

A HEROIC TIER ADVENTURE

DUNGEONS & DRAGONS ENCOUNTERS™

WEB OF THE SPIDER QUEEN™

AN ADVENTURE FOR CHARACTERS OF 1ST-3RD LEVEL
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INTRODUCTION

Welcome to DUNGEONS & DRAGONS ENCOUNTERS™, an exciting official DUNGEONS & DRAGONS® program. This adventure is a mini-campaign season designed to be played in one-encounter sessions once per week at your local Wizards Play Network location. Each week, players can earn in-game rewards for their characters and Renown Points toward special program-exclusive DUNGEONS & DRAGONS FORTUNE CARDS™ that can be used in this and future seasons of DUNGEONS & DRAGONS ENCOUNTERS play.

PREPARING FOR PLAY

The DUNGEONS & DRAGONS ENCOUNTERS play kit provides all you need to DM this adventure, including poster maps of encounter areas and a sheet of tokens to represent monsters, adventurers, and battlefield effects. Follow the steps below to prepare for play.

Before you run Session 1:

- ◆ Read the **Adventure Background and Adventure Summary** for the flow of the story.
- ◆ Read **Session 1: Old Skull Inn**, page 8, and **Inn Assault**, page 10. If you are starting at another point, read the appropriate sections and what has come before.

At the table for Session 1:

- ◆ Ensure that each player has a character to play. Players can use one of the characters provided in the kit or can create their own personas using the DUNGEONS & DRAGONS rules.
- ◆ Give each player a D&D ENCOUNTERS Play Tracker. This sheet, found in the play kit, allows the players to track treasure, experience, and Renown Points earned for each play session.
- ◆ Acquire a session tracking sheet from the organizer. Record all the players' DCI®/RPGA® numbers on it, along with your DCI/RPGA number. If you or any of the players don't have a DCI/RPGA number, ask the organizer for a membership card.

During the session:

- ◆ Each session is one encounter. DM the encounter assigned for that week's session. Typical play time for a session is 90 minutes to 2 hours.
- ◆ Make decisions and adjudications that enhance the fun of the game. As the DM, you can adjust the adventure (see "A Changing Group" on the next page) to maximize the fun for the players.

At the end of your first session:

- ◆ Have the adventurers take a short rest if they want, but remind them to track their daily abilities. Healing surges used, daily powers expended, and other daily resources do not refresh in between sessions, only at the end of each chapter. Make sure your players track this information on their D&D ENCOUNTERS Play Trackers.
- ◆ Give out treasure and experience points. Make sure the players write down rewards on their D&D ENCOUNTERS Play Trackers.
- ◆ Turn in your session tracking sheet to the organizer. Make sure you've recorded all the DCI/RPGA numbers on it, along with names and the date of the event.
- ◆ Report Renown Point totals earned for each player to the organizer. The organizer fills out the Renown Point Tracker for the location and tells you if any players have earned DUNGEONS & DRAGONS Fortune Cards.
- ◆ Collect your special reward for providing your time as a DM to make the event happen. Your organizer has more details on this reward.

At the end of each chapter:

- ◆ The adventurers take an extended rest, regaining all their healing surges, hit points, and daily powers. Also, their action point total resets to 1.
- ◆ After you've been the DM for a few sessions, it's easy to prepare for your next session. Read the next session's material, and you're ready to go.

A CHANGING GROUP

Since you can never tell who's going to show up to a DUNGEONS & DRAGONS ENCOUNTERS session, you might wind up with a different group of players from week to week. Some players might have missed a session or two, and others might have played sessions with a different DM. That's fine. Catch new players up with a summary of what has come before, and make sure that returning players have marked off resources they spent (healing surges, daily powers, and so on) since their last extended rest.

Majority Rules: If some element of the adventure plot hinges on the adventurers making a decision in a previous session, and the group is different during the current session, find out how the decision went down from the players. Go with the majority, and if it's an even split, side with the result that favors the adventuring party. For example, if three of five players' characters at your table slew the black dragon in a previous encounter and two didn't, the dragon is considered to be slain for your session this week.

RENOWN POINTS

One of the great rewards for playing in a DUNGEONS & DRAGONS ENCOUNTERS season is the accumulation of Renown Points (RP), which are given out for player accomplishments during, and sometimes between, sessions. These Renown Points are tracked at the Wizards Play Network location, and reaching certain thresholds garners the player a tangible reward—an exclusive D&D Fortune Card.

Players can use these cards during the current DUNGEONS & DRAGONS ENCOUNTERS season, during subsequent seasons, or possibly during both. Each card provides a benefit that is detailed on the card. Rules for using Fortune Cards are found in booster packs or online at www.DungeonsandDragons.com.

As the Dungeon Master, you award Renown Points at the end of a session of play. Unlike experience and treasure, Renown Point totals earned for each player must be reported to the organizer at the conclusion of the session when you turn in your session tracking sheet. The organizer can then tell you if any players have qualified for a card.

The Renown Point accomplishments, their frequency, and the point values of each are listed below.

RENOWN POINT AWARDS

Accomplishment	Frequency	RP
Complete an encounter	Session	3
Bring a new player	Session	2
Moment of greatness	1/chapter	2
Revive a dying adventurer ally	1/chapter	2
Deal 15+ damage to 1 enemy	1/chapter	2
Kill 3 minions with 1 attack	1/chapter	2
Take 50 enemy damage in 1 session	1/chapter	2
Create your own character	Season	5
Create a character with Character Builder	Season	5
Create a drow, dwarf, goblin, kobold, or svirfneblin character	Season	2
Survive 8+ sessions without dying	Season	5

Bring a New Player: Current players can earn this award for bringing a player who is a new participant in the DUNGEONS & DRAGONS ENCOUNTERS program (current and past seasons included).

Moment of Greatness: When a player does something inventive, daring, or just plain cool during a session, the DM can grant this optional award or allow the other players to vote on whether it should be awarded.

RENOWN REWARDS

A player receives a DUNGEONS & DRAGONS Fortune Card called Bloodcurdling Scream when he or she reaches 20 RP. A player receives Insane Defiance for 40 RP and Cunning Misdirection for 60 RP. These

cards are awarded to the player immediately following the session in which the card is earned. Players can add these cards to their Fortune Card decks upon earning them. The organizer distributes these cards, and any questions regarding availability or quantities should be directed to the organizer.

FORTUNE CARDS

DUNGEONS & DRAGONS Fortune Cards are a new game-play enhancement that showcases the chaotic and unpredictable nature of adventuring in a fantastic world of danger and magic. Every time players begin a session, they draw cards from their decks of Fortune Cards, activating the game benefit of the card at the appropriate time. Each card provides a game effect that enhances attacks, defenses, or provides some other sort of benefit to a character. Fortune Cards are featured in DUNGEONS & DRAGONS ENCOUNTERS seasons, and player rewards consist of exclusive promotional Fortune Cards. Although players don't have to purchase Fortune Cards to play in DUNGEONS & DRAGONS ENCOUNTERS sessions, they'll enjoy this new enhancement to their game experience.

Fortune Cards are available in eight-card booster packs with differing levels of rarity (common, uncommon, and rare). Players can crack open packs of cards just prior to participating in a game session or come to the game with prebuilt decks. For players who want to take advantage of this gameplay enhancement, we recommend purchasing two packs per play session or bringing a deck built according to the Fortune Card rules, available in the booster packs or online at www.DungeonsandDragons.com. The set available for purchase and use during this DUNGEONS & DRAGONS ENCOUNTERS season is called *Spiral of Tharizdum™*.

TREASURE

As the characters progress, they have the opportunity to gain treasure in the form of gold pieces, valuables, and magic items. Whenever characters discover treasure, follow the instructions in the adventure. Use the following rules to divide treasure among the characters. The magic items in this adventure come from *Heroes of the Fallen Lands™*, *Heroes of the Forgotten Kingdoms™*, *Into the Unknown: The Dungeon Survival Handbook™*, and *Mordenkainen's Magnificent Emporium™*.

Awarding Magic Items: When the characters find a nonconsumable magic item, the players can decide which character receives it. Usually, these decisions are easy, since certain items are better suited for certain characters. If this is not the case, then you should assign the new item to a character who has no nonconsumable magic items. If two or more characters lack nonconsumable magic items, have each of those players roll a d20. The character of the high roller receives the new item.

Selling Items: If none of the characters wants a particular magic item, the group can sell it at the end of the session, using the information on pages 277–278 of the *Rules Compendium™*. Divide the gold pieces received evenly among the party members.

When to Gear Up: Characters can buy equipment at the start of each chapter.

Random Items

Use the following table to determine unidentified magic items, or choose from it based on the adventuring group's needs. Numbers in parentheses indicate the source of the item, as noted below the table.

TREASURE TABLE

d20	Result
1	2 potions of healing (1, 2)
2	+1 magic armor (1, 2)
3	+1 magic weapon (1, 2)
4	+1 amulet of protection (1, 2)
5	+1 magic wand, orb, staff (1, 2)
6	+1 safeword amulet (1)
7	Shield of deflection (1)
8	+1 amulet of health (2)
9	+1 delfer's armor (2)
10	Gloves of agility (2)
11	+1 elven armor (3)
12	Elixir of aptitude (3)
13	+1 weapon of surrounding (3)
14	2 potions of cure light wounds (3)
15	Elixir of invisibility (3)
16	Eyes of charming (3)
17	Floating lantern (3)
18	+1 warning weapon (3)
19	+1 wand of inevitability (3)
20	Roll twice more (reroll if 20 comes up again)
1. <i>Heroes of the Fallen Lands</i>	
2. <i>Heroes of the Forgotten Kingdoms</i>	
3. <i>Mordenkainen's Magnificent Emporium</i>	

TACTICAL PLACEMENT

This adventure provides a sample tactical setup for each encounter, including the location of the monsters and a start area for the characters. Tactical maps for each encounter present only one way to set up the encounter. If it doesn't make sense to place monster or adventurer tokens in the places indicated on the map, you can change the placement. The narrative of how your adventure is playing out should be the major mandate for character and creature placement. For example, if a character was sneaking around behind the monsters, then allow that player to place his or her token or miniature in an appropriate location.

ADVENTURE BACKGROUND

Shadowdale. This realm and the town with which it shares its name are better known for the past than the present. Ancient battles and the ruins they left behind draw historians and adventurers alike to these lands. Storm and Syluné Silverhand once dwelled here, and sly Elminster still does. His protection has long kept Shadowdale safe, and even if Elminster's power has greatly diminished since his time as Mystra's Chosen, who would dare attack his home?

The white granite hill called Old Skull has loomed over Shadowdale for ages, but its significance has varied over time. When drow controlled the town, it was a sign of danger and domination. When their kind were forced out, the people of Shadowdale went back to seeing the hill as nothing more than a fascinating landmark. Sheep graze around it now, while children play atop its slopes of bare white stone.

A famed tavern takes its name from the landmark. The Old Skull Inn is known throughout Faerûn as a haven for adventurers. It is said that secret tunnels lead from the tavern's basement into catacombs under Old Skull—and from there into the Underdark. Adventurers gossip that a bribe to the innkeeper, Ghessla Silvermane, can gain an honest traveler access to the realms below the earth.

Lady Addee Ulphor rules Shadowdale, presiding over a land that has been peaceful for the twenty years since Lord Azalar Falconhand retired. The symbol of leadership, the *Pendant of Ashaba*, is Lady Ulphor's by right, and she keeps it secured in the Twisted Tower of Ashaba.

You have come to Shadowdale, as have your fellow adventurers, to delve into the caverns of the Underdark.

Jaelre Drow

The drow of House Jaelre have infested the forest of Cormanthor for a century. Originally a band of renegades banished from Menzoberranzan for the heresy of worshipping Vhaeraun (the drow god of thievery and patron of drow males) instead of Lolth, House Jaelre tried to lay claim to the elven ruins of Myth Drannor. As the elves rose to power once more in Cormanthor, shortly before the Spellplague, House Jaelre allied with the forces of Zhentil Keep to defeat the elves. The death of Vhaeraun, however, left the drow shaken and their forces scattered. Myth Drannor was reestablished and the drow driven out.

A self-styled aristocrat of House Jaelre, the wizard Valan Jaelre leads a band of drow that now inhabit the Underdark beneath Shadowdale. This band includes citizens of several minor drow outposts and settlements conquered by House Jaelre. Family and house rivalries are a significant source of conflict within the band, and

many drow resent Valan's rule even as they continue to do his bidding.

Like most members of House Jaelre, Valan is now a dedicated follower of Lolth, and lately he has seen visions that he believes to be messages from the Spider Queen. There is a new place for wizards among the drow, she tells him, as Lolth spins her webs into a new Weave—a new fabric of magic to replace the one destroyed in the Spellplague. With Lolth's Demon Weave in place, she will have control over all arcane magic, and her followers will rise up. Valan is inspired by this vision and seeks to help bring it about.

Valan believes he can aid Lolth's ascension by collecting items of magical power, and he has set his sights on the most renowned artifact of the Dales: the *Pendant of Ashaba*. If the theft of the *Pendant* also weakens the defenses of Shadowdale, leaving the town vulnerable to drow attack, so much the better.

The Pendant of Ashaba

Created by Ashaba, the first lord of Shadowdale, this pendant is worn by the lord or lady of the dale (currently Addee Ulphor). On command, it speaks the phrase "The bearer of the token be the one and true lord of Shadowdale." The silver pendant is shaped like a crescent moon with its two horns pointing upward. It hangs from a fine silver chain.

Lady Ulphor keeps the pendant secured in the upper levels of the Twisted Tower. This structure was created by the drow when they controlled Shadowdale. After the town was freed, it was renamed the Twisted Tower of Ashaba in honor of the realm's first lord.

