerical or of protective nature). Chest 4. contains 37 pieces of jewelry set with gems (1,000 - 6,000 g.p. value each), a sack of 103 10 g.p. base value gems, a small pouch with 41 50 g.p. base value and 29 100 g.p. base value gems, and an ivory box (covered with an invisible contact poison which must be saved against at -6) lined with satin which holds 13 diamonds (base value 5,000 g.p. each) and a **talisman of lawfulness**. The diamonds

are wrapped in a velvet cloth, and the **talisman** in a strangely printed silk square. If the latter is laid atop the former, it will reveal writing in Drow runes. This writing tells how to reach the plane upon which Lolth can be found (**Level #1,14**).

20. **WHARF CAVERN:** The Fane maintains a secret base here, for its agents travel the waters of the Pitchy Flow, the Svartjet, and even fare upon the Sunless Sea at times. Moored at a stone jetty are 2 small galleys, about 40' long, with 8 oars per side. These black craft are adorned with demon figureheads (type II demon). 6 ghosts (H.P.: 20 each) and 66 ghouls (H.P.: 10 each) dwell in the cavern, serving as guards and crew for the vessels.

If Lolth's name is uttered as the individual first sets foot on one of these ships, the demon figurehead is awakened to a semi-living state, thus serving as forward lookout, and if the vessel is attacked it will come to full life (H.P.: 72) and protect the galley. If this demonesses' name is not spoken by the first creature boarding, the figurehead comes to full life and attacks the trespassers. If the demon is slain, it will magically return to the figurehead condition, but it is powerless without a human sacrifice and a **prayer** to Lolth, which will restore the demon to the sculpture.

The first ship bears the Dark Erven runes "IN LOLTH'S NAME", while the second is named "LOLTH COMMANDS".

Each galley has a sail of silver-black spider silk which has magical power. When the sail is set, the ship can stand still against any current up to 15 knots speed. It can move without wind or across currentless waters at 3 knots speed. The sail will add 3 knots when sailing with a current or wind or under oared movement. The sail's magical power enables negation of adverse winds and/or currents up to 15 knots speed, so travel against the wind or upcurrent is easily accomplished by rowing.

A galley can hold 16 rowers, 24 other persons, and sufficient food and water for all for about 2 weeks or so. This leaves sufficient room for about 100 cubic feet of cargo in addition.

THIS ENDS THE DESCENT INTO
THE DEPTHS BUT BEGINS MANY
NEW AND EXCITING PROSPECTS



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DROW (Dark Elf)

FREQUENCY: Very Rare (at best)

NO. APPEARING: 5-50

ARMOR CLASS: 4 (and better)

MOVE: 12" (females 15")

HIT DICE: 2 (and better)

% IN LAIR: 0

TREASURE TYPE: Individuals: N(x5), Q(x2)

NO. OF ATTACKS: 1 or 2

DAMAGE/ATTACK: By weapon type

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 50% (and better)

INTELLIGENCE: Mean: Highly intelligent

ALIGNMENT: Chaotic Evil

SIZE: M

PSIONIC ABILITY: Unknown

Attack/Defense Modes: Unknown

Agnes past, when the elvenfolk were but new to the face of the earth, their number was torn by discord, and those of better disposition drove from them those of the elves who were selfish and cruel. However, constant warfare between the two divisions of elvenkind continued, with the goodly ones ever victorious, until those of dark nature were forced to withdraw from the lands under the skies and seek safety in the realm of the underworld. Here in lightless caverns and endless warrens of twisting passages and caves hung with icicles of stone, the Dark Elvenfolk, the Drow, found both refuge and comfort. Over the centuries they grew strong once again and schooled themselves in arcane arts. And if they were strong enough to face and defeat their former brethren in battle, the Drow no longer desired to walk upon the green lands under the sun and stars. They no longer desired a life in the upper world, being content with the gloomy fairyland beneath the earth that they had made their own. Yet they neither forgive nor forget, and above all else they bear enmity for all of their distant kin—elves and faeries—who drove them down and now dwell in the meadows and dells of the bright world. Though they are seldom if ever seen by any human or demi-human, the Drow still persist, and occasionally they enter lower dungeon levels and consort with other creatures in order to work out their schemes and inflict revenge upon those who inhabit the world above.

Description: Drow are black skinned and pale haired. They are slight of build and have delicate fingers and toes. Their features are somewhat sharp and ears are pointed and large, but this does not make them unhandsome. Their eyes are very large, being all iris and pupil. Male drow are of thin build, about 5' tall, have dead black skin and dead white hair, and the irises of their eyes are orange to orange-yellow. Females are slender and shapely, about 5'2" tall, and have glossy black skin and shining silvery hair. The eyes of female Drow are amber, though a few are said to possess irises of lambent violet.

