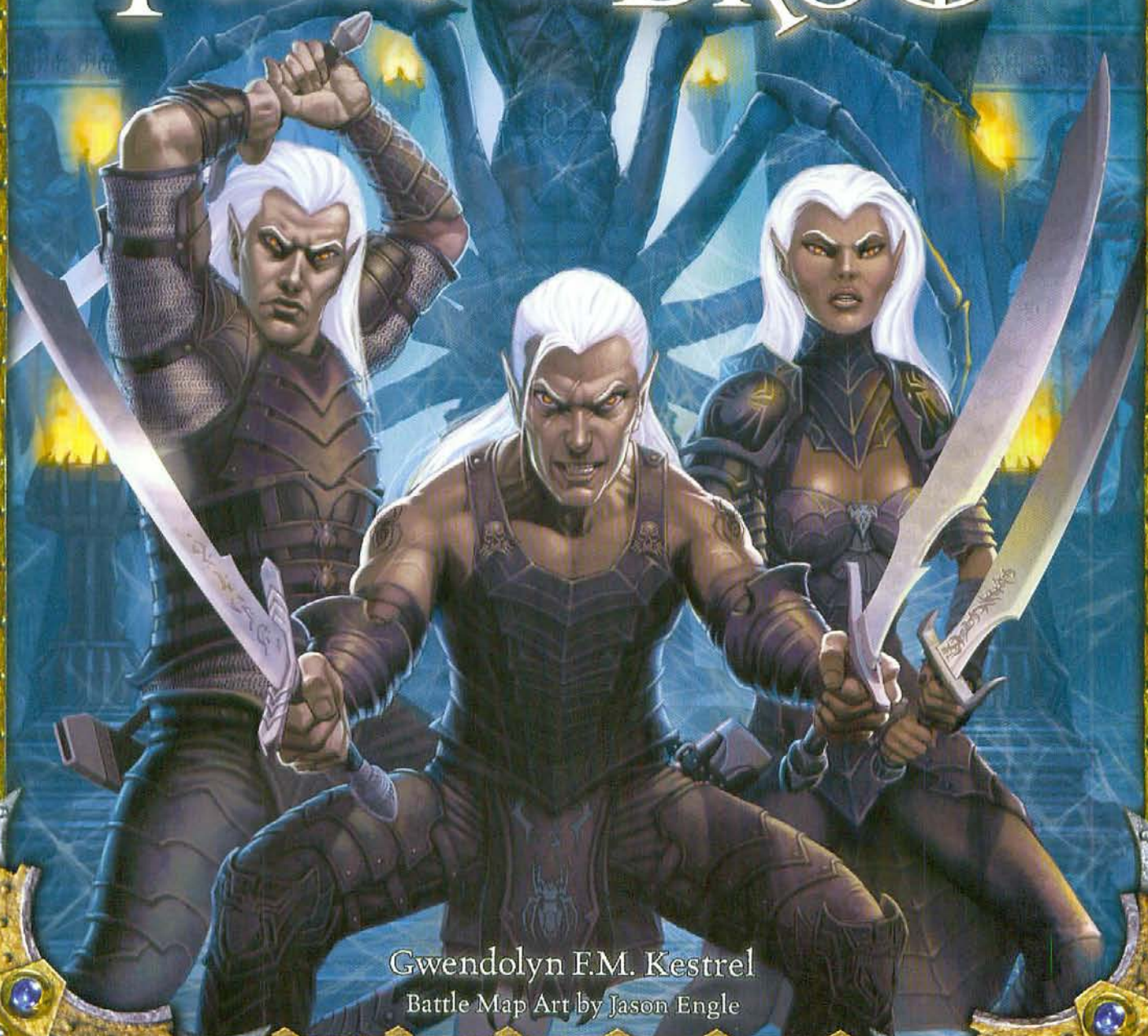




FANTASTIC LOCATIONS™

Fate of the Drow™



Gwendolyn F.M. Kestrel
Battle Map Art by Jason Engle

⌘ MITHRAL MINES ⌘



- G Goblin
- GL Goblin Leader
- GS Goblin Shaman
- D Duergar
- S Spider Swarm

⌘ DROW ENCLAVE ⌘



- A Amandrucul
- SL Spider of Loth
- S Large Monstrous Spider
- D Draegloth
- D Drow Warrior

— FANTASTIC LOCATIONS —
FANE OF THE DROW™

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INTRODUCTION

This 16-page adventure booklet contains several challenging encounters that can be combined to form a short DUNGEONS & DRAGONS® adventure intended for four 4th-level characters. The encounters play out on the battle maps included in this product. To run these encounters properly, you (as the Dungeon Master) need the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, as well as some D&D miniatures. The Adventure Background (see below) contains all of the information you need to get the adventure underway. Although designed for 4th-level characters, this adventure requires only minor adjustments to adapt it to lower- or higher-level play.

USING THE BATTLE MAPS

Fantastic Locations: Fane of the Drow includes four miniatures-scale maps that provide exciting battlegrounds for RPG encounters or miniatures skirmishes. These maps allow for dynamic and challenging encounters, encouraging you and your players to make important tactical decisions while combat is underway.

For the Roleplaying Game: *Fantastic Locations* battle maps don't depict your average dungeon complex. The maps aren't meant to represent an entire adventure, either. Instead, the maps provide interesting locations for key scenes and important battles. The monster tactics take advantage of the maps provided, ensuring that the battles range over large sections of the map terrain.

Small reproductions of the maps, with the numbered locations within each site identified, are printed on the inside covers of this booklet. For obvious reasons, your players should not be allowed to view these small maps.

If you decide not to run the *Fane of the Drow* adventure, you can freely adapt the battle maps to other encounters in your own campaign.

Some of the labels on the battle maps are intended for the D&D Miniatures Game only. These include areas marked "Start Area," "Exit," and "Victory Area." Room tags for the RPG adventure have been deliberately left off of the battle maps, although they appear on the DM's maps on the inside cover.

Battle map labels that apply to the roleplaying game include the following:

Difficult Terrain: Squares marked with a light-colored triangle are considered difficult terrain. Each square of difficult terrain costs 2 squares to move into (3 squares if it's a diagonal move).

Risky Terrain: Squares marked with a light-colored skull

are considered risky terrain. Any creature that enters a square of risky terrain has a 25% chance of taking 2d6 points of damage.

Sacred Circles: Any creature that stands on a sacred circle (wholly or partly) gains a +2 bonus on attack rolls. In addition, that creature's attacks are considered magic for the purpose of overcoming damage reduction.

For Skirmish Play: The maps in this product are carefully designed for fast and exciting D&D miniatures play. You can use these maps for any D&D Miniatures games. Starting in 2006, you will be able to use *Fantastic Locations* maps in sanctioned miniatures tournaments.

Refer to page 16 for specifics on using these maps with official D&D miniatures.

ADVENTURE BACKGROUND

For the past few months, a small and relatively isolated dwarven fortress called Stonehelm has suffered from drow raids. Although the dark elves seem too few in number to approach the fortress itself, they have slain several dwarf miners brave or foolish enough to venture beyond its protective confines. Hoping to rid themselves of the drow threat and gain access to the valuable mithral mines near the drow enclave of Til'Asperna, the dwarves enlist the aid of adventurers.

CHOOSING AN ADVENTURE HOOK

The player characters can become involved in the dwarves' plight in one of several ways. Choose the hook that best suits your particular group of characters:

—Dwarves occupying a small fortress called Stonehelm hire the PCs. Their farthest-ranging miners have recently encountered drow and goblin raiders, and the dwarves need help from adventurers to drive the drow and their goblin slaves away.

If You Choose This Hook: The adventure assumes that you use this option, and you need to make only minor modifications to adapt the adventure to your own campaign world.

—The PCs are traveling through the fringes of the Underdark on their way to some important destination when they stumble upon the drow enclave of Til'Asperna.

If You Choose This Hook: The adventure begins at Til'Asperna instead of the dwarven fortress of Stonehelm. The PCs can visit the adventure's four encounter areas (Mithral Mines, Drow Enclave, Fane of Lolth, and Tomb of Queen Peregrine) in any order.

—One of the PCs' friends or acquaintances disappears after venturing into a cave that leads to Til'Asperna. PCs who

REUSING THE MAPS

All the encounters described in this adventure booklet unfold on the miniatures-scale battle maps included in this product. Although the maps in each *Fantastic Locations* product emphasize specific terrain elements that allow for more exciting and compelling battles, they are quite versatile, and we encourage you to use them more than once in a campaign. Characters might revisit the Fane of the Drow after many levels

and confront higher-level foes, or the Mithral Mines map could be used to represent another underground complex later in your campaign.

Check the Wizards of the Coast website, RPGA adventures, and the pages of *Dungeon*® Magazine for variant encounters using the *Fantastic Locations* maps.

explore the cave (Search DC 20) discover a secret door at the back of the cave leading to a secret tunnel. The tunnel descends for over a mile before finally connecting with the Mithral Mines.

If You Choose This Hook: The friend was captured by a goblin raiding party and taken as a slave to Til'Asperna. Characters can learn this information by listening for rumors around the dwarven fortress of Stonehelm (Gather Information DC 15). Now he is one of the prisoners in the dungeon waiting his turn in the torture chamber.

I: MITHRAL MINES

The first section of this adventure takes place in an extensive area of mines and natural caverns that marks the border between the lower reaches of the dwarven fortress of Stonehelm and the drow enclave known as Til'Asperna. Til'Asperna and the mines in its immediate vicinity lie on the fringe of the Underdark, and the enclave and surrounding area have long been the sites of confrontation between the dwarves of Stonehelm, duergar forces from deep within the earth, and drow seeking to hold on to their outpost.

The drow of Til'Asperna and their duergar neighbors alternate between uneasy truces and outright conflict. Currently, the two groups are in prolonged negotiations about this area rich in mithral. Both sides are quite interested in taking possession of it, but both are using it as a bargaining chip. According to the terms of the latest temporary treaty, neither side is permitted to explore or exploit this area. The small group of drow that controls the enclave managed to drive the duergar out of the area several weeks ago and force a short-term truce that holds still.