Not everyone realizes that the pendant reinforces powerful magical wards when worn by the lord or lady of Shadowdale. In particular, Lady Ulphor seems unaware of this, since she keeps the pendant in the tower. She has been manipulated by one of Valan Jaelre's spies, who has convinced Lady Ulphor that the amulet is best put away for safekeeping rather than worn. The spy, Maedra, appears to be a human but is a doppelganger on the Jaelre payroll.

The pendant can be activated through other means, albeit ones that are more difficult than simply having the lord or lady wear it. The most important ward lies under the Tower of Ashaba, where it seals underground passages that connect to the cellars beneath the tower. The drow used these tunnels when they occupied Shadowdale, and Valan has long been planning to attack through them.

Outpost Zadzifeirryn

Valan and the other House Jaelre expatriates now call the remote drow outpost Zadzifeirryn (zad-zih-fair-ihn) home. Before Valan's arrival, the small contingent of drow living there maintained an austere lifestyle. Poorly trained and few in number, they rarely traveled far from their outpost.

When Valan took charge, he changed all that. Now, the drow under his command attack the other races of the Underdark to claim food, treasure, and slaves. The elite warriors of House Jaelre lead the raiding parties, and their success has earned them great fame among the drow. They have also made strategic alliances with weak and isolated drow outposts. Valan is no fool, however. He realizes that as the weaker drow gain strength from his example, they will eventually move against him. Betrayal is the drow way. One of the reasons he has chosen to raid Shadowdale is to cut away some of the dangerous competition, allowing him to solidify his position in Zadzifeirryn.

The outpost is a sprawling, ancient settlement sparsely populated even after House Jaelre's takeover. Many of its chambers are simply mortared stone extensions built into cave walls. The outpost's residences are connected through "the Flycatcher Tangle," a twisting maze of crisscrossing tunnels deliberately built to confuse intruders. Spiders swarm through this web of passages, waiting for prey to become lost and trapped.

Valan has focused his raids on capturing slaves, and the slave pits of Zadzifeirryn teem with new acquisitions. The drow of House Jaelre are known for their expertise at taming slaves and breaking the will of prisoners. They have converted a large amphitheater in the outpost into a torture chamber. When Valan's militaristic forces are not training, resting, or on patrol, they come to this theater of torture for entertainment.

Several tests and barriers lie between Shadowdale and Zadzifeirryn. The most prominent is a hollowed-out stalactite outpost called the Demonspur. The drow have blocked all other paths down, so that anyone coming from above needs to travel through the Demonspur, fighting drow guards and the monstrous spiders whose web spans the cavern surrounding the outpost.

Khara Sulwood

The great-granddaughter of Doust Sulwood, a former lord of Shadowdale, Khara has become a prominent figure in the realm. Shadowdale has not had many defenders in recent years, nor has it often had need of them. Still, Khara has pledged to protect her land from any threats.

Khara is described in more detail where she appears in Session 4, page 20.

MAPS AND CANON

The maps featured in this adventure, particularly those of the Old Skull Inn and the Twisted Tower of Ashaba, don't match the standard maps of those locations. Instead, they've been adjusted to fit the D&D ENCOUNTERS format. This typically means that maps are smaller and less complex than the actual locations.

ADVENTURE SUMMARY

The following is a summary of each session.

Chapter 1

Session 1: Drow attack the Old Skull Inn where the characters are staying. The party needs to secure the inn against the incursion.

Session 2: Elminster tasks the adventurers with getting past drow guards at the Tower of Ashaba and retrieving the *Pendant of Ashaba*.

Session 3: After discovering that the pendant has been taken, the adventurers venture into the cellars of the Twisted Tower. As they battle drow guards, they first hear the name of Valan Jaelre, the drow wizard behind the attacks.

Session 4: Khara Sulwood and her elf companion Tharinel, both working with Elminster's guidance, help the adventurers push into the tunnels of the drow.

Session 5: The drow, led by Valan Jaelre, counterattack in an attempt to end the adventurers' threat.

Chapter 2

Session 6: The adventurers must navigate trapped passageways as they descend into the Underdark.

Session 7: A drow strike force comes after the heroes, dropping hints that they have captured Khara Sulwood and Tharinel.

Session 8: The adventurers enter the Demonspur, a spider- and drow-infested hollow stalactite hanging over a giant web.

Session 9: At the gates of the drow outpost of Zadzifeirryn, the characters must convince a pair of ogre slaves to let them in, then fight a contingent of guards.

Chapter 3

Session 10: As they navigate the twisting tunnels of the drow outpost, the adventurers find Khara's companion Tharinel. He describes how the two of them were captured, and reveals that the *Pendant of Ashaba* has been broken into two pieces.

Session 11: The first piece of the pendant is held by a drow torturer. The adventurers travel to the torture theater to defeat its masters and the drow spectators who join the fight.

Session 12: In the outpost's slave pens, the adventurers defeat a web golem warden, rescue Khara Sulwood, and find the second piece of the *Pendant of Ashaba*. Khara explains the pendant's capabilities.

Session 13: Back on the surface, the adventurers battle the drow leader Valan Jaelre, only to discover that he is a simulacrum. After the battle, the heroes can seal the Tower of Ashaba using the pendant.

SESSION 0: CHARACTER CREATION

The initial session of this DUNGEONS & DRAGONS ENCOUNTERS season is intended to allow players to create characters. While they do, they should also learn the background of the mini-campaign, from the start of the **Adventure Background** up to but not including the Jaelre Drow section. Players can also gain access to campaign-specific backgrounds. Walk the players through the character creation process, using questions to help guide their decisions.

For this season, players can use materials from *Heroes of the Fallen Lands*, *Heroes of the Forgotten Kingdoms*, and *Into the Unknown: The Dungeon Survival Handbook* to create their characters. In addition, players can use rules presented in *Dragon*® magazine in support of those products.

A player who misses this session can create a character elsewhere or use one of the pregenerated adventurers provided in the play kit. Each player is responsible for bringing his or her character to each play session.

Races

Into the Unknown: The Dungeon Survival Handbook offers new character race options in addition to those in *Heroes of the Fallen Lands* and *Heroes of the Forgotten Kingdoms*. The race options for this season are dragonborn, drow, dwarf, eladrin, elf, goblin, half-elf, halfling, half-orc, human, kobold, svirfneblin, and tiefling. If any players are unsure about what race to play, use the following questions to help guide their decisions.

1. Are you interested in playing a common fantasy race?

If yes, suggest human, dwarf, elf, or halfling.

If no, go to question 2.

2. This adventure is strongly tied to the Underdark. Do you care about playing a race with a connection to the Underdark?

If yes, suggest drow from *Heroes of the Forgotten Kingdoms* or suggest goblin, kobold, or svirfneblin from *Into the Unknown: The Dungeon Survival Handbook*.

If no, suggest dragonborn, eladrin, half-elf, half-orc, or tiefling.

Classes

Players can choose any class from *Heroes of the Fallen Lands* and *Heroes of the Forgotten Kingdoms*. Use the following questions to help guide the players' decisions.

1. Do you prefer to play a class with complexity?

If yes, suggest the warpriest cleric or the mage wizard from *Heroes of the Fallen Lands*, or the sentinel druid or the cavalier paladin from *Heroes of the Forgotten Kingdoms*.

If no, suggest the thief rogue with a melee weapon, the knight fighter, the slayer fighter, the hunter ranger, the scout ranger, or the hexblade warlock.

2. Do you prefer to play a class that fights up close?

If yes, suggest the thief rogue, the knight fighter, the slayer fighter with a melee weapon, the scout ranger, or the hexblade warlock.

If no, suggest the thief rogue with a ranged weapon, the slayer fighter with a ranged weapon, or the hunter ranger.

Themes

Into the Unknown: The Dungeon Survival Handbook offers new character theme options tied to dungeon delving and Underdark exploration. Each character gets one of these themes in addition to its class. Themes expand the concept of a character to include not only class and race, but an additional expertise or calling that makes the character more distinct. See the sidebar "Themes in Brief" for more information. If any players are unsure about what theme to choose, use the following questions to help guide their decisions.

THEMES IN BRIEF

Each of the following themes is detailed in *Into the Unknown: The Dungeon Survival Handbook*.

Bloodsworn have a vendetta against a particular Underdark race. In this D&D Encounters season, this theme works best for a drow character.

A deep delver knows how to expertly navigate the tunnels of the Underdark.

A former prisoner of an Underdark race, an escaped thrall has to deal with the lingering scars of his or her ordeal.

The gems and gold held by Underdark creatures call a treasure hunter to action.

An expert crafter, the trapsmith knows how to make and disarm traps.

An Underdark envoy serves as an ambassador or diplomat among the races of the Underdark.

After being banished from his or her home underground, an Underdark outcast must make a new life in the world.

1. Do you want your character to have a tragic past?

If yes, suggest the bloodsworn, escaped thrall, or Underdark outcast theme.

If no, go to question 2.

2. Do you want a character focused on exploration?

If yes, suggest the deep delver or the treasure hunter.

If no, go to question 3.

3. Are you interested in playing a character who has relationships—good or bad—with the creatures of the Underdark?

If yes, suggest the bloodsworn or the Underdark envoy.

If no, suggest the trapsmith.

Backgrounds

Players in this season of D&D ENCOUNTERS gain access to one of the following three character backgrounds. Backgrounds were first introduced in *Player's Handbook* 2, and they confer a benefit based on the associated skill. When a player creates a character using one of these backgrounds, he or she can select one of the following background benefits.

- ◆ Gain a +2 bonus to checks with one skill associated with the background.
- ◆ Add one skill associated with the background to that character's class skills list for the purpose of choosing trained skills.

Shadowdale

You're a native of Shadowdale, well familiar with the stories of drow invasions from under Old Skull. Your homeland shows few signs that the drow once ruled it. These days, pastoral farmlands stretch out around Old Skull, and the great wizard Elminster protects the area. Or at least he usually does. Elminster is often away, and his magical wards aren't as strong as they once were.

Did you grow up in Shadowdale or did you settle in the area later? What close ties to the town do you have? What possessions or people do you feel a need to protect? Have you met Elminster? Have you worked with him in the past or been inspired by him?

Associated Skill: Diplomacy or Nature.

Myth Drannor

The eladrin city-state of Myth Drannor seems like a place out of time in comparison to the human-dominated settlements of the Dalelands. Though the city's inhabitants are predominantly eladrin (plus a large minority of elves), they welcome outsiders and participate in the politics of the region. Myth Drannor's people drove the Jaelre drow into the Underdark in ages past, and they realize how dangerous it would be if they retook Shadowdale.

Did a life among the eladrin instill a hatred of the drow in you? Do you come from Myth Drannor, or the exotic forest of Cormanthor that surrounds it? Do you serve as an ambassador between Myth Drannor and Shadowdale? If not, what brings you here?

Associated Skill: Arcana or Nature.

Deep Wastes

You hail from beneath the Dalelands, born in an area of the Underdark called the Deep Wastes. Though Valan Jaelre's drow have grown in numbers lately, most societies in the sparsely populated tunnels of the Wastes remain small.

How much do you know about Valan Jaelre? What sort of dealings have you had with the drow under Old Skull? Did you suspect the drow might be planning to attack Shadowdale? Why did you travel to the surface instead of staying in the Underdark?

Associated Skill: Dungeoneering or Nature.

Advancement

At the end of each session, you award experience points, treasure, and Renown Points. The "Reward" section at the end of each session indicates how many XP to award the characters. The point total includes the encounter reward plus exploration and story awards. Each character receives the same amount of XP. Players record their rewards on their D&D ENCOUNTERS Play Trackers, and you report the Renown Points each player earns to the organizer.

Leveling: DUNGEONS & DRAGONS ENCOUNTERS play uses an accelerated XP award system to allow players to experience their characters at a succession of levels. If a player attends every session, his or her character advances to 2nd level at the start of Chapter 2 and to 3rd level at the start of Chapter 3.

Changing Characters

Players can switch characters during the season. If a player wants to do so, he or she can bring a new character with experience points equal to those of the character he or she previously played in the season. However, the new character can keep neither treasure nor items from the previous character.

Character Death

If a character dies during a session, the player has two choices. He or she can bring the same character back at the beginning of the next session, with four fewer healing surges, or start a new level-appropriate character. If a character dies and has fewer than four healing surges remaining, that character loses all his or her remaining healing surges and can return next session with full hit points. No other penalty exists for death, except the potential of failing to gain the Renown Points for surviving eight or more sessions without dying.

CHAPTER 1

The characters travel to Shadowdale and make arrangements with Ghessla Silvermane to let them enter the Underdark through her inn.

SESSION 1: OLD SKULL INN

When the adventure begins, the characters have just arrived in Shadowdale, seeking the Old Skull Inn. They might have all arrived together, or they could meet up at the inn and join together for their common cause. Either way, they want to travel into the Underdark and find adventure.

To start, read:

You reach Shadowdale at dusk. A looming hill of pure white stone stands above the town, weeds growing out of the many cracks across its surface. Everybody knows the name of this site—Old Skull. The drow that built Shadowdale in ancient times came out from passages underneath the hill, or so the legends say.

The few buildings of Shadowdale are surrounded by sprawling farms. You make your way to the crossroads at the center of town. There you find the inn whose sign shows the round white hill. You walk onto the wooden porch at the front of the three-story building. Warm light and the scent of a delicious dinner come from inside, welcoming you to the Old Skull Inn.