The usual Drow fighting/traveling garb includes a pair of black boots and a hooded black cloak which comes to the ankles of the wearer. The boots are simply black **boots of elvenkind** manufactured of a different sort of material. The cloaks are woven of spider silk and some unknown fiber which combined with the silk makes them very strong, slippery, supple, and nearly impossible to detect in dungeon-like surroundings. Thus, in boots and cloaks, the Drow are 75% undetectable unless they are moving/attacking within 20', the former in direct view of an observer. **Drow cloaks** are usually not harmed by blows from weapons, as they slide aside and do not tear easily, nor are they easily burned (+6 on saving throws versus all fire attacks). However, these garments are very difficult to tailor, and to be effective, the cloaks must neither be above the ankles nor dragging on the ground. Any alteration of a Drow cloak requires a saving throw of 76% or better. Less than

this score indicates the material frays and will ravel away when worn, so the cloak is useless.

Drow wear a fine mesh armor of exquisite workmanship. It is an alloy of steel containing adamantite, and even the lowliest fighters have in effect +1 chainmail, with higher level Drow having +2, +3, +4, or even +5 chainmail. Small bucklers are also used. Shields of unusual shape, those of greater experience level and importance in the society having bucklers fashioned of adamantite so as to be +1, +2, or +3 value.

The extraordinary nature of the Dark Elves' armor and weaponry, their magic-like but non-magical plusses, is due only in part to the adamantite alloy from which they are fashioned. The value of this alloy is that when it is exposed to the strange radiation in the Drow homeland (see MODULE D3, VAULT OF THE DROW) for a period of a month, its magical bonuses come to the fore. If the item is kept from this radiation for more than a month, it loses the bonus and becomes merely a finely made item of normal sort.

Regardless of the number of Drow appearing, there will always be one higher level. Drow males are all 2nd level fighters. Some are as high as 7th level in fighting ability. Males are also magic-users, some as high as 12th level. The female Drow are also 2nd level fighters, some being as high as 9th level. Most Drow clerics are female, and no upper limit to their level of ability is known. No male Drow cleric is able to go beyond 4th level.

If more than 10 Drow are encountered there will be in addition a male who is a fighter/magic-user of at least 3rd level. If more than 20 are encountered, there will be a female fighter/cleric of at least 6th level cleric ability in addition to the male fighter/magic-user. If more than 30 Drow are encountered, 11 to 16 will be females, the leader will be a cleric/fighter of at least 8th/7th ability level, and each will have an assistant of levels as previously shown for the type in smaller party sizes.

Somewhere deep beneath the earth there are rumored to be vast caverns which house whole cities of these creatures, cities of natural and carven stone and minerals, places of weird and fantastic beauty, metropolises of the Dark Elves which are filled with the precious metals and jewels delved from the very core of the earth. But these delicate crystalline cities are also said to be the haunt of such monsters as the dreaded mind flayer and other subterranean horrors. It is told that demons walk freely amongst the Drow, for the Dark Elves regard them as benefactors and friends and so actually consort with them gladly.

As described, all Drow move silently and with graceful quickness, even wearing their black mesh of armor. Each Drow carries a small amount of personal wealth in a soft leather bag worn around the neck with his or her mail. In addition, they arm themselves with long dagger and short sword of adamantite alloy (+1 to as high as +3 or +4 borne by noblefolk), 50% or more carry small crossbows which are held in one hand (6" range light crossbow) and shoot dart coated with a poison which makes the victim unconscious. Save is at -4. They inflict 1 to 3 hit points of damage in addition. Some few Drow also carry adamantite maces (+1 to +5) and/or small javelins (also poisoned) with atlatis (9" range, +3/+2/+1 to hit at short/medium/long range).

Drow have superior infravision of the 12" range variety, move with silence and blend into shadows with 75% likelihood of success. Thus, they are 75% likely to surprise opponents. The Drow are only 12½% (1 in 8) likely to be surprised by opponents. They are also both intelligent and highly coordinated, being able to use either or both hands/arms for attack and defense. They make saving throws versus all forms of magic (clerical included) spells, whether from the caster or from some de-

vice, at +2. Drow magic resistance increases by 2% for each level of experience they have, with multi-classed individuals gaining this bonus for but one of their classes (the highest). Thus, a 7th level Drow is 65% resistant to any magic, and he or she will save at +2 against any magic which does affect him or her.