Sensing a lull in the conflict between the two evil races, the dwarves of Stonehelm must strike quickly. The dwarves sense that they must prevent both the drow and the duergar from gathering enough might to thoroughly dominate the region or forge a lasting treaty. More importantly, the dwarves must keep their own fortress secure and therefore cannot devote their own military might to the area. With little recourse, the dwarves enlist some adventurers to finally secure the valuable mines and to drive the drow from Til'Asperna.

The mithral mines show evidence of the drow occupation, from discarded weapons to the ancient magical symbols of the ruined teleportation circle (see below).

JOURNEY TO THE MINES

Once the adventurers have agreed to drive the drow from Til'Asperna and the nearby Mithral Mines, the first step in their journey takes them through the fortress of Stonehelm itself and then deep into the earth through a series of caverns and mine shafts.

Read or paraphrase the following text to the players:

The journey through the mines near the dwarven fortress of Stonehelm is uneventful at first. The even tunnels of the dwarves are easy to navigate, safely reinforced, and well guarded. Dwarf sentries, stationed at key defensive points, eye you warily as you

pass, but they don't hesitate to point you toward the areas plagued by drow raiders once you identify your purpose in their mines.

If you'd like to extend the adventure, you can insert an encounter with one or more wandering Underdark predators of the appropriate Challenge Rating (CR). Some possibilities include a group of 1d6+6 kobold miners, a pair of dire bats, a dark creeper, or a burrowing ankheg.

ENCOUNTERS IN THE MITHRAL MINES (EL 6)

Once the characters reach the mithral mines, have the players place their miniatures in the area marked "1" on the map on the inside front cover.

I. PCS' START AREA

The PCs enter the map from the tunnel marked on the map. Once the players place their miniatures on the battle map, proceed with the fight against the Bloodweb goblin raiders (described below).

2. BLOODWEB GOBLIN RAIDERS

A small but vicious tribe of goblins has long served the drow of Til'Asperna. These goblins call themselves the Bloodweb tribe as a sign of their acceptance of the drow's mastery over them.

Creatures: Ten goblin warriors, a goblin fighter named Bloodweb Okkar (their leader), and a goblin shaman named Bloodweb Guurrark guard the mines, but they are spread out. As soon as the combat begins, the goblins shout to their companions and all rush to join in the fight. The goblins' starting positions are marked on the map on the inside front cover.

Like their leaders, the goblin warriors begin their names with their tribe's name, so Arrk refers to herself as Bloodweb Arrk. The goblins' first names are monosyllabic: Arrk, Drom, Eeth, Gurn, Hant, Kurp, Noth, Parrg, Taath, and Vun.

Bloodweb Okkar (goblin leader): hp 24; see below.
Suggested Miniature: Snig the Axe (*Archfiends* 38/60).

Bloodweb Guurrark (goblin shaman): hp 20; see below.
Suggested Miniature: Goblin Adept (*Deathknell* 34/60).

Goblins, 1st-Level Warriors (10): hp 5 each; see *Monster Manual* page 133. Each goblin warrior has five javelins. *Suggested Miniature:* Goblin Warrior (*Dragoneye* 32/60).

Tactics: The goblins use their superior numbers to full advantage and make an effort to draw fight through length of cavern. A goblin doesn't hesitate to double move away from a character, especially if the character has already felled one of its companions. The goblins essentially try to "shoot and scoot" to stay away from the PCs for as long as possible while throwing their javelins. An ideal round for a goblin warrior is to throw a javelin and then move 30 feet farther away from the PCs while drawing another javelin. If pressed, the goblins double move away from the enemy. The goblins don't all simply move in the same direction—they fan out and surround the PCs from a distance.

Development: When the goblins lose Bloodweb Okkar and more than half of their total number, a band of duergar arrives. Proceed with the next encounter. Any remaining goblins scatter and flee when the duergar appear. At least one of the fleeing goblins tries to lure the PCs into area 5.

BLOODWEB OKKAR, GOBLIN LEADER CR 2*

Male goblin fighter 3
NE Small humanoid (goblinoid)
Init +3; Senses darkvision 60 ft.; Spot +2, Listen +2
Languages Common, Goblin

AC 18, touch 14, flat-footed 15
hp 24 (3 HD)

Fort +4, Ref +4, Will +0

Speed 30 ft. (6 squares)

Melee mwk greataxe +5 (1d8+1/×3) or
Ranged mwk composite shortbow +7 (1d6+1/×3) or
Ranged mwk composite shortbow +5/+5 (1d6+1/×3)
Space 5 ft.; Reach 5 ft.

Base Atk +3; Grp +0

Combat Gear *potion of cure moderate wounds*

Abilities Str 13, Dex 16, Con 13, Int 10, Wis 8, Cha 10

Feats Point Blank Shot, Precise Shot, Rapid Shot,
Weapon Focus (composite shortbow)

Skills Listen +2, Move Silently +6, Ride +6, Spot +2

Possessions combat gear plus masterwork chain
shirt, masterwork composite shortbow (+1 Str
bonus) with 20 arrows, masterwork greataxe

Hook A cunning leader who favors hit-and-run tactics.
*CR adjusted down for low gear and poor physical
statistics.

BLOODWEB GUURRARK, GOBLIN SHAMAN CR 2*

Male goblin cleric 3 (Maglubiyet)
NE Small humanoid (goblinoid)
Init +3; Senses darkvision 60 ft.; Spot +2, Listen +2
Languages Common, Goblin

AC 17, touch 13, flat-footed 15
hp 20 (3 HD)

Fort +4, Ref +4, Will +5

Speed 30 ft. (6 squares)

Melee mwk heavy mace +5 (1d6)

Space 5 ft.; Reach 5 ft.

Base Atk +2; Grp -2

Special Actions spontaneous casting (*inflict spells*),
command undead (-2, 2d6+1, 3rd)

Combat Gear *potion of invisibility*, *potion of spider climb*
Cleric Spells Prepared (CL 3rd):

2nd—*hold person*, *invisibility*^D, *silence*

1st—*bleed*, *cure light wounds*, *cure light wounds*,
protection from good^D (CL 4th)

0—*cure minor wounds*, *cure minor wounds*, *detect
magic*, *read magic*

D: Domain spell. Domains: Evil, Trickery

Abilities Str 10, Dex 16, Con 13, Int 10, Wis 15, Cha 6
SQ Darkvision 60 ft.

Feats Brew Potion, Weapon Focus (heavy mace)

Skills Concentration +7, Heal +8

Possessions combat gear plus masterwork chain shirt,
masterwork light shield, masterwork heavy mace

Hook More concerned about himself than his tribesmen.
*CR adjusted down for low gear and poor physical
statistics.

3. DUERGAR TREATYBREAKERS

The duergar have their own plans to betray the drow and mine the mithral. They're quickly carving tunnels from their settled area. Upon hearing the altercation between the PCs and the goblins, they hastily follow the new dwarven tunnels to the source of the disturbance, prepared for a fight.

Creatures: Just as the battle with the goblins seems to be nearing its end, six duergar come in from the tunnels marked on the accompanying map. One of them cries out in Dwarven, "Bloodweb goblins, eh? The dark elves have broken the treaty!" Another shouts, "These mines will be ours again!" before moving in for the kill.

Their names are Drothyrd, Gimain, Glororic, Kargund, Kiltur, and Whurtryd.

Duergar, 1st-Level Warriors (6): hp 9 each; see *Monster Manual* page 91. Suggested Miniature: Duergar Warrior (*Archfiends* 32/60).

Tactics: Duergar that get within striking distance of the Bloodweb goblins will attack them, but they would rather attack the PCs. They



Duergar on the attack!

have a straightforward approach to combat: They simply move to the closest PCs as a solid group and try to take one foe down at a time.

Development: Once the goblins and duergar are defeated or routed, the PCs can explore the other areas of the map.

4. WORKED TUNNELS

The tunnels in this area show evidence of orderly dwarven work, rather than the hasty work of the drow and their goblin slaves.

When the characters enter this area, read or paraphrase the following text.

The walls of this cave remind you of the dwarven mine tunnels that you traveled through to reach this complex. As you probe deeper into the mines, you see this orderly work gives way to rough-hewn walls of less skilled craftsmanship.

Trace amounts of mithral can be seen in the walls and floor, but it would take a team of skilled miners to extract any mithral of measurable worth.

5. REFUSE AND CLUTTER

While the drow were mining the area, their slaves piled ordinary rocks here and used the location as a garbage dump, waste disposal, and trash heap for broken equipment and the like.

When the characters enter this area, read or paraphrase the following text.

Loose rock, offal, and pieces of broken tools litter this section of the cave. The stench of rotting garbage wafts from it, and small spiders scurry over every inch of the refuse.

Creatures: The presence of the drow and the blessings of Lolth that pervade the area have made the spiders in this area both numerous and dangerous. The goblins have learned to avoid the area, because the small spiders here can quickly swarm over an unwary creature (see **Tactics**, below).

Spider Swarms (3): hp 9 each; see *Monster Manual* page 239. *Suggested Miniature:* Swarm of Spiders (*Underdark* 58/60).

Tactics: The spider swarms rush to attack any creature that comes within 15 feet of this area or within 15 feet of one of the swarms. Goblin warriors skirt wide around the area and throw their javelins from the far side, hoping to lure their foes into the spiders' hunting area without entering themselves.

6. TELEPORTATION PLATFORM

The temple at Til'Asperna has been in and out of drow possession for many centuries. Ten years ago, a powerful drow cleric brought a mighty group of drow to the area. While searching for the fane, the group built a powerful teleportation circle, linking the area with their home city far to the south and deep in the Underdark. Unknown to the dwarves of Stonehelm, these drow met their end at the hands of a group of powerful adventurers from the surface who left the teleportation circle broken but not completely destroyed.

When the characters enter this area, read or paraphrase the following text.