Prompt the players to introduce their characters, giving each player a moment to describe his or her character's appearance, background, and motivation for dungeon delving (which is usually related to his or her theme). Allow the players to roleplay character interactions if they wish.

When some or all the characters go inside the inn, read:

A fire roars in the hearth, a human female with prematurely gray hair bustling past carrying plates heaped high with food. After she drops them off for some hungry patrons, she turns your way and smiles.

"Ghessla Silvermane at your service, travelers! Welcome to the Old Skull Inn. Our food, drink, and accommodations are the finest in the Dalelands, so whatever you need, just ask."

As she speaks, the woman looks you over with a thoughtful gaze, noticing your adventuring gear.

The inn has a large common room. It looks as though parts of the building are under construction, and the kitchen in particular has been moved to a shed outside during the renovation. From time to time, a tall and

burly human named Thrad comes bustling in with more food.

Lodging takes up the upper two floors. These, too, are under construction, so not as many rooms are available as usual. The other patrons—Devan, Brundi, and Old Dogsbreath—have the second-floor rooms.

The characters have time to rest, eat, drink, meet people, and obtain lodging. Use the menu shown below for the cost of goods. If the adventurers need other adventuring supplies, Ghessla can arrange to purchase them, but usually charges a markup of 20 percent. If the characters ask for her assistance after the drow raid, she happily waives this fee.

You might need to remind the players about the rumor that they can bribe Ghessla to get access to the catacombs beneath Shadowdale from the inn. Her entry below details the arrangements she's willing to make for adventurers who want to go into the Underdark.

OLD SKULL INN MENU

Goods	Price
Room (one night)	5 sp
Ale (pitcher)	1 sp
Wine, elven (bottle)	7 gp
Roast pork and boiled potatoes	1 sp
Sauteed Cormanor mushrooms	3 sp
"Shadowdale surprise"	20 cp
Trail rations (10 days)	5 gp
Journeybread (10 days)	50 gp
Waterskin with fresh water	1 gp

When the adventurers decide to head to bed, begin the **Inn Assault** tactical encounter, page 10.

Ghessla Silvermane

The proprietor of the Old Skull Inn runs a tight ship. Ghessla doesn't like to cut corners, which helps to maintain the inn's reputation for great service and fine fare. All her food, drink, and rooms are of noticeably higher quality than what can be found at most inns.

If asked about rooms, Ghessla offers the adventurers lodgings on the third floor. The finest carpenters of Shadowdale are renovating many of the rooms, so capacity at the inn is lower than usual.

Ghessla has been preparing for next year—the two hundredth anniversary of the Old Skull Inn's founding by her great-great-grandfather Burgo Silvermane. Ghessla has sworn to make sure that the celebrations are the finest in the inn's history.

If characters ask Ghessla about the Underdark, read:

Ghessla looks around the room, then speaks in hushed tones. "Of course you realize that granting you entrance to the Underdark tunnels, even if I were able to do so, would be a

violation of the laws of Shadowdale. Lady Ulphor herself has forbidden it, and one does not break such laws. Not for less than one hundred gold pieces. You and your coin should be ready tomorrow at dawn."

If the adventurers can't afford Ghessla's price, she agrees to delay payment in exchange for an equal share of any treasure they bring up. The entrance to the cellar is behind the long wooden desk in the common room, carefully concealed to look like part of the floor.

Other Patrons

Four other patrons sit in the common room. Most of the inn's dinner customers have already left.

Khara Sulwood

This ambitious young human (described on page 20) only recently moved to town. She wants to regain the glory of her great grandfather Doust Sulwood, former lord of Shadowdale. People in the area consider Khara something of an outsider, but they respect that she is making an effort to become part of their community. Of course, Khara hasn't told anyone that she plans to one day become lady of Shadowdale.

Khara is on friendly terms with Ghessla. She is at the inn for dinner but heads home soon afterward. She plays a prominent role later in the adventure, first reappearing in Session 4. If the adventurers engage her in conversation, she might discuss the Twisted Tower of Ashaba, the history of the drow in Shadowdale, or other topics directly related to the town. If the adventurers buy her drinks or engage her in gossip, she might talk about Lady Addee Ulphor or Elminster.

Though Khara thinks well of Lady Ulphor (the current ruler of Shadowdale), she does take issue with one thing. Lady Ulphor has placed the *Pendant of Ashaba* in a sealed room near the top of her tower instead of wearing it on a daily basis. From her great-grandfather, Khara knows that this weakens the wards that protect Shadowdale, and she can't understand why anyone would take such a risk. She has heard that Lady Ulphor's advisor Maedra came up with the idea, and she'd love to give that advisor a talking to.

Khara is proud of having gained several audiences with Elminster since arriving in town, from which she has learned much of Shadowdale's history. The old wizard treats her as a student rather than a friend, however, and he has little patience when she can't keep up with him.

Devan and Brundi

This brother and sister have stopped in Shadowdale on their way to Hillsfar. A pair of broad-bodied blond dwarves, they have Ghessla hurrying back and forth to fetch them more ale. If asked where they hail from,

they answer, "Where gold flows like wine," then break out in raucous laughter.

Devan and Brundi are friendly and more than willing to share their ale. They claim to have spent time adventuring in the Underdark, and they tell tales of its maze-like caverns and the dangers of old traps and giant spiders. The adventurers can easily tell that the dwarves are telling trumped-up stories based on secondhand information. They are no adventurers.

Old Dogsbreath

This crusty old-timer has lived in Shadowdale since he was young, but has never been suited to any sort of work. Frail and smelly, he doesn't have many friends. Ghessla took pity on him, feeding him (but only the cheapest food on the menu) and giving him a place to sleep. However, Old Dogsbreath worries that he won't have that place for long. With the renovations underway to improve the inn for its two hundredth anniversary, he might be the next broken fixture to be tossed out.

Anyone wanting to talk to Old Dogsbreath will first need to get over his pungent aroma. When the characters strike up a conversation, they find that the old man keeps a close eye on the people of Shadowdale and their comings and goings. He suspects the adventurers might be looking for ruins to raid and are planning to go into the Underdark, and he warns them to be careful. Old Dogsbreath has seen drow scouts outside the village, but no one else has yet confirmed his story. Moreover, he has a history of making up tales.

Ending the Session

When the characters secure the inn, read:

As the survivors thank you for saving them, they rush to the windows to see what's happening in the rest of the town. Ghessla pulls herself to her feet. "My apologies," she says. "I'm no fighter. I had to play dead for a bit to stay safe. I thank Tymora you lot were here. Count me as your ally."

The characters can take a short rest. Before the session ends, one adventurer begins to receive a message by way of a modified Sending ritual. Choose a character with the Shadowdale background if possible.

To the chosen character, read:

You feel magic pass through you. The voice of an old man begins to speak, but only you can hear. "This is Elminster..."

Conclude the session there.

Reward

At the end of the session, each of the characters gains 200 XP, or 300 XP if all the inn patrons survived.

Treasure: If they search the drow, the characters acquire 60 gp each.

INN ASSAULT

Encounter Level 1

Setup

2 Shadowdale drow scouts (S)
6 Shadowdale drow stalkers (D)
2 Shadowdale drow archers (A)
Ghessla Silvermane (G)
Old Dogsbreath (O)
Devan (V)
Brundi (B)

As the adventurers sleep or rest at the inn, drow come up from the Underdark to attack. At the start of this battle, one scout, one archer, and four stalkers are in the inn. The remaining drow arrive later (see "Development").

After the characters go to sleep, read:

A loud commotion wakes you in the middle of the night. The sound of pounding feet and terrified screaming echoes up from downstairs. The second floor of the inn seems deserted, though there should be at least three other patrons there. Shouts come from below, different voices yelling in Common and Elven.

When you reach the ground floor, the situation becomes clear—drow have invaded the inn. The other patrons hold lit lanterns and are backing into corners as the dark elves press forward. Ghessla Silvermane shouts out, "You can't do this! Elminster will stop you! Shadowdale will force you back underground!"

One of the drow strikes her. As she falls behind the counter, unconscious, her lantern goes out. Old Dogsbreath shouts, pulls a dagger, and tries to push past the drow toward her.

Outside the inn, people with lanterns and torches rush through the streets. All of Shadowdale appears to be under attack.

More drow are preparing to come into the inn from below.

Perception (DC 18, by a character adjacent to the cellar's hatch): The hatch next to the stairs leads down into the cellar. At the bottom of the ladder, you see more drow warriors preparing to come up.

2 Shadowdale Drow Scouts (S)

Level 2 Skirmisher

Medium fey humanoid

HP 38; Bloodied 19

Initiative +6

AC 16, Fortitude 14, Reflex 15, Will 13

Perception +6

Speed 6

Darkvision

TRAITS

Combat Advantage

The drow deals ongoing 3 poison damage (save ends) against any creature granting combat advantage to it.

STANDARD ACTIONS

⚔ Longsword (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +7 vs. AC

Hit: 1d8 + 6 damage.

Effect: The drow can shift 1 square.

⚔ Short Sword (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +7 vs. AC

Hit: 1d6 + 5 damage.

Effect: The drow can shift up to 2 squares.

⚔ Two-Weapon Attack ♦ Recharge when first bloodied

Effect: The drow uses longsword and short sword.

MINOR ACTIONS

Cloud of Darkness (zone) ♦ Encounter

Effect: Close burst 1. The burst creates a zone that lasts until the end of the drow's next turn. The cloud blocks line of sight for all creatures except the drow. While entirely in the cloud, any creature other than the drow is blinded.

Skills Stealth +9

Str 12 (+2)

Dex 17 (+4)

Wis 11 (+1)

Con 14 (+3)

Int 11 (+1)

Cha 13 (+2)

Alignment evil

Languages Common, Elven

Equipment leather armor, longsword, short sword

6 Shadowdale Drow Stalkers (D) Level 1 Minion Lurker

Medium fey humanoid

HP 1; a missed attack never damages a minion.

Initiative +7

AC 15, Fortitude 12, Reflex 14, Will 12

Perception +1

Speed 6

Darkvision

TRAITS

Stalker Ambush

When the drow hits a creature that cannot see it, the drow's attack deals 2 extra damage.

STANDARD ACTIONS

⚔ Rapier (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 4 damage.

🏹 Hand Crossbow (poison, weapon) ♦ Encounter

Attack: Ranged 10 (one creature); +6 vs. AC

Hit: 2 damage, and ongoing 4 poison damage (save ends).

MINOR ACTIONS

Cloud of Darkness (zone) ♦ Encounter

Effect: Close burst 1. The burst creates a zone that lasts until the end of the drow's next turn. The cloud blocks line of sight for all creatures except the drow. While entirely in the cloud, any creature other than the drow is blinded.

Str 12 (+1)

Dex 16 (+3)

Wis 13 (+1)

Con 13 (+1)

Int 11 (+0)

Cha 11 (+0)

Alignment evil

Languages Common, Elven

Equipment leather armor, rapier, hand crossbow, 1 poisoned bolt

2 Shadowdale Drow Archers (A)

Level 1 Artillery

Medium fey humanoid

HP 24; Bloodied 12

AC 15, Fortitude 12, Reflex 15, Will 13

Speed 6

Initiative +3

Perception +0

Darkvision

STANDARD ACTIONS

⚔ Rapier (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 1d8 + 3 damage.

🏹 Crossbow (weapon) ♦ At-Will

Attack: Ranged 20 (one creature); +8 vs. AC

Hit: 1d8 + 5 damage.

🏹 Felling Shot (weapon) ♦ Recharge when first bloodied

Attack: Ranged 20 (one creature); +8 vs. AC

Hit: 2d8 + 3 damage, and the target falls prone.

MINOR ACTIONS

🔥 Darkfire ♦ Encounter

Attack: Ranged 10 (one creature); +6 vs. Reflex

Hit: Until the end of the drow's next turn, the target grants combat advantage and cannot benefit from invisibility or concealment.

Skills Stealth +8

Str 10 (+0)

Dex 16 (+3)

Wis 10 (+0)

Con 12 (+1)

Int 11 (+0)

Cha 13 (+1)

Alignment evil

Languages Common, Elven

Equipment leather armor, rapier, crossbow, 20 bolts

Patrons

The drow have taken the other patrons and Ghesla Silvermane captive. Most of them are cowering in terror, and Ghesla is pretending to be knocked out after being attacked by a drow stalker. Devan and Brundi are about to surrender, but Old Dogsbreath is fighting back (unsuccessfully) against the drow. If hit by an attack, an inn patron is knocked unconscious or killed (attacker's choice—the drow prefer unconscious, since they hope to enslave the survivors).