Because the Drow have dwelled so long in the dark labyrinthine places under the surface of the earth, they dislike bright light. They will not venture forth into daylight except on the cloudiest, gloomiest days. If within the radius of a **light or continual light** spell the Dark Elves are 90% likely to be seen, they lose 2 from their dexterity, and all attacks made are at -2 on "to hit" dice rolls—+2 on saving throws against such attacks as applicable. If they are attacking targets inside the radius of **light or continual light** spells, the bright illumination causes them to suffer a "to hit" dice penalty of -1, and the converse +1 on saving throws against such attacks is awarded to the target creatures. If bright light exists, it is 75% likely that the Drow will retire from the situation because of the illumination, unless such retreat imperils one of their number or would otherwise be harmful to their desired ends or expose some important feature to the light-bringing intruders. In any event, such light sources as torches, lanterns, magic weapons, fire beetle essence, or **faerie fire** do not adversely affect the Dark Elves' performance.

Drow are able to speak common tongue, gnome, elven, and their own language in addition to the other tongues which their level of intelligence allows. Many know the languages of the various races of creatures which speak and dwell underground. All of the Dark Elves also have a **silent language** composed of hand movements, and this means of communication is capable of conveying virtually any information. When Drow are within 30' or less of each other, they also use facial and body expression, movement, and posture. These latter alone are capable of conveying considerable information, and when coupled with hand/finger movements the whole is as erudite as any spoken speech.

All of the Dark Elves can use the following spells once per day: **dancing lights, faerie fire, darkness**. Those above 4th level are able to **detect magic, know alignment, and levitate** once per day. Drow females can use the following spells once per day: **clairvoyance, detect He, suggestion, dispel magic**. Drow have powers which are the same as dwarves with respect to stone and things underground. They also detect hidden or secret doors as elves do.

Drow abilities are determined as follows: Strength: 8 + 1-6 (6 + 1-4 for males). Intelligence 12 + 1-8 (10 + 1-8 for males). Wisdom 8 + 1-10 (8 + 1-4 for males), Dexterity 12 + 2-8, Constitution 4-16; Charisma 10 + 1-8 (8 + 1-8 for males).

Special Note Regarding Drow Cloaks, Armor and Weapons:

All of these items have special properties, although none of them radiates any magic. The items are made under the conditions particular to the strange homeland of the Drow, for this place has unknown radiations which impart special properties to these cloaks, armor and weapons. When such items are exposed to direct sunlight a rotting process sets in. The process is absolutely irreversible, and within 2 weeks the cloaks will fall to shreds, while armor and weapons become pitted and unusable. If items are not exposed to sunlight, they will retain their magical properties for 31-50 days before losing them, and if they are exposed to the radiation of the Drow homeland 30 or so days, they will remain potent. Items not spoiled by sunlight will eventually lose their special properties if not exposed to the special radiation, but they will remain serviceable as normal cloaks, armor, shields, swords, maces, etc.

Drow sleep poison decays instantly in sunlight. Its power is lost after about 60 days in any event, and the coating on the small

bolts and javelins must be periodically renewed with fresh applications of the fungoid substance. The Dark Elves will often have small barrels filled with several packets of this poison, each sealed to insure the poisonous substance remains fresh for about 1 year.

KUO-TOA

FREQUENCY: Very rare
NO. APPEARING: 2-24 (40-400)
ARMOR CLASS: 4
MOVE: 9"/18"
HIT DICE: 2
% IN LAIR: **See below**
TREASURE TYPE: Individuals L, M, N; Z in lair
NO. OF ATTACKS: 1 or 2
DAMAGE/ATTACK: By weapontype and/or 2-5
SPECIAL ATTACKS: **See below**
SPECIAL DEFENSES: **See below**
MAGIC RESISTANCE: **See below**
INTELLIGENCE: High and up
ALIGNMENT: Neutral evil (chaotic tendencies)
SIZE: M (higher levels to L)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

Special defenses of these creatures include their skin secretion which makes it 75% improbable to grapple, grasp, tie, or web a Kuo-Toan. Although their eyes are set on the sides of their heads, Kuo-Toans have excellent independent monocular vision, a very wide degree of field (180°), and they are able to detect movement even though a creature is normally invisible due to magic, astrally projected or ethereal. Thus, only complete motionlessness can avoid sight detection by a Kuo-Toan. They see into the infra-red and ultra-violet spectrums. Also, vibrations within 10' can be felt by these creatures, so they are surprised only on a 1 (d6).