This chamber is covered with strange runes and arcane symbols. The circle and its symbols pulse with a slow, disquieting light, but a large gash runs through the symbol nearest to the open area of the mine. This symbol, perhaps once a highly stylized spider, has none of the pale glow seen in the rest of the symbols.

A read magic spell or a DC 20 Spellcraft check reveals that this is an area designed for teleporting material to another site. It has been disabled and cannot be used, but traces of magic suggest that someone skilled at the manufacture of magic items could, in time, repair the circle.

7. DROW OVERSEER'S OFFICE

This small room houses tools of low enough value that they were not worth securing in Til'Asperna. The room was built with a strong wooden door in case drow stationed in the mine need a safe place to hole up and are denied entry into Til'Asperna itself.

When the characters enter this area, read or paraphrase the following text.

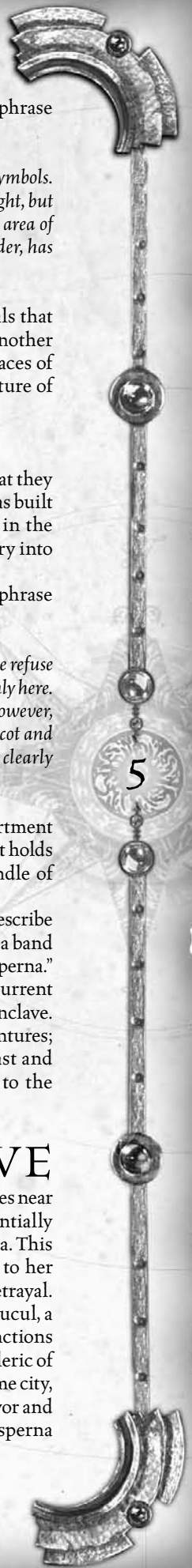
This small area shows clear signs of dark elf habitation. The refuse and goblin stench that pervade the rest of the mine stop cleanly here. Some tools, picks, and shovels lie against the far wall. However, the room contains few furnishings—only one small hide cot and a bone chair with spider designs. Markings on the floor clearly show where other furniture once rested.

A DC 20 Search check unearths a tiny hidden compartment in the floor beneath the simple cot. The compartment holds nothing of real value but does contain a small bundle of nonmagical scrolls.

Development: These scrolls are ten years old and describe the efforts of a drow cleric named Narlanafael to lead a band of wizards and clerics back to "the lost enclave of Til'Asperna." This expedition failed and has little to do with the current (and much less powerful) occupants of the drow enclave. However, the papers can plant the seeds for later adventures; they mention a great drow city to the south and east and confirm a temple there as the destination linked to the ruined teleportation circle described above.

2: DROW ENCLAVE

The drow who have recently plagued the dwarven mines near the fortress of Stonehelm hail from a small but potentially powerful temple located in the enclave of Til'Asperna. This subterranean fane, sacred to Lolth but also subject to her cruel whims, has a long history of occupation and betrayal. Two individuals lead the enclave presently: Amandrucul, a male drow wizard who attends to the militaristic functions of the outpost, and Destra Darkweb, a female drow cleric of Lolth. Although a relatively minor priestess in her home city, Destra believes she has earned the Spider Queen's favor and has undertaken the ambitious task of securing Til'Asperna



for herself and restoring it to prominence in the region. With only a small band at her command, Destra grows desperate for Lolth to grant her more personal power as well as more numerous and powerful followers. In recent days, Amandrucul has run the place while Destra lurks in her chambers in between ever more desperate rituals designed to attract Lolth's favor.

In addition to the immediate benefit of providing a short adventure centered around a series of interesting combat encounters, the drow enclave of Til'Asperna provides an intriguing link to the mysteries and machinations of the Underdark.

This enclave is small, used as an outpost for the larger drow city of Erelhei-Cinlu. The drow here protect some of the tunnels leading toward their patron city. House Despana, currently third in the political maneuverings of the eight houses of the city, is charged with keeping the enclave secure.

ENCOUNTERS IN THE DROW ENCLAVE

Once the characters reach the drow enclave, the series of encounters described below begins to unfold.

8. PCS' START AREA

Once the PCs reach the enclave, have the players place their respective miniatures in the area marked "8" on the map on the inside front cover.

9. GUARD POST (EL 6)

Read or paraphrase the following text once the PCs get past the iron doors.

This open area stands just inside the large, spider-festooned doors. The bare space beyond contains only a few scattered chairs. A net of webs obscures the ceiling.

Two guards struggle with boredom as they guard the entry to Til'Asperna. The web net that covers the ceiling is designed to be dropped on interlopers (see **Tactics**, below). However, it looks more like a tangle of spider webs than a

net; characters who succeed on a DC 15 Search check realize its true nature.

Creatures: The two guards begin shouting as soon as intruders are detected. The following round, four more drow warriors rush from the barracks to the south to help them.

Drow, 1st-level Warriors (6): hp 4 each; *Monster Manual* page 102. *Suggested Miniature:* Drow Warrior (*Dragoneye* 49/60)

Tactics: The drow realize that they face a serious threat from the PCs. On the second round of combat, one of the guards runs away and heads to the summoning chamber (area 13) to alert Amandrucul and then dashes to the spider pens to release the four Large monstrous spiders that inhabit the complex. The remaining drow stage a fighting withdrawal back to the summoning chamber and the torture chamber as needed, attempting to draw the characters into conflict with the Large monstrous spiders, the spiders of Lolth, and the wizard Amandrucul (described below). The last guard leaving the area he pulls a ripcord of spider silk that dangles near one wall, causing the web net on the ceiling to drop. At that time, make a ranged touch attack (+5 modifier) against every creature in the room; a successful hit means the creature is entangled, just as if it was snared in a normal net (see page 119 of the *Player's Handbook*).

10. GUARD BARRACKS

These sloppy chambers obviously serve as a barracks for drow warriors. A dozen beds line the walls, and bits of broken equipment and spoiled food lay about the rooms.

These sparse chambers are the resting chambers of the small group of drow warriors that serves Destra Darkweb and her wizard consort Amandrucul.

11. EGG CHAMBER

An immense egg sac fills this warm and humid chamber. The sac holds a hundred or more large spider eggs, each nearly six inches long.

This small chamber holds the valuable eggs of the monstrous spiders that dwell in the spider pens (area 14). The drow keep the eggs here so that they do not have to disturb the

GETTING INTO THE ENCLAVE

After the PCs fight their way through the mithral mines, they can continue on to the strong iron doors that lead into Til'Asperna.

Large Iron Door: hardness 10, hp 60; break DC 28; Open Lock DC 30.

Characters can gain entrance to the enclave in one of several ways, but regardless of their approach, they must eventually contend with the drow housed within. Fortunately for the PCs, the drow are not expecting an attack.

Guile: Because the drow guards do not expect an attack, they are vulnerable to deception. Provided that the characters can come up with a reasonable explanation for their desire to enter

the fane of the drow, they might be able to use a Bluff check (opposed by the guards' Sense Motive check) to gain entry.

Stealth: Although the characters do not know this, the guards inside the fane are not especially vigilant. A character can try to sneak up to the iron doors and silently pick the lock. If the drow guards do not succeed in detecting the adventurers as they open the door, the party gains a surprise round before combat begins.

Frontal Attack: If your players prefer a more kick-in-the-door approach, they can simply launch an attack on the stronghold. The drow guards have grown complacent and aren't expecting an attack, but battering down the door will almost surely alert them before the characters gain entry and lead to a stand-up fight.

larger spiders when they wish to put the eggs to some foul purpose. The eggs are due to hatch in less than a week, and Destra eagerly awaits the day that she can add their numbers to the defenses of Til'Asperna.

12. WIZARD'S LABORATORY (EL 6)

The wizard Amandrucul lairs in these chambers.

Arcane and alchemical experiments are conducted here. Flasks bubble, strange creatures' body parts float in preservative jars, maggots writhe on an indeterminate piece of meat under a glass dome, and anatomical drawings show an assortment of dissected creatures. Bookcases and shelves line the walls.

Amandrucul enjoys torturing prisoners with his caustic alchemical concoctions. After they die, he takes the time to carefully dissect them and sketch their muscle and bone structures.

Creature: Amandrucul giggles in combat, reveling in the pain and suffering he inflicts on others. If alerted to the presence of intruders, he casts *mirror image* on himself, grasps his *wand of magic missiles*, and readies a *grease* spell. If deprived of his wand and offensive spells, he uses his hand crossbow or hurls a flask of acid at a foe.

Amandrucul (4th-level drow wizard): hp 15; see below.
Suggested Miniature: Drow Wizard (*Dragoneye* 50/60)

Treasure: As gory and repulsive as Amandrucul's drawings and notes might be, they do include valuable information about a variety of creatures. Consulting them grants the user a +2 circumstance bonus on Knowledge (nature) checks. The collection can be sold to an interested buyer for 100 gp and weighs a total of 5 pounds. Among the various liquid-filled containers, PCs can also find four flasks of acid.

Development: If you wish, the characters might find information about the Tomb of Queen Peregrine that Amandrucul was studying, perhaps with the intent of bringing her back from the dead, or perhaps simply to loot her tomb. See page xx for more information about the tomb.