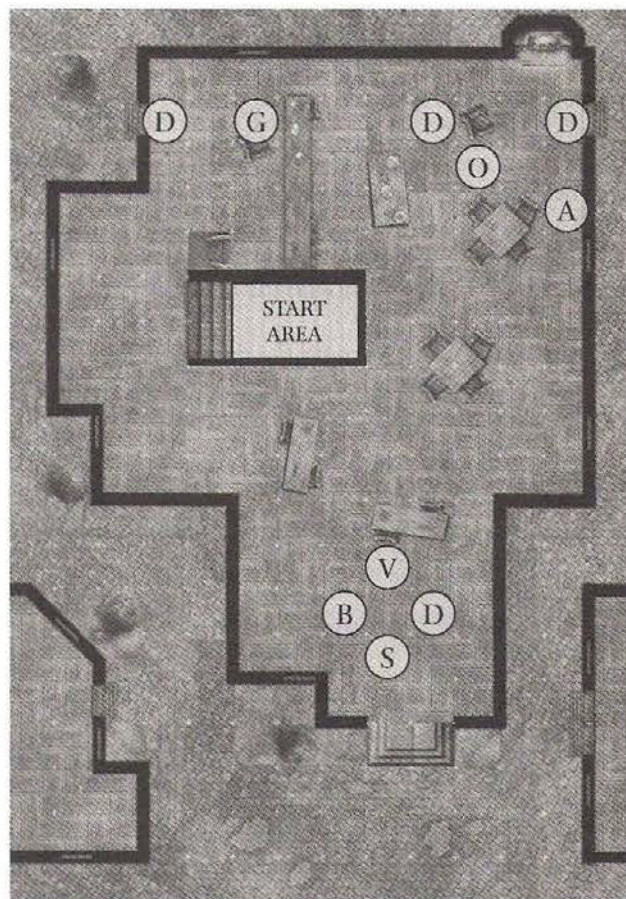
Tactics

The drow surround the inn's patrons and plan to take these defenseless characters as slaves. However, when facing able combatants, they fight to kill. When the adventurers arrive, the drow attack them on sight unless a drow is in the party. In this case, the invaders first try to determine whether the drow in the party is the spy that Valan Jaelre has placed in Shadowdale. If the drow adventurer attacks, it is immediately clear that he or she is not.

Drow Scouts: These troops lead the others. They weave through the battle to gain combat advantage.

Drow Stalkers: These foot soldiers drop into a cloud of darkness to gain the benefit of being unseen. They then smash the patrons' lanterns to plunge the inn into darkness. If the drow are outnumbered, the stalkers take hostages, grabbing inn patrons and readying actions to execute them if the adventurers don't lay down their weapons.

Drow Archers: The archers open with *darkfire* to gain combat advantage and to help their allies. They



SESSION 1: INN ASSAULT

then use *felling shot* against the characters to keep them from getting into melee range.

Development

At the start of round 2, the remaining drow (one scout, one archer, and two stalkers) come up from the cellar.

Features of the Area

Illumination: The three conscious inn patrons carry lanterns that shine bright light out to 10 squares.

Ceiling: Ten feet high.

Cellar: The drow have blocked the tunnel behind them with rocks. To prevent counterattacks, Valan has ordered certain entrances to the Underdark sealed behind the invading drow.

Doors: These wooden doors are bolted from the inside. Unbolting, then opening a door requires two minor actions.

Fireplace: The fire is out. A fire attack made against the fireplace (including a close or area fire attack that includes the fireplace) relights it. If the fire is lit, any creature that enters the fireplace or ends its turn there takes 5 fire damage. A creature takes this damage only once per round.

Furniture: Furnishings in the inn, including the low tables, are difficult terrain.

SESSION 2: TOWER OF ASHABA

Last session, the adventurers fought off a drow raid in Shadowdale's Old Skull Inn. The session ended with a cliffhanger when one of the adventurers heard the first few words of a modified Sending ritual from Shadowdale's most famous resident: the legendary wizard Elminster.

Begin the new session with the complete Sending. Choose one adventurer to hear it, either the same one who heard it last time or a similar character.

Read the following:

You feel magic pass through you. The voice of an old man begins to speak, but only you can hear. "This is Elminster, and I'm somewhat busy with these drow. They no doubt want the Pendant of Ashaba. Go retrieve it from the Twisted Tower."

The receiver of the Sending can transmit a reply of up to twenty-five words. However, Elminster is too preoccupied to listen or respond.

It doesn't take long to figure out, either through character knowledge or advice from the inn patrons, that the Sending referred to the Twisted Tower of Ashaba, an ancient structure that rises above Shadowdale. Ghessla can tell the adventurers that drow built the tower, that it features a dock along the River Ashaba, and that it is the home of the lady of Shadowdale, Addee Ulphor.

Ghessla and the Inn patrons are safe for now, and they prepare to head into the upper floors and block the staircases after the adventurers leave. The characters have a chance to obtain supplies from Ghessla (she gladly waits for payment until they return) before they head to the tower.

When the adventurers are ready to leave, read:

The drow and the townsfolk running through the streets have disappeared. In the distance, the sky flashes with multicolored lights—most likely a sign of Elminster's attack against the drow. Your route to the Twisted Tower of Ashaba is clear.

LIGHT

Since the drow can fight in darkness, much of this adventure assumes that the characters have their own light sources. In particular, all sections of read-aloud text assume that the adventurers can see. Maintaining a light source shouldn't be difficult for seasoned dungeon explorers, but remind the characters to purchase a lantern or torches (most easily from Ghessla) if they haven't done so at character creation.

The Twisted Tower of Ashaba

The Twisted Tower has long stood watch over Shadowdale. Originally created by the drow when they controlled this realm, the tower now serves as the home of Lady Addee Ulphor, ruler of Shadowdale. The tower takes its name from its strange shape. Its spacious base is two stories tall, from which a helix-shaped, seven-story tower rises.

Before the drow attack, the *Pendant of Ashaba* was kept in the uppermost room of the tower. Unknown to the adventurers, a group of elite Jaelre drow and the spy Maedra have already taken the pendant and are fleeing down to the Zadzifeirryn outpost in the Underdark. Even as the characters make their way to the tower, the relic is already gone.

The drow remaining in the tower were left behind to guard it. They saw the elite drow descend into the cellars with the pendant, but they know nothing about House Jaelre's larger plans. The doppelganger (described in the encounter text) knows more, but it would rather die than betray its employer.

This doppelganger had been posing as Maedra, an advisor to Lady Addee Ulphor. If the drow see the adventurers coming, the doppelganger disguises itself as Lady Ulphor instead of as described in the encounter text.

Lady of Shadowdale

When the drow attacked, Lady Ulphor had just enough warning to flee to Elminster's windmill. She lives on the second floor of the Twisted Tower, and her quarters have a special escape hatch behind an illusory wall. In her haste, she had no time to ascend the tower and collect the *Pendant of Ashaba*.

SECOND SENDING

To add a little color later on, the same character who received the first Sending receives another one, again in Elminster's voice. "I told Addee the tower was no place for it, but why would she listen to me? What would the Sage of Shadowdale know? Bah!"

Elminster

An archmage and a former Chosen of Mystra, Elminster Aumar has seen great change and faced great peril over his many years. When Mystra died, his influence was greatly diminished. Today, he lives in a windmill on the outskirts of Shadowdale and leads a more private life than he has in the past. Khara Sulwood has made some inroads with the old wizard, and he trusts her just enough to believe half of what she says.

As Jaelre drow swarm across Shadowdale, Elminster believes that he is the only one who can stop them. He heard about the adventurers in passing from Khara Sulwood, and modified a Sending ritual so he could task them with grabbing the *Pendant of Ashaba* while he was busy. Though he considers his mission more important for the time being, he understands how dangerous it would be for the pendant to fall into drow hands.

In fact, Elminster suspects that the pendant's theft is only a minor part of Valan Jaelre's plans. Based on what he has heard about Valan and his ambitions, Elminster is too wise to think that the drow would plan a raid of this magnitude solely to seize the pendant. He believes that Valan wants him to defend the pendant, so that the drow wizard can take Shadowdale while Elminster is kept busy at the Twisted Tower.

Both Valan and Elminster know that if the drow control the *Pendant of Ashaba*, their next assault will be far more likely to succeed, even without the element of surprise.

Approaching the Tower

The adventurers can enter the Twisted Tower either through the front doors or from the dock on the River Ashaba. Entering by way of the dock is more difficult, but the drow aren't keeping as close a watch on that entrance.

If the adventurers want to obtain a boat to travel to the dock, Ghessla tells them where to find one. Using a boat requires no check. The characters can also swim to the dock.

If the adventurers approach stealthily, they have a chance to gain surprise against the tower's guardians. The guards focus their attention on the front doors. Have the adventurers make a group Stealth check against the drow guards' passive Perception.

If a single adventurer scouts ahead, or if the group splits up to move against both entrances simultaneously, use the same DCs but ask for individual checks as needed. In this case, some adventurers might have surprise while others don't.

Stealth (DC 19): The adventurers can enter by the front door without being noticed.

Stealth (DC 12): The adventurers can approach by way of the river and dock without being seen.

GROUP CHECKS

When you call for a group check, have each adventurer roll against the indicated DC. If at least half the characters succeed, the group passes the group check. Group skill checks are described fully on page 128 of *Rules Compendium*.

When the adventurers make their Stealth checks and move up to the tower, begin the **Tower Defense** encounter on the next page.

Ending the Session

After the battle concludes, the characters can take a short rest as they explore the tower or interrogate the drow. Either way, they discover that the *Pendant of Ashaba* is gone.

As the characters explore, read:

With the drow routed, you can easily track their movements through the Twisted Tower. The cellar appears to be their only access point, from which their tracks lead up the stairs and through the spiked doors. Ignoring Lady Ulphor's quarters on the second floor, the drow proceeded directly to the uppermost level—an empty chamber whose secure door has been kicked open.

*Though you search the tower thoroughly, the *Pendant of Ashaba* is nowhere to be found.*

End the session there. The route the drow used up from the cellar remains open, showing the adventurers the way into the Underdark.

Reward

Each character gains 250 XP for overcoming the drow guards and the doppelganger.

Treasure: All told, the drow have 25 gp per character in coins and jewelry. The doppelganger carries jewelry stolen from Lady Ulphor, worth 10 gp per character, as well as a random magic item from the **Treasure Table**, page 3.

TOWER DEFENSE

Encounter Level 2

Setup

- 1 doppelganger sneak (D)
- 3 Shadowdale drow templars (T)
- 2 Shadowdale drow informants (I)

Based on how the characters decide to approach the tower, place them at either the front entrance (on the southwest corner of the map) or the dock (on the northeast corner).

Place enemies only when the characters can see them. If the adventurers approach from the front, place one drow templar and the doppelganger. If the adventurers come in by way of the river, place one drow informant and one drow templar. Other enemies appear only when they move into the characters' view.

For characters entering at the front doors, read:

The heavily damaged doors creak open. The inside of the tower is utterly dark.

For characters entering by way of the dock, read:

The entryway is clear, with faint moonlight showing a wide hallway stretching out ahead.

Describe the actions of the drow according to whether they spotted the adventurers' approach.

When the adventurers reach the center of the area, read:

A small sepulcher stands in the center of the room. It appears to have been constructed to hold the remains of a former lord of Shadowdale, but has been defaced. To the north, a set of steps leads down.

When the characters can see the stairs up, read:

A small set of stairs leads up to a landing ending in a pair of heavy doors. The doors appear to have been spiked shut.

Doppelganger

After posing as Maedra, an advisor to Lady Ulphor, this doppelganger has executed its part of Valan Jaclre's plan by convincing the lady of Shadowdale to hide the *Pendant of Ashaba* at the top of the tower for safekeeping. Now, it waits alongside the drow guards to keep intruders from pursuing the elite drow that took the pendant.

If the guardians here detect the adventurers' approach, the doppelganger uses *change shape* to take on the appearance of Lady Ulphor. Otherwise, it is still in the form of Maedra. Lady Ulphor is a middle-aged

woman with graying hair. Maedra is younger and has her hair cut short.

In either form, the doppelganger pretends to have been taken hostage by the drow, and she pleads for the adventurers to leave so as to ensure "her" safety. When the heroes attack, the doppelganger joins in the fight.

Doppelganger Sneak (D)	Level 3 Skirmisher
Medium natural humanoid (shapechanger)	
HP 45; Bloodied 22	Initiative +6
AC 17, Fortitude 14, Reflex 16, Will 15	Perception +2
Speed 6	
STANDARD ACTION	
⚔ Short Sword (weapon) + At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d6 + 6 damage, or 2d6 + 6 if the doppelganger has combat advantage against the target.	
MINOR ACTIONS	
Change Shape (polymorph) + At-Will	
Effect: The doppelganger alters its physical form to appear as a Medium humanoid until it uses <i>change shape</i> again or until it drops to 0 hit points. To assume a specific individual's form, the doppelganger must have seen that individual. Other creatures can make a DC 30 Insight check to discern that the form is a disguise.	
✂ Shapeshifter Feint + At-Will (1/round)	
Attack: Melee 1 (one creature); +6 vs. Reflex	
Hit: The target grants combat advantage to the doppelganger until the end of the doppelganger's next turn.	
Skills Bluff +8, Insight +7, Stealth +9	
Str 11 (+1)	Dex 16 (+4) Wis 12 (+2)
Con 13 (+2)	Int 10 (+1) Cha 15 (+3)
Alignment unaligned Languages Common	
Equipment short sword	

2 Shadowdale Drow Informants (I)	Level 1 Lurker
Medium fey humanoid	
HP 25; Bloodied 12	Initiative +7
AC 15, Fortitude 12, Reflex 14, Will 13	Perception +1
Speed 6	Darkvision
STANDARD ACTIONS	
⚔ Dagger (weapon) + At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 2d4 + 3 damage, or 4d4 + 6 if the drow was invisible to the target when the drow attacked.	
Vanish (illusion) + At-Will	
Effect: The drow becomes invisible, then shifts up to 3 squares. It remains invisible until the end of its next turn or until it hits or misses with an attack.	
MINOR ACTIONS	
Cloud of Darkness (zone) + Encounter	
Effect: Close burst 1. The burst creates a zone that lasts until the end of the drow's next turn. The cloud blocks line of sight for all creatures except the drow. While entirely in the cloud, any creature other than the drow is blinded.	
Skills Acrobatics +8, Stealth +8, Thievery +8	
Str 13 (+1)	Dex 16 (+3) Wis 12 (+1)
Con 13 (+1)	Int 12 (+1) Cha 14 (+2)
Alignment evil Languages Common, Elven	
Equipment black cloak, dagger	

3 Shadowdale Drow Templars (T)**Level 2 Soldier**

Medium fey humanoid

HP 38; Bloodied 19

AC 18, Fortitude 15, Reflex 14, Will 13

Speed 6

Initiative +5

Perception +7

Darkvision

STANDARD ACTIONS⚔ **Longspear (weapon) ♦ At-Will**

Attack: Melee 2 (one creature); +7 vs. AC

Hit: 1d10 + 5 damage.