The race of Kuo-Toa People are totally immune to poison, and they are not affected by paralysis. Spells which generally affect only humanoid-type creatures (**charm person, hold person, sleep**) have no effect on these creatures. Electrical attacks cause only half, or no, damage. A **magic missile** will cause only 1 h.p. of damage to a Kuo-Toan, and all forms of illusion are useless against them. However, Kuo-Toans hate bright light—such as from a **light** spell—and fight at -1 on "to hit" dice rolls when exposed to such illumination. They suffer full damage from all fire-based attacks, and saving throws against such attacks are at -2 on the dice.

Especially fit fingerlings, usually of noble spawning, are trained for the priesthood—as clerics, cleric/assassins, or as special celibate monks. The latter are **monitors** whose role it is to control the community members who become violent or go insane. The monitor is capable of attacking to subdue or to kill. A monitor has 56 hit points, attacks at 7th level, and has the following characteristics:

- twice normal movement rate
- surprised only on a 1 in 10
- armor class 1
- 6 attacks/round, 2 bare handed doing 2-8 h.p. of damage (double if attacking to subdue), 2 attacks with teeth (unless subduing) doing 2-5 hit points of damage, a hands/bite routine in the forefront of a round and the second in the last portion.

Subdued creatures cannot be larger than man-sized or slightly larger (up to about 8' tall/500 pounds). Subduing attacks cause only half actual damage, but when points scored equal the total for the creature it is rendered unconscious for 3-12 rounds.

LOLTH (Demon Queen of Spiders)

FREQUENCY: Very Rare

NO. APPEARING: 1

ARMOR CLASS:-10 (-2)

MOVE: 1" *9" (15")

HIT DICE: 66 **hit points**

% IN LAIR: 25%

TREASURE TYPE: Q(x5), R, X(x3)

NO. OF ATTACKS: 1 and 1 (1)

DAMAGE/ATTACK: 4-16 + poison and **webs** (by weapon type)

SPECIAL ATTACKS: **See below**

SPECIAL DEFENSES: **See below**

MAGIC RESISTANCE: 70%

INTELLIGENCE: Genius

ALIGNMENT: Chaotic evil

SIZE: L (M)

PSIONIC ABILITY: 266

Attack/Defense Modes: All/all

The demoness Lolth is a very powerful and feared demon Lord. She usually takes the form of a giant black widow spider when she is on the **Prime Material Plane**, and she sometimes assumes this form on her own as well, but she also enjoys appearing as an exquisitely beautiful female Dark Elf (the statistics for this form as given in parentheses). Little is known about her aims, and only the fact that the Drow worship of Lolth causes her to assume form on the earth permits compilation of any substantial information whatsoever.

Lolth enjoys the company of spiders of all sorts — giant species in her arachnid shape, those of normal, large and even huge in her humanoid form. She is able to converse with all kinds of spiders, and they understand and obey her unquestioningly.

Although the Queen of Spiders has but 66 hit points, her high armor class prevents most damage, and she is able to **heal** herself at will, up to thrice/day. As Lolth enjoys roving about in one form or another, she will seldom be encountered in her lair no matter what the plane, unless worshippers have invoked her to some special shrine or temple.

In the form of a giant spider, Lolth is able to cast web strands 30' long from her abdominal spinnerets which are equal to a web spell with the addition of 1-4 points of damage per round accruing to webbed victims due to a poisonous excretion upon the strands; and during the same melee round she is able to deliver a vicious biting attack for 4-16 hit points of damage plus death if the victim fails to make his, her, or its saving throw versus poison at -4 penalty. In her humanoid form, Lolth will use weapons common to humans.

As a giant spider, the demoness can use any one of the following powers, one per melee round, at will: **comprehend languages**, **confusion** (creature looked at only), **darkness (10' radius)**, **dispel magic**, once per day **gate** in a type I (45%), type II (35%) or type III (20%) demon (with 66% chance of success), twice per day use **phase door**, **read magic**, **shape change**, once per day **summon** 9-16 large (20%), 7-12 huge (30%), 2-8 giant (40%) or 1-4 phase (10%) spiders, **teleport with** no inaccuracy, **tongues**, and **true seeing**. In her humanoid shape, Lolth is a 16th level cleric/14th level magic-user with commensurate abilities. However, in the latter form she is unable to wear armor of any sort, and her psionic powers are lost to her (see hereafter).