AMANDRUCUL

CR 6

Male drow wizard 4

CE Medium humanoid (elf)

Init +2; **Senses** darkvision 120 ft.; Listen +5, Spot +5

Languages Abyssal, Common, Draconic, Drow Sign Language, Elven, Goblin, Undercommon

Weakness light blindness

AC 12, touch 12, flat-footed 10

hp 15 (4 HD)

Immune sleep

SR 15

Fort +3, **Ref** +4, **Will** +5 (+7 against spells and spell-like effects)

Speed 30 ft. (6 squares)

Melee mwk rapier +1 (1d6-1/18-20) or

Ranged mwk hand crossbow +6 (1d4/19-20)

Base Atk +2; **Grp** +0

Combat Gear *wand of magic missiles* (1st; 50 charges), *potion of cure light wounds*, *potion of cure moderate wounds*

Wizard Spells Prepared (CL 4th; 1d20+6 to overcome SR):

2nd—*flaming sphere* (DC 16), *mirror image*, *scorching ray* (+5 ranged touch)

1st—*grease* (DC 15), *magic missile*, *ray of enfeeblement* (+5 ranged touch), *sleep* (DC 15)

0—*acid splash* (+5 ranged touch), *detect magic*, *open/close*, *read magic*

Spell-Like Abilities (CL 4th; 1d20+6 to overcome SR):
1/day—*dancing lights*, *darkness*, *faerie fire*

Abilities Str 8, Dex 15, Con 12, Int 18, Wis 10, Cha 14

SQ able to notice secret or concealed doors, familiar

Feats Combat Casting, Scribe Scroll, Spell Penetration

Skills Concentration +8 (+12 to cast defensively),

Knowledge (arcana) +11, Knowledge (religion) +11,

Listen +5, Search +6, Spellcraft +11, Spot +5

Possessions combat gear plus *cloak of resistance* +1, masterwork hand crossbow with 10 bolts, masterwork rapier

Spellbook spells prepared plus 0—all; 1st—*shield*; 2nd—*invisibility*, *see invisibility*

Hook "Your screams are music to my ears."



Amandrucul

13. SUMMONING CHAMBER (EL 4)

This grand chamber rises to a height of 30 feet at its center. Beneath this vaulted roof, a circle of ornate and spiderlike magical runes glows with a sickly purple hue. The bare chamber is built of beautiful but sinister-looking material, the dark black stone of the floor shines with a dark and forbidding luster, and every inch of the walls depict bloated spiders and drow engaged in depraved and decadent magical rites.

Lolth has blessed this chamber with a small spark of her will and power. Any conjuration (summoning) or conjuration (calling) spells cast within this chamber fail to have their described effect. Instead, a servant of Lolth—usually a spider of Lolth—appears in the magic circle in the center of the chamber. The creature that appears is subject to the cruel and capricious will of Lolth, but generally increases in power in proportion to the original spell. Higher-level spells might cause draegloths, driders, or more powerful creatures to appear.

Creatures: Four spiders of Lolth guard this chamber. They cling to the walls, blending in nicely with the various spider carvings. Characters who succeed on an opposed Spot check (against the spiders' Hide check result) sees the spiders of Lolth for what they are. When the PCs enter the room, the spiders drop to the floor and move to attack.

Spiders of Lolth (4): hp 25 each; see below. *Suggested Miniature:* Spider of Lolth (*Underdark* 57/60).

SPIDERS OF LOLTH (4)

CR 2

N vermin (Lolth-touched)

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.;

Listen +0, **Spot** +8

AC 14, **touch** 13, **flat-footed** 11

hp 25 (3 HD)

Immune vermin immunities

Fort +7, **Ref** +4, **Will** +1

Speed 30 ft. (6 squares), **climb** 20 ft.

Melee bite +5 (1d6+4 plus poison)

Base Atk +2; **Grp** +5

Abilities Str 17, Dex 17, Con 18, Int —, Wis 10, Cha 2

SQ vermin traits

Feats Weapon Finesse

Skills Climb +11, Hide +11, Jump +13, Listen +0, Spot +8

Poison (Ex) Injury, Fortitude DC 15, initial and secondary damage 1d4 Str

14. SPIDER PEN (EL 4)

Webs festoon this area. It's obviously a haven for spiders.

This room houses numerous harmless spiders and two large monstrous spiders. Once released from their



Denizens of the spider pens

confinement (presumably by the drow warriors who guard the entrance to the enclave), they attack any nondrow that they encounter.

Large Monstrous Spiders (2): hp 22 each; see *Monster Manual* page 54. *Suggested Miniature:* Large Monstrous Spider (*Dragoneye* 54/60).

15. TORTURE CHAMBER (EL 5)

This foul chamber smells of blood. Barbed hooks, slender scalpels, and other dastardly implements of torture are casually strewn around the room, as if their user might select or discard them at random. The large table in the middle of the room is made of a dark black stone that seems to draw light into itself. Each pit and scar on the table hints at a malevolent will bent on drawing the pain from another living creature.

Amandrucul enjoys what he calls “the art of pain” and has active displays at least once a week. He tortures what prisoners the Bloodweb goblins and drow soldiers can bring him in this chamber, often allowing the other drow in the fane to watch his cruel sport. For those who cannot attend the festivities, small holes in the ceiling of the chamber carry screams emanating from this room along a web of 1-inch-wide copper pipes that open up in the ceilings of other rooms throughout the enclave. In this way, drow can revel in the agony issuing from the chamber.

Creature: Although Amandrucul is the torturer of the complex, Destra's most powerful servant, a draegloth, guards the torture chamber.

Draegloth: hp 42; see below. *Suggested Miniature:* Draegloth (*Underdark* 45/60)

DRAEGLOTH

CR 5

CE Large outsider (chaotic, evil)

Init +2; **Senses** darkvision 60 ft.; Listen +9, Spot +9

Languages Abyssal, Undercommon

AC 16, touch 11, flat-footed 14

hp 42 (6 HD)

Immune poison, sleep

Resist acid 20, cold 20, fire 20, electricity 20

Fort +7, **Ref** +7, **Will** +5 (+7 against enchantments)

Speed 30 ft. (6 squares)

Melee 2 claws +11 (1d6+6) and bite +6 (1d8+3)

Base Atk +6; **Grp** +14

Atk Options Blind-Fight, Power Attack

Spell-Like Abilities (CL 6th):

1/day—*dancing lights, desecrate, darkness, faerie fire, unholy blight* (DC 14)

Abilities Str 22, Dex 15, Con 14, Int 13, Wis 11, Cha 11

Feats Blind-Fight, Power Attack, Toughness

Skills Hide +7, Jump +11, Knowledge (religion) +5, Listen +9, Move Silently +11, Search +10, Spot +9

Hook Attacks elves in preference over other prey

3: FANE OF LOLTH

Once the characters have dealt with the wizard Amandrucul and the guards in the outer portion of the fane, they can proceed into the temple area itself. You can either have the fane of Lolth connect directly with the previous map of the drow enclave, or you can create some intervening areas for the characters to explore.

ENCOUNTERS IN THE FANE OF LOLTH

Once the characters reach the fane of Lolth, have the players place their miniatures in the area marked “16” on the map on the inside back cover.

16. PCS' START AREA

The characters enter the fane of Lolth at this point on the map. Have the players place their respective miniatures on the map in this location, then have the PCs make a DC 15 Listen check. Characters who succeed on the check hear a lonely prayer to Lolth (spoken by a woman's voice, in Drow) emanating from the inner fane (area 18).

17. MEDITATION CHAMBERS

These chambers, though sparsely furnished, give witness to the cruel beauty and wild might of Lolth, demon goddess of the drow. The glossy black marble floor and ceiling frame lush scenes of corrupt revelry that have been painted directly onto the bare stone of the walls. A few black cushions rest in the center of the floor, but the rooms are empty of other furnishings.

Several of these spacious chambers abut the inner fane, providing areas where priestesses and other worshipers can prepare themselves for supplication before Lolth's altar.

18. INNER FANE OF LOLTH (EL 7)

The inner fane of Lolth is the real power of Til'Asperna. Even though the drow have not yet fully mastered all of the blessings that Lolth has bestowed upon Til'Asperna, they have command of a powerful magical trap and use it to defend the temple.

The black walls of this chamber are carved with weblike patterns interspersed with bas-reliefs of drow clerics and warriors tormenting members of “lesser races.” The outline of a huge spider has been traced into the floor, its body and legs filled in with magical runes. The outline of the spider, along with the runes engraved within, glow with the same sickly purple hue seen in the magic circles found elsewhere in the temple complex.

An altar stands in front of a large, finely crafted statue of Lolth in her ghastly hybrid form. Images on the walls show a variety of spiderlike creatures, and the stone floor beneath the altar is crimson in color.

While everyone in the enclave worships Lolth, individuals vary in the extent of their devotions. Some visit the shrine twice per day, others less frequently. Even so, all of the drow in Til'Asperna gather here every eight days to worship their spider goddess. Occasionally, there are even larger ceremonies to honor special drow holidays. During these rites, the spiders housed in the nearby stables are brought into the fane.

The fane has been warded by an *unhallow* spell centered on the altar (see *Player's Handbook*, page 297). Furthermore, a *dispel magic* effect has been tied to the *unhallow* spell (see *Player's Handbook*, page 233).

Creatures: Eight drow warriors and one minor priestess guard the room. The priestess, Kaellara, is kneeling before the altar in prayer.

If an intelligent creature that does not worship Lolth moves into the rectangular area around the altar (as defined by the blood rock floor), the statue animates.


Kaellara (3rd-level drow cleric): hp 17; see below. *Suggested Miniature:* Drow Cleric of Lolth (*Harbinger* 61/80)

Drow, 1st-level Warriors (8): hp 4 each; *Monster Manual* page 102. *Suggested Miniature:* Drow Warrior (*Dragoneye* 49/60)

Tactics: The drow warriors are aware of the magical power contained in the spider engraved into the floor. They never end their movement in a square containing part of the spider. The warriors also know to lure the characters onto the spider so that Kaellara can use it to drain them.

The guards in area 20 automatically hear sounds of battle emanating from the inner fane. They skirt the edges of the fane and attempt to surprise the PCs by attacking from the rear.

Kaellara has little loyalty to her fell mistress Destra, and in fact merely bides her time until she betrays the more



powerful priestess. Although Destra's ambition brought the group to Til'Asperna, Kaellara believes she alone is capable of building real power here. Kaellara thinks she has a great future and wants to live to see that future. If the characters seem close to victory, she surrenders or flees rather than fighting to the death.

Spider Trap: The massive spider engraved into the floor has many powers, and the drow currently inhabiting Til'Asperna have mastered only the most rudimentary of them. Either drow priestess in the temple (Destra Darkweb or Kaellara) can take a standard action to activate the spider's power. The priestess must be adjacent to the altar to activate the spider. Activating the spider's power does not provoke attacks of opportunity.