⚔ **Sweeping Strike (weapon) ♦ At-Will**

Attack: Melee 2 (one creature); +7 vs. AC

Hit: 1d10 + 5 damage, and the drow can slide the target 1 square or knock the target prone.

MINOR ACTIONS☞ **Darkfire ♦ Encounter**

Attack: Ranged 10 (one creature); +5 vs. Reflex

Hit: Until the end of the drow's next turn, the target grants combat advantage and cannot benefit from invisibility or concealment.

TRIGGERED ACTIONS⚔ **Engaging Strike (weapon) ♦ At-Will**

Trigger: An adjacent enemy shifts or makes an attack that doesn't include the drow as a target.

Effect (Immediate Interrupt): The drow uses *sweeping strike* on the triggering enemy.

Skills Athletics +9, Intimidate +6

Str 17 (+4)

Dex 14 (+3)

Wis 13 (+2)

Con 14 (+3)

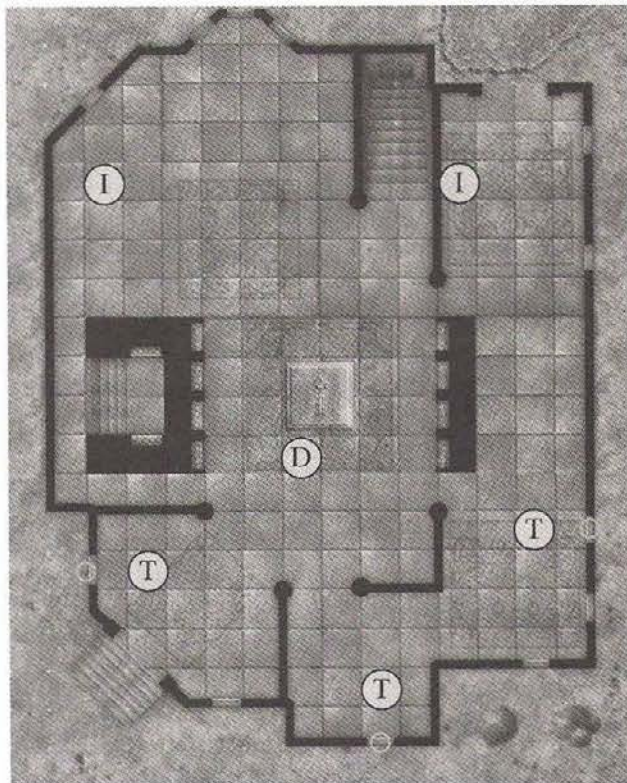
Int 11 (+1)

Cha 11 (+1)

Alignment evil

Languages Common, Elven

Equipment scale armor, longspear



Tactics

Doppelganger Sneak: When the doppelganger enters the fight, it uses *shapeshifter feint* or *flanks* to maintain combat advantage. If the fight turns against its side, the doppelganger flees. The creature has joined Valan Jaelre's cause only for the money, and the dead can't spend gold.

Drow Templars: The templars try to prevent the adventurers from going down into the cellar. They know that the longer they can drag the fight out, the more time they give the elite drow to get the *Pendant of Ashaba* to safety.

Drow Informants: These tricky warriors turn invisible before they enter the fight, then use *cloud of darkness* after their initial attacks to keep the adventurers on the defensive.

Features of the Area

Illumination: None.

Ceiling: Fifteen feet high.

Doors: The doors at the front of the tower were smashed open in the drow attack. They are currently shut, but they hang loosely on their bent hinges. The dock has no door.

Sepulcher: This low tomb is difficult terrain. Its lid can be lifted with a DC 20 Athletics check. Within are humanoid remains but nothing of value.

Windows: Some of the windows are shuttered, as indicated on the map. A shutter can be opened as a minor action.

Stairs: To the north, the stairs going down lead to a wooden door that is the entrance to the cellars of the tower. This area is covered in the next session. To the west, the short stairs going up lead to the upper levels of the tower. The doors on the landing are sealed with spikes but can be opened with a DC 20 Athletics check.

SESSION 3:

BELOW THE TOWER

In the last session, the adventurers defeated the guards on the ground floor of the Twisted Tower of Ashaba. With the battle done, all seems quiet for the moment.

The doors leading to the upper floors of the tower are spiked shut but can be opened (see the previous encounter). If the adventurers explore, they discover Lady Addee Ulphor's quarters on the second floor. Above that, the tower's upper levels have been largely abandoned, and the characters have no trouble following the drow invaders' tracks to the top of the tower, then back down. The *Pendant of Ashaba* is nowhere to be found.

With a little more investigation, the characters discover that the drow tracks lead to the cellar door.

When the adventurers enter the cellar, read:

The air here is musty and cold. Dust covers the fixtures and flagstones, showing where the tracks of the drow lead away into the distance.

Exploring the Cellars

The corridors and halls underneath the Twisted Tower have undergone little change or renovation over the years. They show more signs of their drow heritage than the upper levels.

The upper cellars were modified and used by the residents of the tower. The staff who attend the lady of Shadowdale are somewhat familiar with these corridors, though they use them less than previous generations did. Aside from the crypt, the upper cellars contain nothing of interest to the people of Shadowdale or the adventurers.

Few people are aware of the lower cellars. Only Lady Ulphor, her most trusted advisors, and Elminster know these tunnels well. Largely unchanged from the days when the drow ruled Shadowdale, the passages of the lower cellars connect directly to the Underdark tunnels leading to Zadzifeirryn.

The Crypt

The walls of this chamber are lined with stone coffins that hold the remains of the former lords and ladies of Shadowdale. These monuments date back all the way to Ashaba himself, though his coffin doesn't contain his actual remains. (Several of the other coffins are also empty.)

The tombs are all reconstructions, so that many look newer than the dates inscribed on them would indicate. The originals were destroyed when dark forces occupied Shadowdale shortly before the Spellplague.

As the adventurers explore the cellars, read:

The cellar rooms appear to be rarely used, so that the tracks of the drow stand out clearly as they lead you to a large room lined with tombs. The floor here is free of dust and rubble, probably due to some kind of protective magic, so that the footprints disappear. This chamber is a dead end, and you can see no other exits by which the drow might have escaped.

Carved into the side of each tomb are a name, a date of birth, and a date of death. The earliest dates and the largest tomb both belong to Lord Ashaba.

If the adventurers don't realize that these tombs hold the former Lords of Shadowdale, a DC 8 History check reveals this information.

The Secret Passage

In the crypt stands a secret entrance to the lower levels of the cellar. Ashaba's coffin was placed here as a seal over a tunnel leading downward, symbolizing that the drow's rule of Shadowdale was over even as it prevented anyone from traveling to the unsafe catacombs below.

The base of Ashaba's coffin slides open, but this secret entrance is magically sealed. Ashaba was a water wizard, and pouring pure water onto the tomb is the only way to reveal the passageway below.

The following skill checks can be used as guidelines to help the players determine how to activate this secret door.

Arcana (DC 12, detect magic): The character can sense a magical effect active in the chamber, similar to a *prestidigitation* spell, that keeps the place uncluttered. Ashaba's tomb is also enchanted with some kind of magical sensor, focused on a cuplike receptacle set into the lid of the coffin.

Arcana (DC 19, detect magic): The character learns the information for the DC 12 check, and knows that water will activate the sensor.

History (DC 12): Ashaba was a water wizard and the first lord of Shadowdale. At the end of this life, he transformed into a water elemental, merging with the river that now bears his name.

Perception (DC 12; DC 8 if the character searches Ashaba's tomb specifically): A seam at the base of Ashaba's tomb reveals the presence of the secret door.

When the adventurers open the passage, read: As water fills the receptacle, the stone coffin pivots to the side, exposing a stone staircase spiraling down into the darkness. Dust and cobwebs cover the steps, revealing dozens of sets of footprints tracking downward.

When the adventurers descend the stairs, go to the **Hall of the Dead** encounter, page 18.

Ending the Session

The characters can take a short rest before pressing on. However, as they get ready to move, Khara Sulwood and her elf companion Tharinel teleport in.

As the characters prepare to move, read:

A flash of light fills the room. When it subsides, a young human female and a male elf stand in a circle of smoldering ash. The female wields a bloodied longsword as she stares around in a daze. You recognize her as Khara Sulwood, who was in the Old Skull Inn last evening.

End the session there.

Reward

At the end of the session, each character gains 250 XP for defeating the drow and the skeletons.

Treasure: The drow totemist's ancestor clasp no longer has any magical efficacy, but it's worth 20 gp per character. The totemist also carries a magic item: a +1 totem of trailblazing, which can be claimed by any character who uses totems. The drow have coins totaling 20 gp per adventurer, and one magic item can be found in the burial niches. Roll on the **Treasure Table**, page 3.

Totem of Trailblazing

Level 2+ Common

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement: Totem

Enhancement Bonus: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property

You gain an item bonus to Nature checks equal to the totem's enhancement bonus.



HALL OF THE DEAD

Encounter Level 2

Setup

1 Shadowdale drow totemist (T)

3 Shadowdale drow archers (A)

Decrepit skeletons (see below)

This section of the cellar is on four levels. A small platform near the entrance leads down to a larger chamber. A staircase from there leads down to a second chamber, from which another stair leads farther down to a wide hall.

A small drow force is exploring the cellars. The spider totemist is taking stock of the drow corpses. She carries an *ancestor clasp*—a magic item developed in Zadzifeyryn that raises fallen drow as undead slaves.

When the party enters this area, read:

The dust here holds many drow tracks. From this raised entranceway, two sets of stairs lead down to a large chamber. Alcoves on both levels hold ancient coffins—some long-opened, the others sealed beneath a shroud of dust and cobwebs.

To the south, a longer set of stairs leads down into darkness. A female drow, dressed in black robes covered with vibrant red hourglass shapes, ascends the stairs. She wears a silver necklace with a large white opal at its center and carries a mace-like stone totem shaped like a spider. Catching sight of you, she wheels and shouts something in Elven, her words echoing through the still air.

If any character speaks Elven, read:

"Intruders have passed the weaklings upstairs. Provide supporting fire. I will show them the wrath of our honored dead!"

When the spider totemist dies, read:

The drow's spider-shaped totem clatters to the ground. She spits blood as she whispers in Common. "I should have known that usurper would get me killed. When you see Valan Jaelre, tell him that I will have a knife waiting for him in the next world!"

A drow adventurer or a character who has training in History has a chance to know who Valan Jaelre is. See "Session 5: Valan Fights Back" for details. If the characters do not recognize Valan's name here, they will learn its significance in that session.

Development

After the totemist speaks, she immediately activates her *ancestor clasp* as a free action, causing the opal to fall from the center of her silver necklace to the ground. It shatters to release a cloud of white mist that expands to fill the room, causing skeletons to awaken in each of the upper areas' eight coffins.

The white mist expands farther in round 2, and then in each round thereafter on the totemist's initiative count. In round 2, skeletons awaken in three of the alcoves in the central chamber. In round 3, three more skeletons awaken in that same chamber. In round 4, three skeletons awaken in the lower chamber, followed by three more in the fifth and final round.

Roll initiative for the skeletons when they first appear. On a skeleton's first turn, it must spend a move action to escape its coffin (open or closed) and emerge into an adjacent square.

Arcana (DC 13, free action): A character can assess the mist and intuit how to manipulate its magical energy to slow its spread.

Arcana (DC 13, standard action; DC 20, minor action): The mist's expansion and the appearance of more skeletons are delayed for 1 round. This check can be made only after the initial Arcana check is successfully made. Each character who has training in Arcana can attempt this check once per round.

3 Shadowdale Drow Archers (A)	Level 1 Artillery
Medium fey humanoid	
HP 24; Bloodied 12	Initiative +3
AC 15, Fortitude 12, Reflex 15, Will 13	Perception +0
Speed 6	Darkvision
STANDARD ACTIONS	
① Rapier (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d8 + 3 damage.	
② Crossbow (weapon) ♦ At-Will	
Attack: Ranged 20 (one creature); +8 vs. AC	
Hit: 1d8 + 5 damage.	
✦ Felling Shot (weapon) ♦ Recharge when first bloodied	
Attack: Ranged 20 (one creature); +8 vs. AC	
Hit: 2d8 + 3 damage, and the target falls prone.	
MINOR ACTIONS	
✦ Darkfire ♦ Encounter	
Attack: Ranged 10 (one creature); +6 vs. Reflex	
Hit: Until the end of the drow's next turn, the target grants combat advantage and cannot benefit from invisibility or concealment.	
Skills Stealth +8	
Str 10 (+0)	Dex 16 (+3) Wis 10 (+0)
Con 12 (+1)	Int 11 (+0) Cha 13 (+1)
Alignment evil	Languages Common, Elven
Equipment leather armor, rapier, crossbow, 20 bolts	

Decrepit Skeletons **Level 1 Minion Skirmisher**

Medium natural animate (undead)

HP 1; a missed attack never damages a minion. Initiative +5
 AC 16, Fortitude 13, Reflex 14, Will 13 Perception +2
 Speed 6 Darkvision
 Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant

STANDARD ACTIONS④ **Longsword (weapon) ♦ At-Will**

Effect: The skeleton can shift 1 square before the attack.
 Attack: Melee 1 (one creature); +6 vs. AC
 Hit: 4 damage.