Lolth is not affected by weapons which are not magical, silver does her no harm (unless magicked to at least +1), and cold, electrical and gas attack forms cause only one-half damage. Acid, iron weapons, **magic missiles** (if her magic resistance fails her, naturally), and poison affect the demoness normally.

The visual range of the demoness extends into the infrared and ultraviolet spectrums to a normal distance of 120'. Lolth has limited **telepathy** communication ability as do demons in general.

Her psionic disciplines are **body equilibrium**, **clairvoyance**,

domination, and the major sciences of **dimension walking**, **mind bar**, **molecular rearrangement**, **probability travel**. These disciplines (as well as magical powers) are performed at 16th level of ability (experience).

MEZZODAEMON

FREQUENCY: Uncommon

NO. APPEARING: 1 (rarely 1-3)

ARMOR CLASS: -3

MOVE: 15'

HIT DICE: 10+4/die

% IN LAIR: Nil

TREASURE TYPE: Individuals Q (5), X

NO. OF ATTACKS: 2 or 1 weapon

DAMAGE/ATTACK: 7-12/7-12 or by weapon +6

SPECIAL ATTACKS: **See below**

SPECIAL DEFENSES: **See below**

MAGIC RESISTANCE: **Special**

INTELLIGENCE: High - Exceptional

ALIGNMENT: Evil (neutral)

SIZE: M (about 7' tall)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

Mezzodaemons inhabit the lower planes between the **Abyssal Layers** and the **Hells**, i.e. **Tarterus**, **Hades**, **Gehenna**. There they will be found in numbers. They freely associate with night hags and demons, and are not adverse to devils, although they find their strict regulations very tiresome. Mezzodaemons roam the astral and ethereal planes at times, and it is not too difficult to summon them to the **Prime Material Plane**, as they enjoy wreaking havoc here, and are willing to associate with evil humans and the like if the price is right and their "superior" position is generally recognized.

A mezzodaemon can use its 18/00 strength to great advantage when physically attacking. Its horny hands and talons can be used to strike blows, but one will often use some form of magical weapon (battle axe, flail, or sword — bastard or two-handed). A magic shield is usually used with a weapon, as they have a +3 "to hit" bonus when so armed.

Mezzodaemons are able to employ virtually any magical item not restricted by alignment or affecting only a specific class, viz. books, librums, tomes, et al., of magical nature affecting the reader. However, their innate magic resistance gives such items varying probabilities of failure, so they are likely to be shunned unless of great power.

The following powers are usable by mezzodaemons: **dimension door** twice/day, become **ethereal** once/day, **magic jar** once/day, **passwall** four times/day, **repulsion** once/day, **wind walk** once/day, and **word of recall** once/day. They can use at will any one of the following powers during a round: **comprehend languages**, **detect invisibility**, **detect magic**, **ESP**, **invisibility**, **levitate**, **polymorph** themselves, and **read magic**.

All mezzodaemons are unaffected by non-magical weapons (including iron and silver), paralysis, and poisons of any sort. Acid, cold, and fire cause them only one-half damage.

Magic resistance varies according to the level of the spell. Mezzodaemons are 95% resistant to 1st level spells, 90% to 2nd. 85% to 3rd, 80% to 4th, 75% to 5th, 70% to 6th, 65% to 7th, 60% to 8th, and 55% to 9th level spells. This is based on a 11th level of ability of the spell caster, and varies upwards or downwards by 5%/level if the spell caster is lower or higher level. A mezzodaemon can never be **charmed** and **suggestion** spells will never work upon one.

Mezzodaemons have both infrared and ultraviolet spectrum visual capability. They have a limited form of telepathy which allows communication with any creature of low or better intelligence.

Each mezzodaemon has his or her own name. They keep these very secret, of course, to avoid being commanded by nyc-

daemons, demon lords, arch devils, and like creatures or entrapped by a **summoning** spell.

NYCADAEMON

FREQUENCY: Very Rare
NO. APPEARING: 1 (very rarely 1-2)
ARMOR CLASS: -4
MOVE: 12"/36"
HIT DICE: 12 +3/die
% IN LAIR: Nil
TREASURE TYPE: Q (x10), X
NO. OF ATTACKS: 2 or 1 weapon
DAMAGE/ATTACK: 9-16/9-16 or by weapon +8
SPECIAL ATTACKS: **See below**
SPECIAL DEFENSES: **See below**
MAGICAL RESISTANCE: **Special**
INTELLIGENCE: Exceptional-Genius
ALIGNMENT: Evil (neutral)
SIZE: L (about 8' tall and broad)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

The race of nycadaemons are among the most powerful of the creatures native to the middle lower planes. Like their cousins, the mezzodaemons, nycadaemons are common to the planes of **Tarterus, Hades, and Gehenna**. Unlike their related creatures, they are also able to enter the **666 Layers of the Abyss** and the **Nine Hells** as they will. Nycadaemons are avoided by all lesser creatures — night hags, mezzodaemons, lesser and greater devils, and most demons — for the race is totally wicked and domineering, caring not who or what they enslave or exploit, but always acting in an intelligent and carefully calculated manner aimed at maximizing personal power and safety. Thus, these creatures will co-operate with other evil beings and races whenever mutual actions are likely to prove beneficial to themselves.