When the spider is activated, it produces a pulse of evil energy that affects any living creature standing on a square that contains part of the spider engraving. Each affected creature takes 1d8+1 points of damage (Reflex DC 15 half). For every 10 points of damage dealt in this manner in a single round, a Small monstrous spider appears. These spiders appear in the middle of the spider carving (or as close to the middle as possible) and immediately move to attack any non-drow in the fane. The spiders are not affected by the spider engraving trap and disappear after 10 minutes or when they are killed.

Blood Rock: Any creature standing on a blood rock square that threatens a critical hit has that threat automatically confirmed (no roll necessary).

10

KAELLARA

CR 5

Female drow cleric 3 (Lolth)

CE Medium humanoid (elf)

Init +5; **Senses** darkvision 120 ft.; Listen +4, Spot +4

Languages Abyssal, Common, Drow Sign Language, Elven, Goblin, Undercommon

Weakness light blindness

AC 19, touch 11, flat-footed 18

hp 17 (3 HD)

Immune sleep

SR 14

Fort +3, **Ref** +2, **Will** +5 (+7 against spells and spell-like effects)

Weakness light blindness

Speed 20 ft. (4 squares)

Melee mwk rapier +5 (1d6+1/18–20)

Base Atk +2; **Grp** +4

Atk Options smite 3/day (+4 attack, +5 damage)

Special Actions command undead (+0, 2d6+3, 3rd), spontaneous casting (*inflict* spells)

Combat Gear *potion of see invisibility*

Cleric Spells Prepared (CL 3rd):

2nd—*cure moderate wounds, silence, invisibility*^D

1st—*cure light wounds, shield of faith, sanctuary, inflict light wounds*^D

0—*cure minor wounds, cure minor wounds, detect magic, detect magic, read magic*

D: Domain spell. Domains: Destruction, Trickery

Spell-Like Abilities (CL 3rd):

1/day—*dancing lights, darkness, faerie fire*

Abilities Str 12, Dex 12, Con 11, Int 16, Wis 15, Cha 10

Feats Combat Casting, Improved Initiative

Skills Concentration +6 (+12 to cast defensively),

Diplomacy +6, Knowledge (religion) +9, Listen +4, Search +5, Spellcraft +9, Spot +5

Possessions combat gear plus masterwork full plate, masterwork rapier, holy symbol

Hook “Lolth does not abide cattle in her temple!”

19. DESTRA DARKWEB'S QUARTERS (EL 6)

This well-appointed chamber has a beautifully patterned mosaic floor in the shape of a spider. The walls are carved to look like spider webs. The furniture is of heavy woods imported from the surface. A large bed, upholstered chairs, and writing desk offer every comfort and convenience. A small section of the room is even equipped with a bath surrounded by a warming brazier.

Destra Darkweb, a cleric of Lolth, occupies a room near the fane. A minor cleric all but ignored in the great city where she was born, Destra craves power with a desperate hunger. She snuck away from the city after learning of the abandoned enclave of Til'Asperna. Although Destra senses that mastering the true powers of the fane are beyond her, she yet hopes that Lolth will show favor on her ambitious plan and grant her complete mastery of the magical powers hidden within the temple.

Creature: Destra is a 5th-level cleric, but she has expended significant resources on her machinations, casting *obscure object* spells to hide the seal of House Aeval (see **Treasure**, below). This lowers her CR by 1.

Destra Darkweb (5th-level drow cleric): hp 36; see below. *Suggested Miniature:* Drow Cleric of Lolth (*Harbinger* 61/80)

Treasure: Before she left the city of Erelhei-Cinlu, Destra stole the seal of House Aeval. If the characters recover this house seal, it might become the subject of later adventures. Mevremas, the drow matron of House Aeval, wore the ring and used it to place her official mark to important documents. Using it provides a +10 bonus on Forgery checks to create papers from House Aeval. A DC 20 Knowledge (history) check points out that the seal also has great cultural significance, and losing it would cause the drow house to lose some status. The seal has the potential to embroil the characters in conflict with House Aeval; bold PCs might try to exchange it for access to the drow city and deeper regions of the Underdark.

Several other small treasures can be had with a thorough search of the room. Destra has 50 gp worth of incense, bone augury sticks worth 25 gp, and a fine hematite strand of prayer beads worth 75 gp.

The bathtub in this room has a drain, but no running water. Since the room was designed for a cleric, the architect assumed that *create water* spells would fill it.



Destra Darkweb

DESTRA DARKWEB

CR 6

Female drow cleric 5 (Lolth)

CE Medium humanoid (elf)

Init +2; **Senses** darkvision 120 ft.; Listen +5, Spot +5

Languages Common, Drow Sign Language, Elven, Undercommon

AC 20, touch 11, flat-footed 19

hp 36 (5 HD)

Immune sleep

SR 16

Fort +4, **Ref** +3, **Will** +7 (+9 against spells and spell-like effects)

Weakness light blindness

Speed 20 ft. (4 squares)

Melee mwk rapier +9 (1d6+4/18–20)

Base Atk +3; **Grp** +5

Atk Options smite 3/day (+4 attack, +5 damage)

Special Actions command undead (+1, 2d6+4, 5th), spontaneous casting (*inflict* spells)

Combat Gear *potion of spider climb*, *potion of see invisibility*, *potion of cure moderate wounds*

Cleric Spells Prepared (CL 5th):

3rd—*contagion*^D, *obscure object* (2; one already cast)

2nd—*bear's endurance*[†], *bull's strength*[†], *hold person*, *invisibility*^D

1st—*cause fear*, *cure light wounds* (2), *inflict light wounds*^D, *sanctuary*

0—*cure minor wounds* (2), *detect magic* (2), *read magic*

D: Domain spell. Deity: Lolth. Domains: Destruction, Trickery.

† Already cast

Spell-Like Abilities (CL 5th):

1/day—*dancing lights*, *darkness*, *faerie fire*

Abilities Str 14 (16 with *bull's strength*), Dex 14, Con 11 (15 with *bear's endurance*), Int 10, Wis 16, Cha 12

Feats Extra Smiting, Weapon Focus (rapier)

Skills Concentration +8, Knowledge (religion) +7, Listen +5, Search +2, Speak Language (Drow Sign Language), Spot +5

Possessions combat gear plus +1 *full plate*, masterwork rapier, holy symbol, platinum ring with spider signet (House Alevel seal; see Treasure)

Hook "I have Lolth on my side. Good for me, bad for you."

20. PRISONER CELLS

The guards stationed here might have already been encountered in defeated in the inner fane (see area 18 for details).

Heavy iron gates bar entry to dark cells. In a darkened corner of the nearest cell, a humanlike form clad in dirty gray rags slumps.

Two prisoners—a male human and a male dwarf—have been confined here. They wear iron manacles and have been stripped of their gear. See page 126 of the *Player's Handbook* for the manacles' statistics.

Creatures: Two drow warriors guard the prisoners in this area. One guard carries an iron key that unlocks the cell gates; the other carries the key to the prisoners' manacles.

Drow, 1st-level Warriors (2): hp 4 each; *Monster Manual* page 102. In addition to his or her normal gear, each guard carries a vial of antitoxin. *Suggested Miniature:* Drow Warrior (*Dragoneye* 49/60)

Development: The human prisoner—a poor farmer named Thurgeon Vrell—was captured by Bloodweb goblins while traveling by wagon along a lonely trail. The dwarf prisoner, Granikar Flinthammer, is a miner from Stonehelm. If the characters are here to rescue a specific person (see Choosing an Adventure Hook, page xx), replace Thurgeon with this individual.

Thurgeon is a 1st-level commoner with 3 hit points. Granikar is a 1st-level expert with 4 hit points at full; however, Amandrucul recently tortured the dwarf, who has only 1 hit point currently. Neither of the prisoners is a particularly effective combatant.

21. LOLTH'S VENGEANCE (EL 4)

This wide alcove holds a statue of the demon queen Lolth, a creature with the upper torso of a beautiful drow woman and the lower body of a bloated black spider.

Lolth's will is fickle, and the goddess herself would never spend a drop of her own attention on a minion such as Destra. However, the fane of Til'Asperna is sacred to Lolth, and agents of her divinity will not abide its desecration. If the characters move into the rectangular area surrounding the altar (see area 18) or defile the statue of Lolth by touching or damaging it, it animates and attacks.

Creature: The statue has the statistics of a Large animated object (see *Monster Manual* page 14). The statue moves at a speed of 40 feet and has hardness 8. It can use *web* as a spell-like ability once per day (as a 5th-level arcane spellcaster). The statue of Lolth is considered a CR 4 monster because of its *web* spell-like ability.

Once animated, the statue attacks intruders until destroyed or until all of the intruders are driven off the map (at which point it returns to its alcove).

Statue of Lolth (animated object): hp 52; *Monster Manual* page 14.

FURTHER ADVENTURES

If the PCs defeat the drow or drive them from the temple, the fane of Til'Asperna remains free of their cruel influence for some time to come. However, the potential power dormant within Til'Asperna will always serve as a beacon for the drow. Should a more powerful priestess of Lolth come to understand the secrets of Til'Asperna in the future, one of her first acts might be to hunt down those adventurers from the surface who dared to invade its sacred halls in the past. Months or even years after their initial foray into the fane of the drow, the PCs might find themselves beset by dark elf assassins. Tracking their assailants back to their origin, the heroes could once again find themselves driving drow out of the halls of Til'Asperna, but this time the power of the occupants might be far greater.

Conversely, the teleportation circle that the characters discovered in the mithral mines might lead some to wonder about its destination. With some work, the circle might be restored and the heroes asked to explore further reaches of the Underdark on behalf of the dwarves or other powerful agencies.

4: TOMB OF QUEEN PEREGRINE

The tomb of Queen Peregrine lies a short distance from the drow enclave of Til'Asperna. The encounters that follow are only loosely connected to the rest of the adventure and use the Tomb of Queen Peregrine battle map.