④ **Shortbow (weapon) ♦ At-Will**

Effect: The skeleton can shift 1 square before the attack.
 Attack: Ranged 20 (one creature); +6 vs. AC
 Hit: 3 damage.

Str 15 (+2) Dex 17 (+3) Wis 14 (+2)
 Con 13 (+1) Int 3 (-4) Cha 3 (-4)

Alignment unaligned Languages —

Equipment longsword, shortbow, 20 arrows

Shadowdale Drow Totemist (T) **Level 3 Controller**

Medium fey humanoid

HP 46; Bloodied 23 Initiative +2
 AC 17, Fortitude 14, Reflex 16, Will 15 Perception +8
 Speed 6 Darkvision

TRAITS⚙ **Dark Pact Mobility ♦ Aura 5**

Bloodied allies in the aura automatically succeed on saving throws against slowing effects and immobilizing effects.

STANDARD ACTIONS④ **Totem Bite (poison, weapon) ♦ At-Will**

Attack: Melee 1 (one creature); +8 vs. AC
 Hit: 1d6 + 3 damage, and ongoing 5 poison damage (save ends).

⚡ **Venom Ray (implement, poison) ♦ At-Will**

Attack: Ranged 5 (one creature); +6 vs. Reflex
 Hit: 1d12 + 5 poison damage, and the target is immobilized until the end of its next turn.

MINOR ACTIONS🕷 **Spider Swarm (poison, zone) ♦ Recharge ☞ ☞**

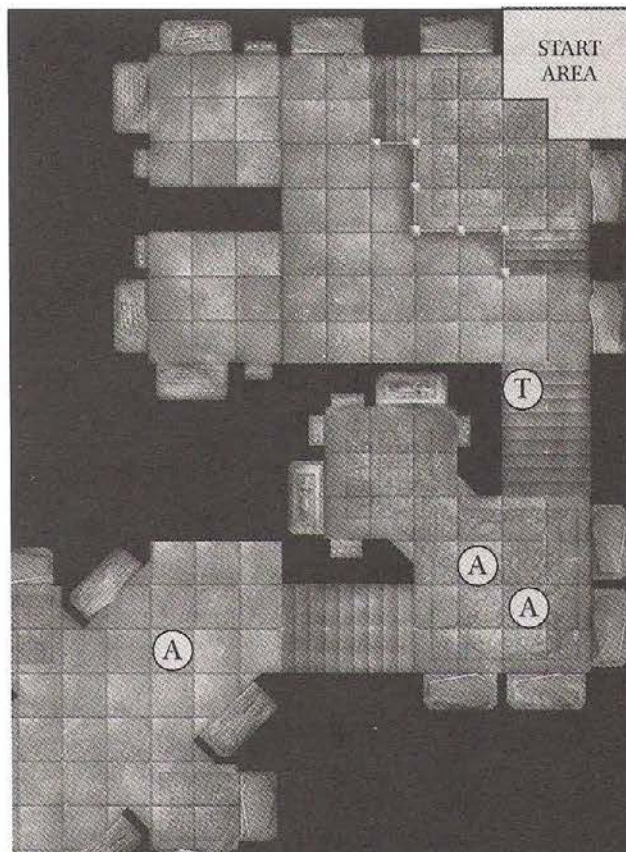
Effect: Close burst 2. The burst creates a zone that lasts until the end of the encounter or until the totemist uses *spider swarm* again. Enemies grant combat advantage while in the zone, and any enemy that ends its turn there takes 5 poison damage.

Skills Arcana +10, Intimidate +9

Str 11 (+1) Dex 12 (+2) Wis 14 (+3)
 Con 14 (+3) Int 18 (+5) Cha 16 (+4)

Alignment evil Languages Common, Elven

Equipment robes, spider totem



Features of the Area

Illumination: None.**Ceiling:** Fifteen feet high on each level.

Coffins: The drow built these stone coffins when they controlled the tower. The human residents of the Tower of Ashaba didn't treat the corpses with much respect, and most of the coffins have been looted. The skeletons raised by the totemist spring out of the coffins.

THEME: UNDERDARK OUTCAST

If one of the adventurers has the Underdark outcast theme, the decrepit skeletons sense that the character has been cast out. You can implement this one of two ways, depending on the character's role. Either the skeletons avoid attacking the outcast because he or she should be shunned, or if the character is a defender, they act as though the outcast has marked them.

Tactics

Drow Totemist: The totemist uses *spider swarm* to slow the adventurers' advance into the area, and to keep the characters hemmed in by the skeletons and away from the archers.

Drow Archers: The archers try to stay on the level below the adventurers, keeping them at a distance as they shoot through the skeleton melee.

Decrepit Skeletons: Filled with rage at their own deaths and the human occupation of the tower, these drow skeletons attack savagely to keep adventurers away from the living drow.

SESSION 4: INTO THE UNDERDARK

Last session, the adventurers found their way into the old drow burial chambers beneath the Tower of Ashaba, facing off against a drow spider totemist who raised skeletal undead. Soon afterward, Khara Sulwood and her elf companion Tharinel teleported into the area.

At the start of the session, read:

A flash of light fills the room. When it subsides, a young human female and a male elf stand in a circle of smoldering ash. The female wields a bloodied longsword as she stares around in a daze. You recognize her as Khara Sulwood, who was in the Old Skull Inn last evening.

The elf looks at her and says with a smile, "Never teleported before?"

"No. Elminster could have at least warned us he was going to do that." Then the woman looks at all of you and says, "Wait. I recognize you. You were at the inn. Are you the other ones following Elminster's call?"

In discussion with the adventurers, Khara describes fighting against the drow in the streets of Shadowdale at Elminster's side, and of seeing the mage wield potent spells against the dark elf hordes. As their last battle was coming to a close, Elminster shouted to her, "Help the others. They'll need you underground. I can finish this." Then he teleported her and her associate away.

Khara introduces the elf as Tharinel, a scout from the forest of Cormanthor. He has been serving as her assistant and bodyguard for two years.

If no one tells her, Khara guesses from the layout of the burial chambers that this location is beneath the Twisted Tower. Like many in Shadowdale, she is unaware of the existence of the lower cellars, but she quickly surmises that this was the staging ground for the drow invasion. Khara notes that a true leader of Shadowdale should reclaim these halls. That is, if the town survives the onslaught.

If the adventurers tell Khara that they are looking for the *Pendant of Ashaba*, she becomes especially eager to help. She knows all about the pendant and the magical wards it bolsters.

As the adventurers and their new companions delve farther into the chambers beneath the tower, they draw closer to the Underdark. The environment becomes more like natural caverns than hewn dungeon corridors.

After a little while, the party reaches a set of steps leading into a large room blocked by a set of double doors. This barrier is engraved with the image of a gruesome spider. Continue with the **At the Spider Gates** tactical encounter, page 22.

Companion Characters

Khara and Tharinel act as companion characters in this encounter. Their statistics are below. Copy these statistics blocks so that the players can run the two characters, running them yourself only if no player wishes to. If the players run the companions, describe their plan during the encounter (see the "Tactics" section of the encounter). The player should abide by what Khara and Tharinel want to do.

Even if the players do not run Khara and Tharinel, you can still have them make rolls for the companions.

Khara Sulwood, Human Knight	Level 3 Defender
Medium natural humanoid	
HP 40; Bloodied 20; Healing Surges 10	Initiative +1
AC 20, Fortitude 17, Reflex 15, Will 15	Perception +2
Speed 5	
TRAITS	
☼ Defender Aura ♦ Aura 1	
Any enemy in the aura takes a -2 penalty to attack rolls when it makes an attack that does not include among its targets either Khara or an ally of hers who has this aura active. Marked enemies are not subject to this aura.	
STANDARD ACTIONS	
④ Longsword (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d8 + 4 damage.	
MINOR ACTIONS	
Hammer Hands ♦ At-Will	
Effect: Khara assumes the hammer hands stance. Until the stance ends, whenever she hits an enemy with <i>longsword</i> , she can use a free action to push that enemy 1 square and then shift 1 square to a square adjacent to the enemy.	
MOVE ACTIONS	
Battle Leader ♦ Encounter	
Effect: Close burst 2 (allies in the burst); the target can shift 1 square as a free action.	
TRIGGERED ACTIONS	
Battle Guardian ♦ At-Will	
Trigger: An enemy subject to Khara's aura either shifts or makes an attack that targets an ally but not Khara or an ally who has an active <i>defender aura</i> .	
Effect: Khara uses <i>longsword</i> against the triggering enemy. If she misses, the enemy still takes 3 damage.	
Power Strike ♦ 2/Encounter (1/turn)	
Trigger: Khara hits an enemy with <i>longsword</i> .	
Effect: The enemy takes 1d8 extra damage.	
Skills Diplomacy +8, History +8, Insight +7	
Str 16 (+4)	Dex 10 (+1) Wis 12 (+2)
Con 13 (+2)	Int 14 (+3) Cha 15 (+3)
Alignment lawful good Languages Common, Elven	
Equipment chainmail, light shield, longsword, everburning torch	

About Khara Sulwood

Doust Sulwood, former lord of Shadowdale, was Khara's great-grandfather. He moved his family to Arabel in Cormyr after he resigned his lordship. Khara grew up hearing tales of his days of rule, and decided that when she came of age she would return to the Dalelands and pick up his mantle once again. She aspires to someday

wear the *Pendant of Ashaba* as the lady of Shadowdale. Although Khara is ambitious, she doesn't feel entitled to the position. She wants to earn the honor by proving herself to the people of the town.

Khara has been trying to earn respect and build friendships since she moved to Shadowdale four months ago. In doing so, she has wasted no time portraying herself as a crusader for the people. With the help of Tharinell and some hireling warriors, she has been fighting off brigands plaguing the trade road known as the North Ride.

Make it clear to the players that Khara is an expert on Shadowdale, especially when it comes to the role of the lord or lady of the realm. This includes knowing details regarding the Twisted Tower and the *Pendant of Ashaba*. She learned some of this from her family history, but she has also managed to land a couple of visits with Elminster. The old wizard rarely makes time for strangers, but Khara doesn't take no for an answer.

Khara is in her mid-twenties. Her auburn hair reaches to her shoulders, but is currently tied back. She carries a wooden shield and a longsword, and her chainmail shows several gouges from the recent fighting.

Her manner is friendly and open, and she has little difficulty swaying others to her line of thinking. Those who look closely will see an inquisitive, analytical gaze in her friendly brown eyes.

Tharinell, Elf Scout		Level 2 Striker
Medium fey humanoid		
HP 30; Bloodied 15; Healing Surges 7		Initiative +4
AC 17, Fortitude 14, Reflex 16, Will 15		Perception +8
Speed 7		Low-light vision
TRAITS		
Scout's Cunning		
If Tharinell is able to take actions, he takes only half damage from attacks made against him on his turn.		
Wild Step		
Tharinell ignores difficult terrain whenever he shifts.		
STANDARD ACTIONS		
⚔ Short Sword (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 1d6 + 4 damage.		
Effect: Tharinell shifts up to 2 squares.		
TRIGGERED ACTIONS		
⚔ Dual Weapon Attack (weapon) ♦ At-Will (1/round)		
Requirement: Tharinell must be wielding two short swords.		
Trigger: Tharinell hits an enemy with short sword.		
Effect (Free Action): Tharinell can use short sword again.		
♣ Elven Accuracy ♦ Encounter		
Trigger: Tharinell makes an attack roll.		
Effect (Free Action): Tharinell rerolls the triggering attack roll and uses the second result.		
Skills Athletics +6, Nature +8, Stealth +9		
Str 11 (+1)	Dex 17 (+4)	Wis 14 (+3)
Con 13 (+2)	Int 10 (+1)	Cha 15 (+3)
Alignment good		
Languages Common, Elven		
Equipment hide armor, 2 short swords		

About Tharinell

Khara's trusted companion Tharinell serves her as a scout, an assistant, an advisor, and (when dealing with the elves) an envoy. His knowledge of the natural world complements Khara's skills at urban history and socializing.

A scout from the forest of Cormanthor, Tharinell is a young elf and still unsure of his future path. Though Khara considers herself lucky to have gained his services, she doesn't expect him to stay around for long. Of course, "long" is a relative term in the context of an elf's life span.

Tharinell carries two short elven blades and wears well-maintained hide armor. He has a thin but athletic build and tawny skin, and his green hair flows halfway down his back. He is popular in Shadowdale.

The Spider Gates

Two great metal gates block the passage between the lower cellars of the Twisted Tower and the drow tunnels beyond. Both gates are spanned by the symbol of a spider. When the drow were driven from Shadowdale, the gates were refitted to keep the creatures of the Underdark from attacking the Twisted Tower, so their mechanism is on the adventurers' side of the passage. The drow have set up a guard post here to keep anyone from Shadowdale from going through the gates.

Ending the Session

The adventurers, Khara, and Tharinell can take a short rest after they have defeated or eluded the guardians of the Spider Gates.

As the characters rest, read:

Beyond the Spider Gates, the passage slopes gradually downward. The stone here is worked, though not as ornately as the areas behind you.

Tharinell crouches down to gaze at something on the floor. "Look at these footprints. They're new, with dust still in the air. Someone on this side of the gate just ran ahead. The drow know we're coming."

End the session there.

Reward

At the end of the session, each character gains 300 XP for defeating the defenders. Characters who have participated in all encounters up to this point should have enough XP to advance to 2nd level.

Treasure: The defenders carry coins that total 50 gp per adventurer, as well as one random magic item from the **Treasure Table**, page 3.