Nycadaemons are very strong (comparable to stone giants) and gain +8 on damage, so blows from their huge horny fists inflict terrific punishment. However, nycadaemons will employ suitably large magic weapons in conjunction with a shield (cf. **mezzodaemon**) whenever such weapons are available. When using a weapon, these creatures have a +4 "to hit" bonus due to

their strength.

As nycadaemons are clever and capable, they can use all sorts of magic items appropriate to their size and nature. These creatures have a graduated magic resistance which prevents low level magic from functioning except rarely, and even higher level spell devices are likely to malfunction with distressing regularity, so nycadaemons typically shun all but the most powerful dweomered objects — some few miscellaneous objects, artifacts, relics, and the like — and enchanted weapons which have no magical projections to be affected by their multi-planed structure.

The following powers are usable by nycadaemons: **command** thrice/day, **dispel magic** twice/day, **dimension** door thrice/day, **gaseous form** once/day, **mirror image** twice/day, **reverse gravity** twice/day, **wind walk** thrice/day, **word of recall** once/day; and they are able to employ any one of the following powers once per round: **comprehend languages**, **detect invisibility**, **detect magic**, **enlarge** (and reverse), **fear** (by touch), **invisibility** (up to 10' radius), **polymorph self**, **project image**, **read magic**, **telepathy**.

Only weapons of +2 or greater enchantment will cause damage to nycadaemons. Iron weapons and silver weapons do not harm these creatures, unless the weapons are enchanted as noted. Paralysis and poisons (including all gasses) have no affect upon nycadaemons, and acids, cold, and fire cause them only one-half normal damage. They **regenerate** 3 hit points of damage per turn (.3 hit point/round).

Nycadaemons are 100% resistant to magic of the 1st level, and this resistance decreases in 5% increments (cf. **mezzodaemon**) to 60% at 9th level. This resistance is based upon 11th level of ability, and it decreases if the spell caster is of 12th or greater level, or increases if the spell caster is of 10th or lesser level, in 5% factors. **Beguiling**, **charm**, and **suggestion** never affect nycadaemons.

The entire spectrum of radiation can be seen by nycadaemons, i.e. infrared, ultraviolet, gamma rays, X-rays, microwaves, etc. The telepathic ability of these creatures allow communication with intelligences of low or better.

Each nycadaemon has a personal name which they guard most carefully to avoid entrapment or servitude to some demon lord, arch devil, or the like.



SVIRFNEBLIN (Deep Gnome)

FREQUENCY: Very rare
 NO. APPEARING: 3-30
 ARMOR CLASS: 2
 MOVE: 9"
 HIT DICE: 3 +6 hit points
 % IN LAIR: 0
 TREASURE TYPE: Individuals K (x2) and Q (x3)
 NO. OF ATTACKS: 1 or 2
 DAMAGE/ATTACK: By weapon type
 SPECIAL ATTACKS: **See below**
 SPECIAL DEFENSES: **See below**
 MAGIC RESISTANCE: 20%
 INTELLIGENCE: Exceptional
 ALIGNMENT: Neutral (good tendencies)
 SIZE: S (about 3' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil

All of the race are doughty fighters. For every 4 normal Svirfnebli encountered, there will be an additional leader-type of 4th level (4 hit dice plus 7 hit points). If more than 20 normal Deep Gnomes are encountered, there will be an additional 6th level fighter (6 hit dice plus 9 hit points), a **burrow warden**, with 2 5th level assistants (5 hit dice plus 8 hit points). It is 25% probable that a 6th level Deep Gnome will have illusionist abilities of 5th, 6th, or 7th level.