ADVENTURE BACKGROUND

About five thousand years ago, a visionary human aristocrat named Peregrine the Sly unified the nobles of her realm. She was proclaimed Queen, and her reign lasted up until her death. A large tomb was raised to honor Peregrine, her noble comrades, and her wisest councilors.

In the intervening centuries, the tomb has been violated several times, its vaults plundered and ruined. Venifar, a necromancer who planned to return for further grave robbing, turned some of the ancient bodies into evil guardians and left behind some additional undead guards from his personal retinue.

ADVENTURE HOOK

The player characters might learn of the tomb after speaking with some of the dwarves of Stonehelm. Alternatively, the drow wizard Amandrucul has learned of the tomb and plans to explore it. If the PCs kill Amandrucul, they could determine the tomb's location from notes contained in his chambers (see area 12).

JOURNEY TO THE TOMB

The PCs must navigate a labyrinth of tunnels to reach the tomb of Queen Peregrine. Fortunately, the tunnels are uninhabited.

If you'd like to extend the adventure, you can insert an encounter with one or more wandering Underdark predators of the appropriate CR. Some possibilities include a doppelganger disguised as a lost dwarf ("Sure, I'll join you on your quest!"), a hungry grick, a carrion crawler, or a wight accompanied by seven dwarf skeletons.

ENCOUNTERS IN THE TOMB

Once the characters reach the tomb of Queen Peregrine, the series of encounters described below begins to unfold.

22. PCS' START AREA

Once the PCs reach the tomb, the players can place their miniatures in the area marked "22" on the map on the inside back cover.

23. QUEEN'S TOMB (EL 7)

The large sarcophagus at one end of the tomb houses the remains of Queen Peregrine.

This vault occupies a position of honor in the great hall. It is large and well-built, unspoiled by age or intruders. The walls are carved with images showing nobles of many species kneeling to a woman wearing a crown of falcons. The words QUEEN PEREGRINE THE SLY have been carved into the stone in Common.

This tomb is solidly sealed with an *arcane lock* but can be opened with a *knock* spell or a successful DC 36 Strength check. The reinforced stone is 1 foot thick and has hardness 10 and 240 hit points. Trying to break into this tomb draws the attention of all denizens inhabiting the larger tomb.

Creature: If the PCs break through, the Queen rises as a ghost and attacks. In addition, ten human skeletons—the remains of some of the tomb's architects—break up through the stone-tiled floor to repel the invaders. Place the skeletons' miniatures in open squares as close to Queen Peregrine's

tomb as possible. The skeletons are mere fodder for the PCs, but they serve to draw attacks and absorb turning attempts.

Queen Peregrine the Sly (ghost): hp 32; see below.
Suggested Miniature: Ghostly Consort (*Angelfire* 41/60).

Human Skeletons (10): hp 6 each; see *Monster Manual* page 226. *Suggested Miniature:* Skeleton (*Harbinger* 55/80).

Treasure: The queen's sepulcher contains a gold crown shaped like flying falcons (worth 1,200 gp), a gold scepter set with emeralds (worth 1,500 gp), a jeweled box (worth 100 gp) containing *dust of appearance*, a *wand of false life* (10 charges remaining), and a *potion of eagle's splendor*. The sepulcher also contains her well-preserved journals, which show that Peregrine unified the lands through a combination of armed force, diplomacy, and blackmail. They reveal both prosaic and intimate details about the highest-ranking nobles in her realm—those who built the six tombs closest to hers.

Development: Sounds of combat in this area attract undead from the nearby tombs (see area 24). You could use Peregrine's journals as a plot hook for an intrigue-based campaign to connect to descendants of the journal's historical figures. Alternatively, the journal could describe the location of a long-lost fortress or dungeon.

QUEEN PEREGRINE THE SLY

CR 6

Ghost female human aristocrat 5
LE M undead (augmented humanoid) (incorporeal)
Init +0; **Senses** darkvision 60 ft.; Listen +8, Spot +8
Languages Common, Elven

AC 14, touch 14, flat-footed 14

hp 32 (5 HD); rejuvenation

Immune undead immunities

Resist +4 turn resistance

Fort +1, **Ref** +1, **Will** +6

Speed 30 ft. (6 squares) (perfect)

Melee incorporeal touch +3 (1d4 ability drain)

Base Atk +3; **Grp** —

Atk Options draining touch

Special Actions corrupting gaze, malevolence

Abilities Str —, Dex 10, Con —, Int 12, Wis 11, Cha 18

SQ incorporeal traits, manifestation

Feats Iron Will, Negotiator, Persuasive

Skills Bluff +14, Diplomacy +20, Disguise +4 (+6 acting in character), Gather Information +6, Hide +8, Intimidate +16, Knowledge (local) +9, Knowledge (nobility and royalty) +9, Listen +8, Search +9, Sense Motive +10, Spot +8

Rejuvenation (Su) Queen Peregrine reappears in her tomb 2d4 days after being destroyed, with a successful level check (1d20 + 5) against DC 16.

Draining Touch (Su) Touch attack, drain 1d4 points of chosen ability score, heal 5 hp. Against ethereal opponents, she adds her Strength modifier to attack rolls only. Against nonethereal opponents, she adds her Dexterity modifier to attack rolls only.

Corrupting Gaze (Su) 2d10 damage plus 1d4 Cha damage, range 30 ft., Fort DC 16 negates.

Malevolence (Su) MM 118.

Manifestation (Su) Incorporeal creature on Material Plane. When not manifested, can affect ethereal creatures only.

Hook "My treasures are mine and mine alone."

24. RUINED TOMBS

These ruined tombs contain various undead denizens, but their treasures were carted off long ago.

24A. ARGUL'S TOMB (EL 4)

This tomb looks remarkably natural, resembling an irregular granite rock formation. Partially defaced words carved into one side indicate that it belonged to a druid who most loved the lands below the earth. The doors, which had once seamlessly fit into the rock face, now lie shattered, and rubble fills the area.

This tomb once belonged to a dwarf aristocrat named Argul Shattershield, and one of the interior walls features a life-sized bas-relief of the dwarf with his name carved beneath it (in Dwarven). Gems once set into the bas-relief have been pried away, and shallow pools of sticky black blood cover the floor.

Creature: A bloodhulk fighter (formerly a male human 8th-level fighter) lurks here. It guards no treasure. The creature resembles an impossibly bloated human corpse that oozes and spurts horrible black blood when damaged.

Bloodhulk Fighter: hp 99; see below. *Suggested Miniature:* Bloodhulk Fighter (*Deathknell* 46/60).

BLOODHULK FIGHTER

CR 4

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Listen +0, Spot +0

AC 12, touch 10, flat-footed 12

hp 99 (8 HD)

Immune mind-affecting spells and effects, undead immunities

Fort +2, **Ref** +2, **Will** +6

Weakness fragile

Speed 20 ft. (4 squares)

Melee slam +10 (2d6+9)

Base Atk +4; **Grp** +10

Abilities Str 23, Dex 11, Con —, Int —, Wis 10, Cha 1

Fragile (Su) A bloodhulk fighter takes an additional 1d6 points of damage when damaged.

24B. BELLORIN'S TOMB (EL 3)

This mausoleum has simple, elegant lines marred by vandalism. The inscription indicates that it belonged to Bellorin of Valkoon, a knight who served Queen Peregrine loyally for many years. A foul stench issues forth from the knight's sepulcher.

Everything of value has been looted from this tomb, leaving nothing behind except dust, cobwebs, and the **Creature**.

Creature: An ogre zombie brought here by the grave robbing necromancer Venifar guards this tomb.

Ogre Zombie: hp 55; see *Monster Manual* page 267. *Suggested Miniature:* Ogre Zombie (*Aberrations* 56/60).

24C. CALIOPE'S TOMB (EL 3)

The plain slate that formed this tomb has been thoroughly broken and chipped. No inscription can be discerned.

This tomb once belonged to Queen Peregrine's trusted companion and advisor, a gnome bard named Caliope Sunsilver. It contains a **Creature** and no treasure.

Creature: A minotaur skeleton brought here by the grave robbing necromancer Venifar guards this tomb. If it can, it uses its powerful charge ability to gore the first foe it sees.

Minotaur Skeleton: hp 39; see below. *Suggested Miniature:* Minotaur Skeleton (*Giants of Legend* 55/72)

MINOTAUR SKELETON

CR 3

N Large undead

Init +5; **Senses** darkvision 60 ft.; **Listen** +0, **Spot** +0

AC 12, **touch** 10, **flat-footed** 11

hp 39 (6 HD); **DR** 5/bludgeoning

Immune cold, mind-affecting spells and effects, undead immunities

Fort +2, **Ref** +3, **Will** +5

Speed 30 ft. (6 squares)

Melee greataxe +6 (3d6+6/×3) and gore +1 (1d8+2)

Base Atk +3; **Grp** +11

Combat Options powerful charge

Abilities Str 19, Dex 12, Con —, Int —, Wis 10, Cha 1
Feats Improved Initiative

Powerful Charge (Ex) A minotaur skeleton that charges a foe can make a single gore attack with a +6 bonus; if the attack hits, it deals 4d6+6 points of damage.

24D. DHARZON'S TOMB (EL 5)

This crumbling mausoleum has obviously been ransacked and pillaged. Its doors are long gone. Ornaments or gemstones once set into the stonework have been crudely removed, as evidenced by the chisel marks.

Dharzon Emethor, a human aristocrat/wizard, was laid to rest here. His gnawed bones and shredded funereal wrappings lie strewn about the tomb.

Creatures: Two hungry ghosts lair in this crumbling mausoleum.

Ghosts (2): hp 29 each; see *Monster Manual* page 119.

25. UNDISTURBED TOMBS

These tombs have survived intact. Each has 6-inch-thick walls with hardness 8 and 90 hit points. Smashing into a tomb draws the attention of nearby undead. The stone door of the tomb can either be smashed open (hardness 8, hp 90, break DC 36) or unlocked with a successful DC 25 Open Lock check. Each tomb contains some skeletal remains and treasure.