AT THE SPIDER GATES

Encounter Level 4

Setup

Khara Sulwood (K)

Tharinel (E)

3 Lolthbound goblins (G)

2 Shadowdale drow scouts (S)

2 Shadowdale drow archers (A)

The adventurers begin in the start area, with Khara and Tharinel next to them.

Group Stealth (DC 16): The characters approach quietly enough to gain surprise against the creatures on guard here.

As the adventurers approach the area, read:

The chamber at the bottom of the stairs splits into two sections. To one side, iron gates adorned with the image of a spider fill the corridor. Two drow stand guard in front of the gates, assisted by violet goblins carrying picks. To the other side, two drow archers rest atop an old wooden platform with a set of steps running up to it. In front of the platform, a rusty lever protrudes from the ground, guarded by another of the goblins.

When the drow see the characters, read:

One of the drow shouts out something in Elven.

If any character speaks Elven, read:

"Guard the gates! Valan will send us to the torture theater if we fail!"

2 Shadowdale Drow Archers (A)		Level 1 Artillery
Medium fey humanoid		
HP 24; Bloodied 12		Initiative +3
AC 15, Fortitude 12, Reflex 15, Will 13		Perception +0
Speed 6		Darkvision
STANDARD ACTIONS		
① Rapier (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 1d8 + 3 damage.		
② Crossbow (weapon) ♦ At-Will		
Attack: Ranged 20 (one creature); +8 vs. AC		
Hit: 1d8 + 5 damage.		
✦ Felling Shot (weapon) ♦ Recharge when first bloodied		
Attack: Ranged 20 (one creature); +8 vs. AC		
Hit: 2d8 + 3 damage, and the target falls prone.		
MINOR ACTIONS		
✦ Darkfire ♦ Encounter		
Attack: Ranged 10 (one creature); +6 vs. Reflex		
Hit: Until the end of the drow's next turn, the target grants combat advantage and cannot benefit from invisibility or concealment.		
Skills Stealth +8		
Str 10 (+0)	Dex 16 (+3)	Wis 10 (+0)
Con 12 (+1)	Int 11 (+0)	Cha 13 (+1)
Alignment evil		
Languages Common, Elven		
Equipment leather armor, rapier, crossbow, 20 bolts		

3 Lolthbound Goblins (G)	Level 3 Soldier
Small natural humanoid	
HP 45; Bloodied 22	Initiative +6
AC 19, Fortitude 15, Reflex 16, Will 15	Perception +3
Speed 6	Darkvision
TRAITS	
Drow Inspiration	
While within 5 squares of a drow ally, the goblin gains a +2 bonus to attack rolls and all defenses.	
STANDARD ACTIONS	
① War Pick (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d8 + 2 damage, and the target is marked until the end of the goblin's next turn. If the goblin scores a critical hit, it deals 1d8 extra damage.	
✦ Stinging Blow (poison, weapon) ♦ Encounter	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d8 + 2 poison damage, and if the target is taking ongoing poison damage, that ongoing damage increases by 5. If the goblin scores a critical hit, it deals 1d8 extra poison damage.	
✦ Lolthbound Shriek (thunder) ♦ Encounter	
Attack: Close blast 5 (creatures in the blast that are not drow, goblins, or spiders); +6 vs. Fortitude	
Hit: 2d10 thunder damage.	
TRIGGERED ACTIONS	
Drow Protector ♦ At-Will	
Trigger: An melee or ranged attack hits or misses an adjacent drow ally.	
Effect (Immediate Interrupt): The triggering attack targets the goblin instead.	
Goblin Tactics ♦ At-Will	
Trigger: The goblin is missed by a melee attack.	
Effect (Immediate Reaction): The goblin shifts 1 square.	
Str 14 (+3)	Dex 17 (+4)
Con 13 (+2)	Int 8 (+0)
	Cha 9 (+0)
Alignment evil	
Languages Common, Elven, Goblin	
Equipment leather armor, war pick	

Tactics

Companions: Tharinel quickly discerns the function of the lever and points it out. He and Khara go after the lever and its guards unless asked to do otherwise. If they get into trouble without access to healing, you can allow each to take a second wind.

Drow Archers: These archers stay on their platform unless the adventurers and their allies all fight in the western chamber. If this happens, they leave the platform and move to a location from which they can shoot.

Drow Scouts: As with the inn incursion, the scouts are the leaders of the guards here. They try to maintain combat advantage during the fight, forcing the goblins to flank with them even if doing so puts the goblins at risk.

Goblins: When they are not flanking enemies, the goblins stay next to their drow allies so they can defend them using *drow protector*. Depending on who goes first in the initiative order, either the goblins or the drow delay their actions, allowing them to move as a group and maintain a tight formation.

2 Shadowdale Drow Scouts (S) Level 2 Skirmisher

Medium fey humanoid

HP 38; Bloodied 19

AC 16, Fortitude 14, Reflex 15, Will 13

Speed 6

Initiative +6

Perception +6

Darkvision

TRAITS

Combat Advantage

The drow deals ongoing 3 poison damage (save ends) against any creature granting combat advantage to it.

STANDARD ACTIONS

⚔ Longsword (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +7 vs. AC

Hit: 1d8 + 6 damage.

Effect: The drow can shift 1 square.

⚔ Short Sword (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +7 vs. AC

Hit: 1d6 + 5 damage.

Effect: The drow can shift up to 2 squares.

⚔ Two-Weapon Attack ♦ Recharge when first bloodied

Effect: The drow uses longsword and short sword.

MINOR ACTIONS

☁ Cloud of Darkness (zone) ♦ Encounter

Effect: Close burst 1. The burst creates a zone that lasts until the end of the drow's next turn. The cloud blocks line of sight for all creatures except the drow. While entirely in the cloud, any creature other than the drow is blinded.

Skills Stealth +9

Str 12 (+2)

Dex 17 (+4)

Wis 11 (+1)

Con 14 (+3)

Int 11 (+1)

Cha 13 (+2)

Alignment evil

Languages Common, Elven

Equipment leather armor, longsword, short sword

Development

If the adventurers open the gate, they have a chance to escape before defeating all the enemies here. The drow and the goblins pursue fleeing characters unless all the foes are bloodied. If anyone heads off the map, the twenty-foot-wide corridor continues for a good distance, so feel free to continue the fight.

Features of the Area

Illumination: None.

Ceiling: Fifteen feet high.

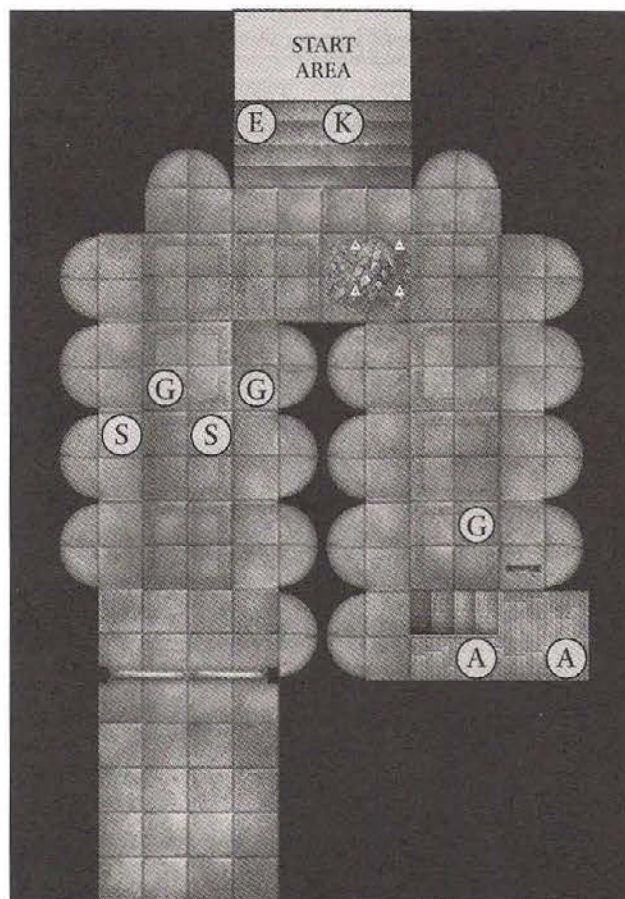
Rubble: These piles of stone are difficult terrain.

Lever: This rusty lever unlocks the Spider Gates.

The lever can be pulled as a standard action, or can be pulled with a successful DC 20 Athletics check (a minor action).

Spider Gates: These sturdy metal gates have weathered attacks by goblins and other creatures for centuries. If the lever is pulled, the gates unlock and open enough for a Medium creature to squeeze between them. They can be opened wider with a DC 13 Athletics check (a standard action) or a DC 20 Athletics check (part of a move action). If the gates are locked, it takes a DC 25 Athletics check to force them open.

Wooden Platform: The side of the 10-foot platform is made of large wooden beams that are easy to climb (Athletics DC 8). The rickety stairs to the platform are difficult terrain for a creature ascending them.



SESSION 4: AT THE SPIDER GATES

RACE: GOBLIN

Lolthbound goblins are universally reviled by their kin, both for their devotion to Lolth and their willingness to work with the drow. By the same token, these purple-skinned goblins are more likely to attack a goblin adventurer.

Benefit: A character of the goblin race gains a +2 power bonus to attack rolls against Lolthbound goblins.

SESSION 5: VALAN FIGHTS BACK

Last session, the adventurers defeated the guardians of the Spider Gates. Having descended beyond the lower cellars of the Twisted Tower of Ashaba, they stand at the entrance to the tunnels that border the Underdark.

Pick up from last time by reading:

Beyond the Spider Gates, the passage slopes gradually downward. The stone here is worked, though not as ornately as the areas behind you.

Tharinel crouches down to gaze at something on the floor. "Look at these footprints. They're new, with dust still in the air. Someone on this side of the gate just ran ahead. The drow know we're coming."

As the adventurers continue to explore, they follow the passage as it leads ahead and down. A few side rooms are seen along the way, but these are empty or littered with ancient junk.

During the previous fight, the characters heard Valan's name for the second time. (If none of the adventurers speak Elven, Tharinel repeats what the drow guard said.) The elf scout has heard the name before, associated with the drow house of Jaelre based in an old outpost in the forest of Cormanthor. House Jaelre is in the midst of a long decline, and none of the recent news from Cormanthor talks about drow attacks or activity.

Any drow character or a character who has training in History might know more with a successful History check. A drow gains a +2 bonus to the check.

History (DC 19): The drow of House Jaelre occupy Minauthkeep, an abandoned elven outpost in the forest of Cormanthor. They once worshiped the drow god Vhaeraun, and lost much status after Lolth killed him.

Valan Jaelre left the house and the outpost years ago. Rumored to have had a falling-out with the other members of the house, he has not been heard from since.

The Alarm Sounds

Behind the scenes, the drow have hastily prepared an ambush for the adventurers. When they spring this trap, the next encounter begins.

A drow scout on the far side of the Spider Gates heard the sounds of battle during the previous encounter, then rushed off to warn the drow guarding the tunnels below. Valan received word of this alarm, sending three groups of guards to lie in wait in hidden tunnels. Their ambush has been set for a crossroads where Valan knows the adventurers will be vulnerable.

Despite having pressing business in Zadzifeirryn, Valan has decided to watch over the ambush, staying hidden behind a sealed-off portcullis. To his guards, he talks of how he wants to ensure that any spellcasters in

the party can be assessed and taken care of. Secretly, he fears that Elminster might be leading this incursion, no longer occupied by the fighting up above.

VALAN'S SECRET

The Valan who appears at the crossroads—and the character who has been calling the shots in Zadzifeirryn—isn't the real Valan. The drow wizard has created a simulacrum of himself—a husk filled with spiders. The permanent illusion that masks the simulacrum is extremely lifelike, and none of the drow of Zadzifeirryn are aware of Valan's deception.

It is highly unlikely that Valan can be defeated in this encounter. However, if he is, flip ahead to page 59 and use the read-aloud text in the "Development" section there to describe the defeated Valan's transformation. Then make a note to have the Valan that the adventurers face in Session 13 be revealed as a second simulacrum.

Hidden Passages

Several long-forgotten, branching side passages connect the halls near the Spider Gates with the hall that leads to the Underdark. With their doors rotted and fallen apart, Valan Jaelre ordered slave workers to create new doorways that could be easily concealed. The doors were created to open in only one direction, allowing the drow to get through easily to attack but preventing enemies from pursuing them back to the Underdark. These new secret doors were further disguised with illusion magic, making them nearly indistinguishable from their surrounding walls.

It is unlikely that the adventurers will be able to identify the secret doors, but use the following DCs if they announce their intent to thoroughly search the area as they move through it.

Perception (DC 20): A character near the end of a dead-end corridor notices a faint draft coming from what looks like a solid wall.

Arcana (DC 13, Detect Magic): A character must be near one of the dead ends to use this skill. The character senses the presence of magic and the section of wall (the location of the secret door) it emanates from.

If a character carefully examines the wall, read:

What looked like a wall of solid stone is a secret door. An illusion masks it, but touching the wall reveals the seam of a door made of mortared stone. You can find no way to operate the door from this side. Judging from its construction, it probably opens only one way.

Opening either door from the wrong side is nearly impossible, requiring an appropriate tool (such as a pry bar) and a DC 25 Athletics check.

If the characters do open a secret door, they can flank one of the groups of drow in this encounter. The enemies take flight, and you can place that group of drow in the start area the characters would have used, with the adventurers starting at the entrance the drow would have used. Adjust the details of the encounter accordingly.

Battle Is Joined

As the heroes are hemmed in by the drow ambush, Elminster abruptly teleports Khara and Tharinel away.