Note that a Svirfneblin of 6th level is 50% likely to be able to summon an earth elemental if the individual is not an illusionist as noted above. The type of earth elemental which can be summoned is found on this table (d20):

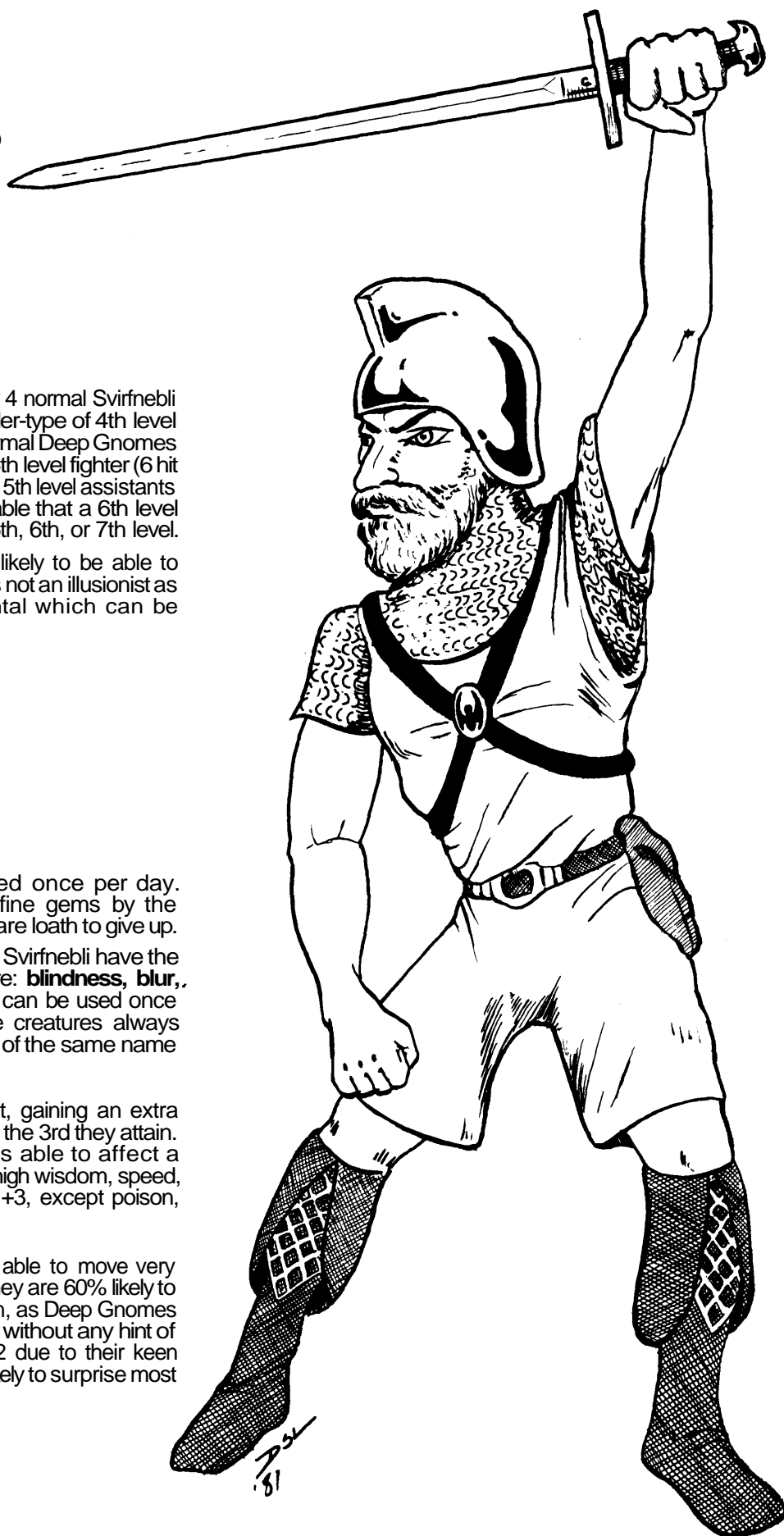
1	24 hit dice earth elemental
2-6	16 hit dice earth elemental
7-10	12 hit dice earth elemental
11-15	8 hit dice earth elemental
16-18	xorn
19-20	summoning fails