25A. ALIOTH'S TOMB (EL 5)

Engraved upon this sealed tomb are some words in flowing Elven script.

The engraved words read: Alioth the Magical. Alioth was an elf wizard, and the **Treasure** can be found with his remains. In addition, the door to his tomb is warded with a **Trap**.

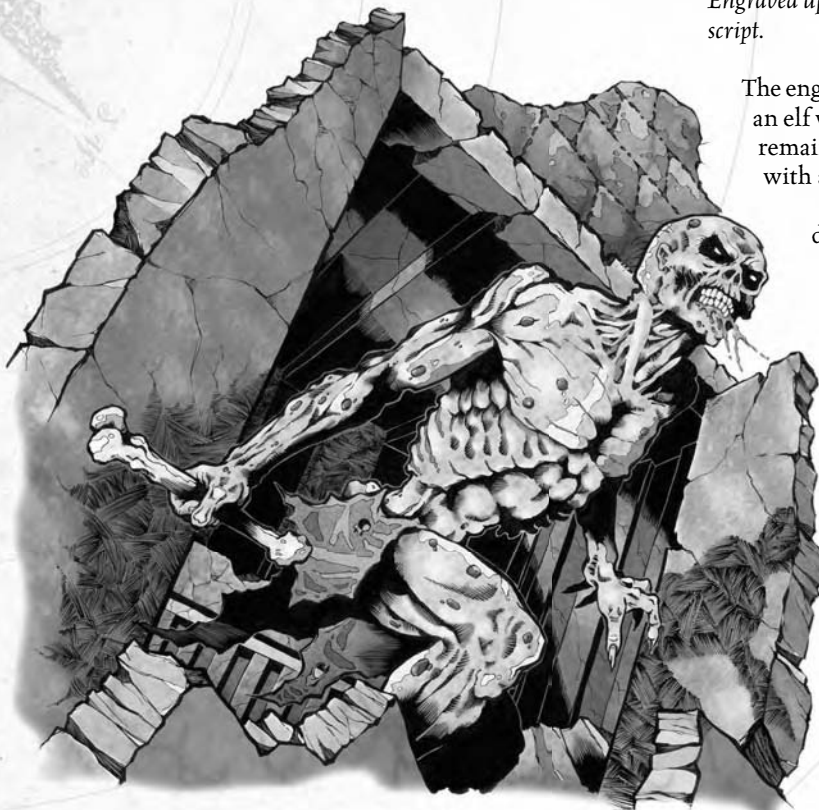
Trap: A *fire trap* spell has been placed on the door to Alioth's tomb.

Fire Trap: CR 5; spell; spell trigger; no reset; spell effect (fire trap, 7th-level wizard, 1d4+7 fire, Reflex DC 16 half); Search DC 29; Disable Device DC 29.

Treasure: Alioth's tomb holds 400 sp, a pearl worth 100 gp, and a spellbook containing all 0-level spells plus the spells *comprehend languages*, *identify*, *shield*, *summon monster I*, and *Tenser's floating disk*. Feel free to swap out any of these spells for other, more obscure spells.

25B. BREY'S TOMB

Engraved upon this sealed tomb is the name BREY VILTIER in Common.



A gbast hungers for tasty flesh

Brey Viltiers was a noble wine merchant who fancied Queen Peregrine for a time before becoming her trusted friend and confidante.

Treasure: Brey was buried with 30 pp, 120 gp, 540 sp, 1,230 cp, seven casks of wine (long evaporated and worthless), and 20 banded agates worth 10 gp each.

25C. CIRDAIN'S TOMB

Engraved upon this sealed tomb are the following words in Common: SIR CIRDAIN ERDUIN, LORD PROTECTOR.

Cirdain Erduin, a half-elf lord, was the love of Peregrine's life as well as the captain of her royal guard.

Treasure: Cirdain's skeleton is clad in masterwork full plate, and his masterwork greatsword hangs on a wall. His tomb also contains a small painting that appears to be of Queen Peregrine (worth 150 gp), a love letter to Sir Cirdain on crumbling parchment signed by Peregrine, and a black onyx pin (worth 15 gp) with a small woven wreath of golden hair.

26. FAMILIAR TOMB

This tomb serves as a memorial for various familiars belonging to the wizards of a place called Ashwand House. The tomb lists the dates the familiars were called and the date each of them died.

Queen Peregrine's ancestral family estate was known as Ashwand House—a little-known fact revealed with a successful DC 20 bardic knowledge or Knowledge (nobility and royalty) check.

According to the words inscribed on the walls of the tomb, some of the familiars outlived their masters and were cared for as dear pets by the other members of the Ashwand household. If the tomb is opened, the PCs find the bones or ashes of these long-dead arcane companions.

27. PARTIALLY RANSACKED TOMBS

Each of these tombs has obviously been broken into, but the structure remains mostly intact.

27A. ANWAR'S TOMB

This marble tomb lies in ruins. The cunning stonework built to memorialize some long-ago noble has been pried up and chipped away in numerous areas. Rotting corpses lie amid the wreckage.

While looting this tomb, the thieves (two humans) were attacked and slain by undead. Rotting remnants of their bodies lay among the ruins.

Treasure: Characters searching the corpses find 2 suits of studded leather armor, 2 short swords, 2 sets of masterwork thieves' tools, a magnifying glass, a torn backpack, 2 banded agates worth 25 gp each, and assorted coins (40 gp, 300 sp, and 235 cp).

27B. BAJARI'S TOMB

It's obvious from the sculpted decor that this mausoleum's occupant was fascinated by dragons and magic.

This tomb belonged to a half-elf wizard named Bajari Phyr-ran. Bajari's skeletal remains lie strewn about the interior of the crypt. Nothing of value is left in this tomb, and a successful DC 25 Search check reveals that the tomb has been thoroughly looted. Some fragments of paper indicate that it once contained scrolls, papers, or a spellbook.

27C. CRANNOC'S TOMB (EL 5)

The man portrayed on this tomb has a noble, scholarly bearing. He wears long flowing robes.

Lord Crannoc Gryfalcon was a cleric of Wee Jas, and a successful DC 15 Spot check reveals a holy symbol amid the carved stylings of his clothing. A DC 10 Knowledge (religion) check determines that it is a holy symbol of Wee Jas.

This tomb has been looted. However, a DC 25 Search check finds a secret compartment overlooked by the last plunderers. It is protected by a **Trap** and contains the **Treasure**.

Trap: Anyone opening the secret compartment releases a blast of ungol dust vapor.

Ungol Dust Vapor Trap: CR 5; mechanic; location trigger; manual reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. area); never miss; onset delay (2 rounds); poison (ungol dust, Fortitude DC 15 resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 20; Disable Device DC 16.

Treasure: The secret compartment in Lord Gryfalcon's tomb contains a holy symbol of Wee Jas, 2 packets of diamond dust (worth 100 gp each), and a special ointment for the eyes made from mushroom powder, saffron, and fat (worth 250 gp). A DC 20 Knowledge (arcana) check reveals the diamond dust and ointment are material components for *restoration* and *true seeing* spells, respectively.

28. UNFINISHED TOMB

The construction of this tomb was never completed. The basic form has been established, but it's obvious that no bodies were ever interred here.

There are no recent tracks across the rubble.

FURTHER ADVENTURES

The necromancer Venifar could one day return to the tomb of Queen Peregrine, hoping to find the journals hidden within. Perhaps her journals contain clues to the whereabouts of a sequestered artifact that Venifar craves—a powerful necromantic item that House Ashwand has kept hidden for centuries. If he discovers that someone else has looted the Queen's tomb and taken the journals, Venifar sets his sights on recovering the journals. He consults with a powerful cleric of Wee Jas and, through *commune* and *divination* spells, learns of the PCs. However, it might be months before the necromancer finally catches up to them.



DUNGEONS & DRAGONS MINIATURES

The battle maps in *Fantastic Locations: Fane of the Drow*, in addition to their usefulness for the DUNGEONS & DRAGONS roleplaying game, were designed to allow exciting battles using the DUNGEONS & DRAGONS Miniatures skirmish rules. Essentially, using one of these maps replaces the terrain setup step for your skirmish battle. To use the maps in this way, follow the rules below.

WARBAND CONSTRUCTION

Warband construction occurs normally, with one exception. Instead of bringing four terrain tiles to the skirmish, each player brings one battle map.

TERRAIN INITIATIVE

Players first reveal their warbands, then determine terrain initiative.

Choose a Map: Each player rolls 1d20 for terrain initiative, adding the Commander rating of his or her best commander to the roll. The winner chooses which map (his or her own or the opponent's) will be used for the skirmish.

Choose a Side: After the map has been chosen, each player rolls 1d20 for start area initiative, adding the Commander rating of his or her best commander to the roll. The winner chooses in which start area his or her warband will set up and places the entire warband there. If a map has multiple start areas with the same designator (such as Start Area A), the warband can occupy squares in any or all of those areas.

WARBAND PLACEMENT

The player who picked the first start area sets his or her warband up first, using the chosen starting area.

VICTORY AREAS

The victory areas on each battle map are important for the Assault scenario, described below.

Assault: When playing the Assault scenario on a battle map, you score 10 victory points at the end of each round in which at least one of your creatures occupies a space in a corresponding victory area. The player whose warband sets up in Start Area A scores victory points at the end of each round that at least one of his creatures occupies a square in a space marked as Victory Area A; similarly, the opponent scores victory points at the end of each round for occupying a square in a space marked as Victory Area B.

SCOUT

The Scout special ability works slightly differently when using a battle map. Instead of placing this creature on your starting area at the start of the skirmish, you may place it on

any victory area that is located on the half of the map closest to your starting area. Two creatures with Scout can't set up on the same victory area. If a creature with Scout enters play after the first round, it enters like any other creature.

TERRAIN

Different types of terrain have various effects on play. The terrain described below is new to the maps in *Fantastic Locations: Fane of the Drow*.

DOORS

Ignore doors marked on the maps. They are included on the maps to facilitate using the maps in the Dungeons & Dragons roleplaying game, and have no effect on skirmish play.