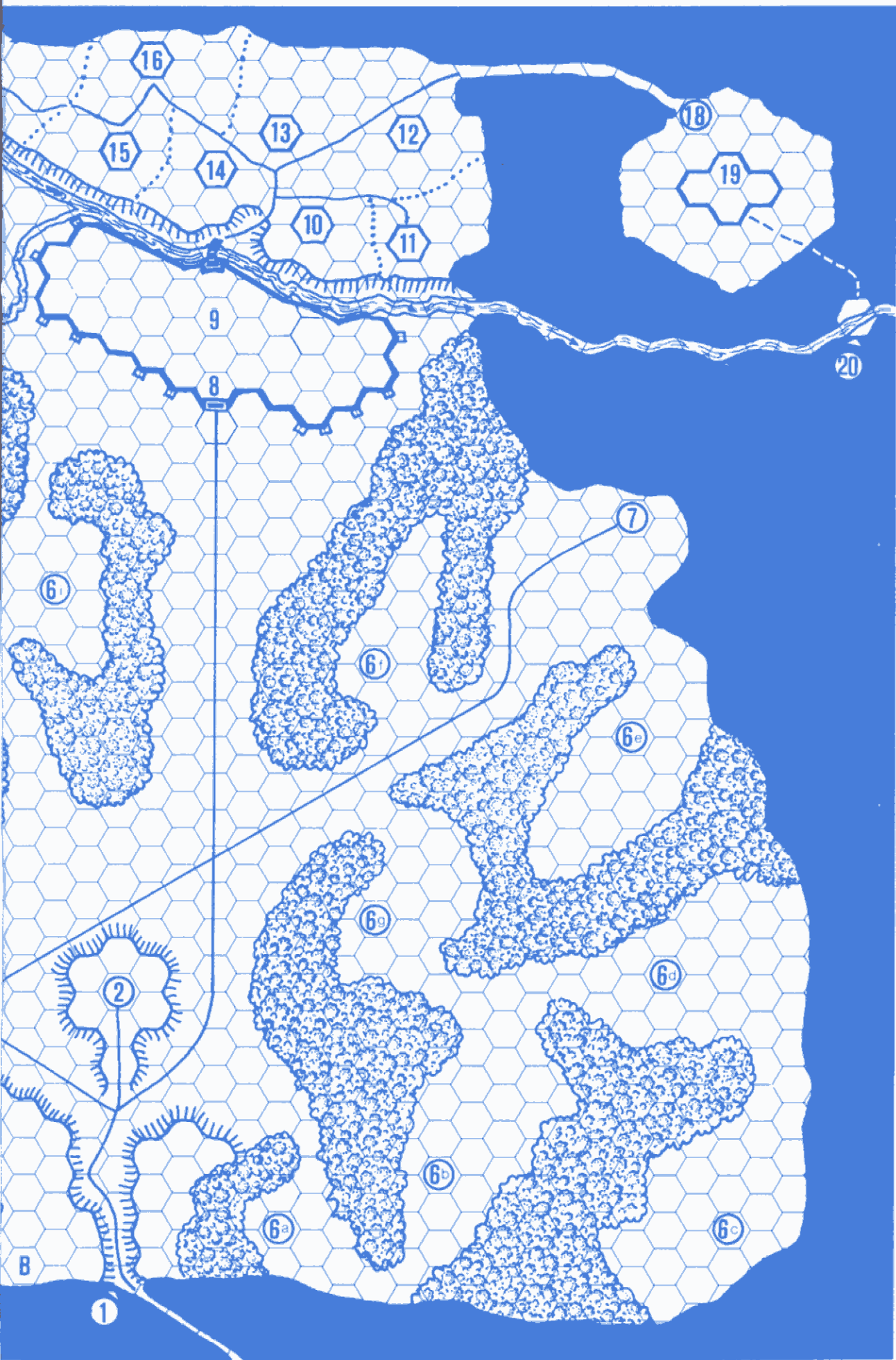
Elemental summoning can be attempted once per day. Summoned elementals must be paid in fine gems by the summoner, a commodity the deep gnomes are loath to give up.

In addition to the abilities given above, all the Svirfnebli have the following magical powers of illusionist nature: **blindness**, **blur**, **change self**. Each of these spell-like abilities can be used once per day by any Deep Gnome. All of these creatures always radiate a **non-detection** identical to the spell of the same name (q.v.).

All Deep Gnomes are 20% magic resistant, gaining an extra magic resistance of 5% for each level above the 3rd they attain. No illusion, phantasm, or hallucination is able to affect a Svirfneblin's mind. Because of this, and their high wisdom, speed, and agility, they make all saving throws at +3, except poison, which they make at a +2 on the dice.

These small and fast-moving creatures are able to move very quietly despite their metal armor and arms. They are 60% likely to be unseen by any observer, even a Kuo-Toan, as Deep Gnomes are able to "freeze" in place for long periods without any hint of movement. They are surprised only 1 in 12 due to their keen hearing and smelling abilities. They are 90% likely to surprise most opponents.







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