RISKY TERRAIN

A creature on a square marked as risky terrain gets melee damage +5. In addition, when a creature activates in risky terrain, the controlling player rolls 1d20. On a result of 1–5, the creature takes 10 damage. On a result of 6–20, there is no effect. In either case, the creature continues with its turn normally (assuming it has not been destroyed).

SUMMONING CIRCLE

When a creature summons another creature using a *summon* spell of any kind, its controller can have the summoned creature enter play on a summoning circle within range (any square containing part of a summoning circle is eligible). If it does, the summoned creature can activate on the round that it enters play. The summoned creature's activation counts as one of its controller's normal activations.

SCENARIOS

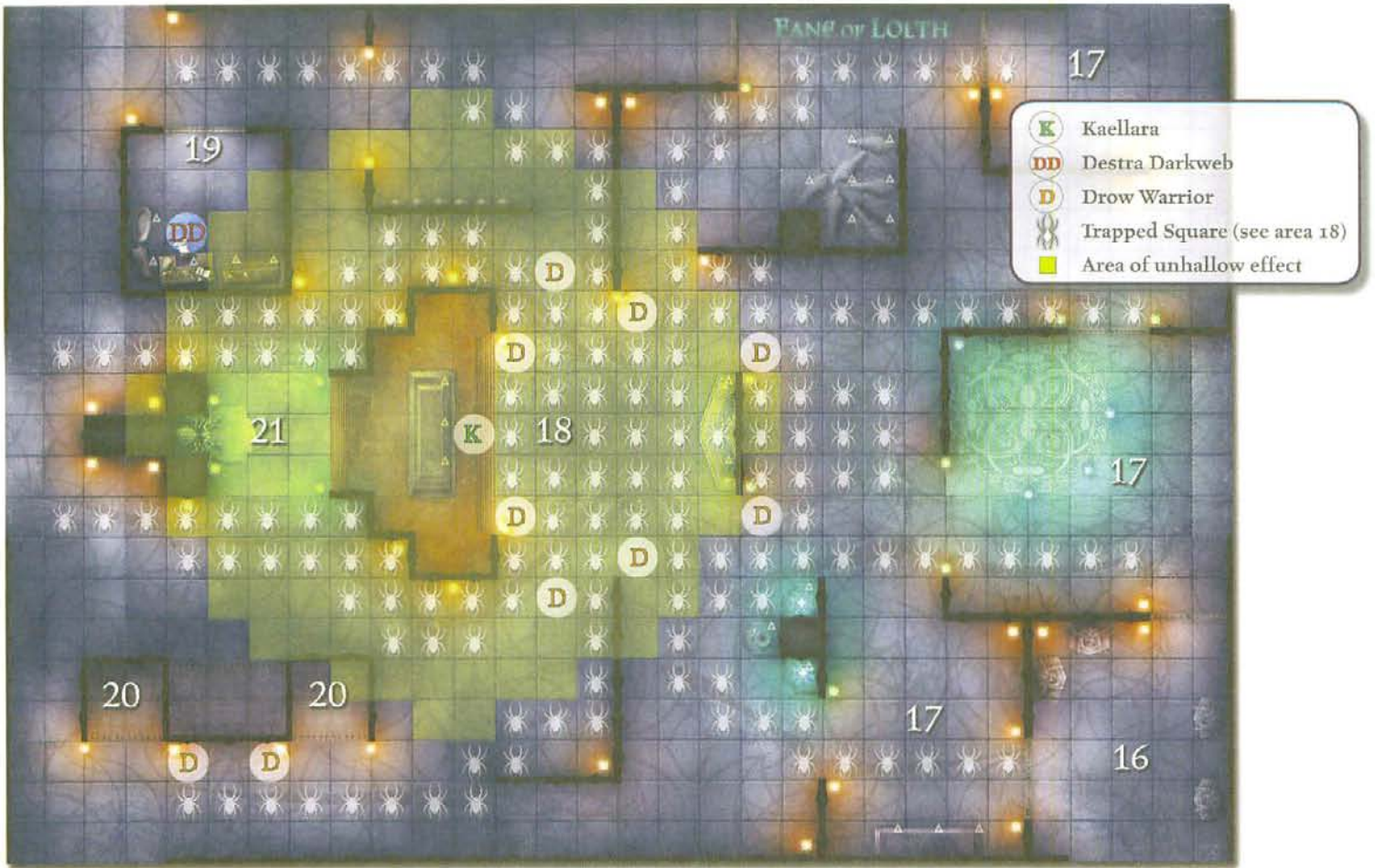
The following scenarios are provided to introduce variety in casual one-on-one games, and should not be used in tournament play. For more such scenarios, see the *Miniatures Handbook*.

Summoning Circle: Any creature that can cast spells can use a special action when adjacent to a summoning circle. This ability replaces the creature's attacks and allows that creature to summon a Spider of Lolth (*Underdark* 57/60) to join your warband. The Spider of Lolth joins the summoning creature's warband, and follows all the rules for summoned creatures. This scenario can be used only on the Drow Enclave map.

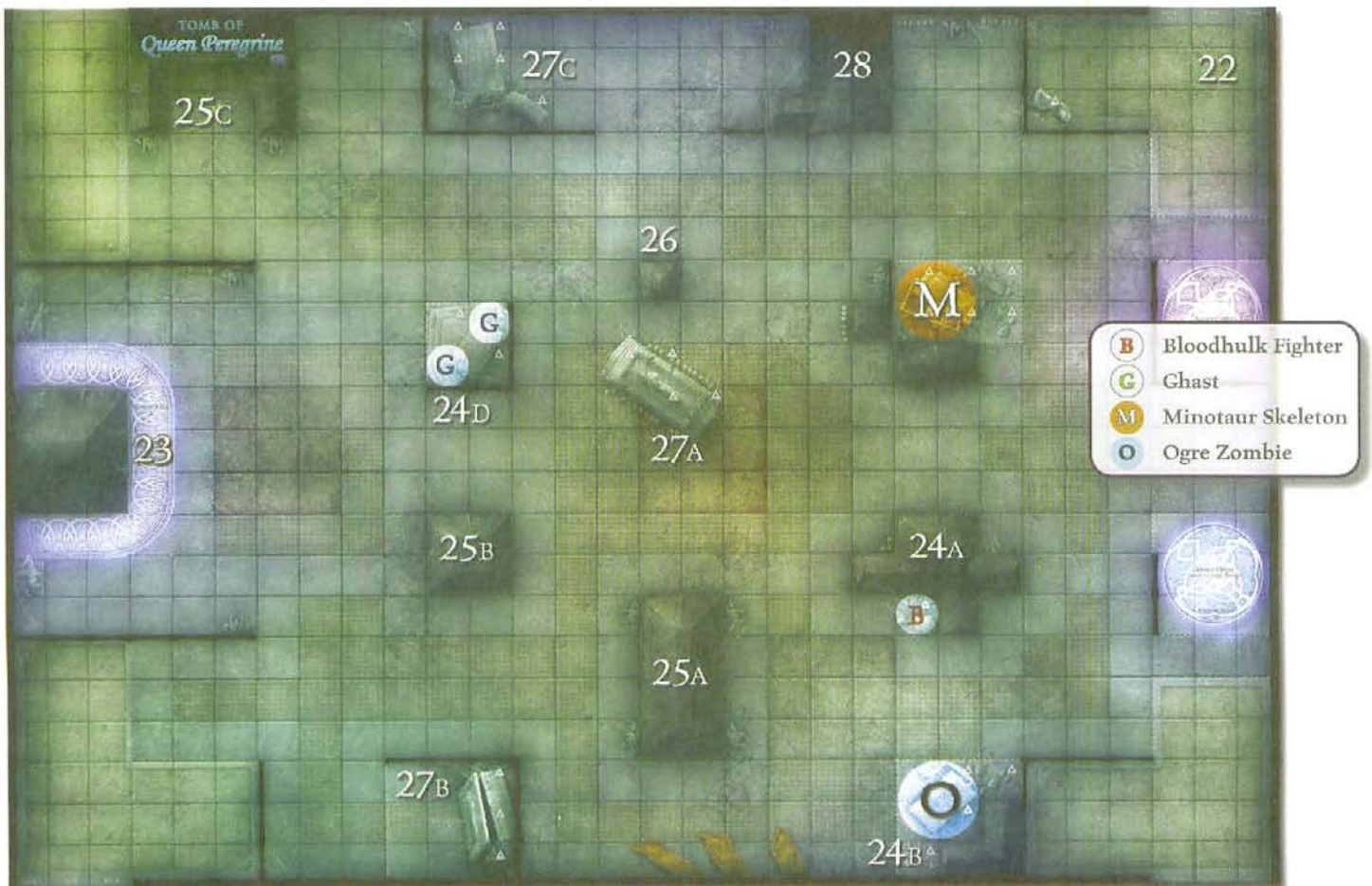
Drow Defenses: This scenario uses special warband building rules. One player is designated as the drow player. The drow player gains 20% more points with which to construct his or her warband, but can only use CE miniatures that are Drow, Spiders, Bugbears, Ogres, or Trolls. This scenario can only be used on the Fane of Lolth map.

Prisoner Release: This scenario uses special warband building rules. One player is designated as the drow player. The drow player gains 20% more points with which to construct his or her warband, but 40% of that warband's points must start in the prisoner cells (area 20 on the Fane of Lolth map). In order to release the prisoners, a creature outside the cells must spend its entire turn opening the door. This special action can be taken only when the creature is adjacent to the cell door.

☞ FANE OF LOLTH ☞



☞ TOMB OF QUEEN PEREGRINE ☞



BATTLE THROUGH THE UNDERDARK

Deep beneath the earth, stoic dwarves spent years laboring to trace and extract precious veins of mithral ore. But now they face the depredations of an ancient and terrible foe—cruel dark elf raiders. To aid the dwarves, a group of daring adventurers must fight through the most dangerous regions of the mithral mines and into the lair of the dreaded drow.

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