When the encounter is about to begin, read:

As your group rounds a corner where two passageways join, you suddenly hear the sound of footsteps coming from all around. The drow have somehow surrounded you, preparing to ambush from the side corridors. No sound comes from directly ahead, but that way is blocked by a heavy portcullis, its thick bars rusted but still sturdy.

A male drow in ornate robes steps into view on the other side of the portcullis, even as drow warriors burst out from the passages behind you. The male drow wears a symbol that looks like a sunburst set with downward-pointing daggers—regalia that Khara recognizes as she draws her sword.

"That must be the wizard," she calls out. "Not to worry. With our numbers, we can—" But her speech is cut short as a flash of light bursts around her. She and Tharinel are gone, two smoking circles of ash smoldering on the ground where they stood. It looks like Elminster has need of them once more.

Continue with the **Counterattack** tactical encounter on the next page.

Finding the Secret Doors

After the adventurers defeat the drow, read:

The portcullis is firmly sealed, but the drow that surrounded the party must have gotten through this area somehow.

If the adventurers explore the passageways the attackers came through, they find the secret doors standing cracked open. All three paths lead back to the main corridor visible behind the portcullis.

The portcullis can also be opened, but only with difficulty. See "Features of the Area" in the encounter description.

When the adventurers find a secret door, read:

A section of the wall here is propped open like a door. Its finish is identical to the wall, with some sort of illusion magic making it look even more like solid stone. With a quick inspection, it becomes clear that the door opens only one way, and that these secret doors are much newer than the tunnels that surround them.

Whichever path the heroes take, they eventually end up in the corridor beyond the portcullis.

Ending the Session

As the adventurers explore the corridors beyond the portcullis, they find a large, empty chamber where they can stop without fear of being disturbed. The characters can take an extended rest here before the next chapter.

As the characters explore, read:

This deserted chamber can be easily secured. The lack of tracks in the rubble-strewn passages outside suggests that you are well away from the drow and their patrols. This looks to be a good site to rest up and restore yourselves after the challenges you have faced. Perhaps Khara and Tharinel will catch up to you before you move on.

End the session there.

Reward

At the end of the session, each character gains 300 XP for overcoming the drow ambush.

Treasure: The drow carry coin worth a total of 40 gp per adventurer, as well as one random magic item from the **Treasure Table**, page 3. The treasure of any drow that became bone spiders during the tactical encounter is found amid the sticky mess where the transformation took place.

COUNTERATTACK

Encounter Level 3+

Setup

Valan Jaelre (V)

3+ Shadowdale drow scouts (S)

4+ Shadowdale drow stalkers (D)

The map shows the position of the three drow scouts and four drow stalkers that begin the encounter. The other drow arrive later (see "Development").

The encounter level reflects the fact that Valan flees soon after combat begins.

When the encounter begins, read:

The drow on the other side of the portcullis calls out to you in Common. "You've come so close and fought off many of our warriors. It's a shame that you are so unpredictable, or you would make excellent slaves in the service of House Jaelre."

3+ Shadowdale Drow Scouts (S) Level 2 Skirmisher

Medium fey humanoid

HP 38; Bloodied 19 Initiative +6
AC 16, Fortitude 14, Reflex 15, Will 13 Perception +6
Speed 6 Darkvision

TRAITS

Combat Advantage

The drow deals ongoing 3 poison damage (save ends) against any creature granting combat advantage to it.

STANDARD ACTIONS

Ⓢ Longsword (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +7 vs. AC

Hit: 1d8 + 6 damage.

Effect: The drow can shift 1 square.

Ⓢ Short Sword (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +7 vs. AC

Hit: 1d6 + 5 damage.

Effect: The drow can shift up to 2 squares.

Ⓢ Two-Weapon Attack ♦ Recharge when first bloodied

Effect: The drow uses longsword and short sword.

MINOR ACTIONS

Cloud of Darkness (zone) ♦ Encounter

Effect: Close burst 1. The burst creates a zone that lasts until the end of the drow's next turn. The cloud blocks line of sight for all creatures except the drow. While entirely in the cloud, any creature other than the drow is blinded.

Skills Stealth +9

Str 12 (+2) Dex 17 (+4) Wis 11 (+1)

Con 14 (+3) Int 11 (+1) Cha 13 (+2)

Alignment evil Languages Common, Elven

Equipment leather armor, longsword, short sword

4+ Shadowdale Drow Stalkers (D) Level 1 Minion Lurker

Medium fey humanoid

HP 1; a missed attack never damages a minion. Initiative +7
AC 15, Fortitude 12, Reflex 14, Will 12 Perception +1
Speed 6 Darkvision

TRAITS

Stalker Ambush

When the drow hits a creature that cannot see it, the drow's attack deals 2 extra damage.

STANDARD ACTIONS

Ⓢ Rapier (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 4 damage.

Ⓢ Hand Crossbow (poison, weapon) ♦ Encounter

Attack: Ranged 10 (one creature); +6 vs. AC

Hit: 2 damage, and ongoing 4 poison damage (save ends).

MINOR ACTIONS

Cloud of Darkness (zone) ♦ Encounter

Effect: Close burst 1. The burst creates a zone that lasts until the end of the drow's next turn. The cloud blocks line of sight for all creatures except the drow. While entirely in the cloud, any creature other than the drow is blinded.

Str 12 (+1) Dex 16 (+3) Wis 13 (+1)

Con 13 (+1) Int 11 (+0) Cha 11 (+0)

Alignment evil Languages Common, Elven

Equipment leather armor, rapier, hand crossbow, 1 poisoned bolt

Bone Spider Level 2 Minion Skirmisher

Small fey animate (construct, spider)

HP 1; a missed attack never damages a minion. Initiative +6
AC 16, Fortitude 13, Reflex 15, Will 14 Perception +3
Speed 6 Darkvision

STANDARD ACTIONS

Ⓢ Bite (poison) ♦ At-Will

Attack: Melee 1 (one creature); +7 vs. AC

Hit: 5 poison damage, or 7 poison damage against a target granting combat advantage to the spider.

MOVE ACTIONS

Skitter ♦ At-Will

Requirement: The spider must have taken no actions this turn.

Effect: The bone spider shifts up to half its speed.

Str 12 (+2) Dex 17 (+4) Wis 14 (+3)

Con 9 (+0) Int 1 (-4) Cha 7 (-1)

Alignment unaligned Languages –

Tactics

Valan Jaelre: Valan stays behind the portcullis. If an adventurer teleports or otherwise ends up on his side of the portcullis, he pulls back to draw the character away from the aid of allies, using *cloud of darkness* to cover his retreat. Valan leaves after his turn on the second round of combat. If he becomes bloodied earlier than that, he retreats at once.

Drow: Valan's raiders push in against the adventurers, hoping to limit their foes' movement. They fight fanatically in the service of their master. Any scouts bloodied in the first round of combat move toward the portcullis, hoping to be within Valan's *spider bones* aura when they die.

Bone Spiders: As soon as they arise, these creatures attack the nearest enemy. See "Development."

Valan Jaelre (V) Level 4 Elite Controller (Leader)

Medium fey humanoid, drow

HP 110; Bloodied 55

AC 18, Fortitude 15, Reflex 17, Will 16

Speed 6

Saving Throws +2; Action Points 1

TRAITS**Spider Bones + Aura 5**

Whenever a nonminion drow ally in the aura drops to 0 hit points, it dies and a bone spider appears in its former space.

STANDARD ACTIONS**Spider Staff (fear, poison, weapon) + At-Will**

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 1d8 + 3 damage, and ongoing 5 poison damage (save ends).

Effect: Valan pushes the target up to 3 squares.

Mind Venom (fear, psychic) + At-Will

Attack: Ranged 20 (one creature); +7 vs. Will

Hit: 1d6 + 4 psychic damage, and ongoing 5 psychic damage (save ends).

Effect: Valan slides the target up to 2 squares.

Double Attack + At-Will

Effect: Valan makes two basic attacks.

Webbed Miasma (poison) + Recharge when first bloodied

Attack: Area burst 2 within 10 (enemies in the burst); +7 vs. Reflex

Hit: 1d6 + 4 poison damage, ongoing 5 poison damage, and the target is slowed (save ends both).

Effect: The burst creates a zone of webs that lasts until the end of the encounter. The webs are difficult terrain for enemies.

MINOR ACTIONS**Darkfire + Encounter**

Attack: Ranged 10 (one creature); +7 vs. Reflex

Hit: Until the end of Valan's next turn, the target grants combat advantage and cannot benefit from invisibility or concealment.

Venom Puppet (charm) + Recharge ☼ ☼

Effect: Ranged 20 (one ally or one creature taking ongoing poison damage or ongoing psychic damage); the target makes a basic attack as a free action against a target of Valan's choice.

Cloud of Darkness (zone) + Encounter

Effect: Close burst 1. The burst creates a zone that lasts until the end of Valan's next turn. The cloud blocks line of sight for all creatures except Valan. While entirely in the cloud, any creature other than Valan is blinded.

Skills Arcana +11, Bluff +10, Intimidate +10

Str 10 (+2)

Dex 12 (+3)

Wis 12 (+3)

Con 15 (+4)

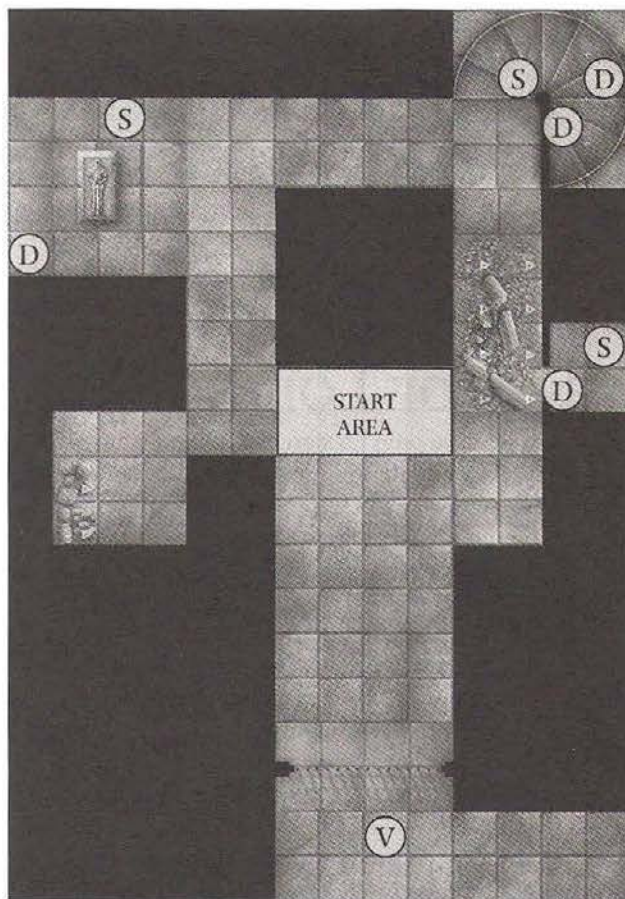
Int 18 (+6)

Cha 16 (+5)

Alignment evil

Languages Common, Elven, Goblin

Equipment robes, staff



Development

At the start of round 2, if the characters are doing well, you can choose to have another four drow stalkers and one drow scout arrive by way of the entrances the other drow came through. Regardless of whether the reinforcements arrive, Valan retreats soon afterward.

Before Valan flees, any drow scout reduced to 0 hit points in the area of his spider bones aura rejoins the fray as a bone spider.

If a scout dies within the aura, read:

A cloud of magical smoke snakes away from the wizard and hits the fallen drow. The dying warrior screams in agony as its flesh boils and melts away. Its bones twist, snap, and reshape themselves into a grisly, spider-like construct that skitters into the fray.

Features of the Area

Illumination: None.

Ceiling: Ten feet high.

Portcullis: The drow sealed this iron portcullis years ago. It opens only with a DC 30 Athletics check. The portcullis provides partial cover if it's between an attacker and the target of a melee or ranged attack.

Crates, Barrels, Rubble, and Tomb: These features are all difficult terrain.

CHAPTER 2

After completing their extended rest at the end of the previous chapter, the adventurers stand in the tunnels of the Underdark. To move beyond the last fringes of the old drow realms beneath Shadowdale, they must first pass an unexpected test.

SESSION 6: TESTS OF LOLTH

Because they have seen no sign of Khara or Tharinell by the time they complete their extended rest, the adventurers have no choice but to move on. Continuing their descent, the characters follow a twisting passageway that eventually becomes a dead end.

When the adventurers reach the end, read:

The path ends abruptly in a blank wall carved in the likeness of a huge face, seemingly a mix of dragon and demon. Its eye sockets are alive with roiling flame, and within its wide-open snarling maw looms a shimmering wall.

Magical runes inscribed on the ground in front of the mouth flare brightly and change shape to conform to the language of the reader, spelling out "Enter and pass the tests in the name of the Queen of Spiders."

When characters enter the mouth, they are split up and teleported into the numbered rooms shown on the map.

When the characters enter the chambers, read:

A blast of air rushes past you. The hallway and the demonic dragon mouth are gone, replaced by a narrow room some ten feet by twenty feet by fifteen feet high. The chamber is sealed on all sides. Your companions are gone, leaving you alone.

Assigning the Tests

You can choose each character's test, or roll on the table below. Use all four tests before repeating any. Avoid placing characters in tests they might find impossible, such as a character without light and with no dark-vision in the Test of Shadow.

RANDOM TESTS

d8	Room
1	Room 1: Test of Shadow
2	Room 2: Test of Deceit
3	Room 3: Test of Spiders
4	Room 4: Test of Demons
5	Room 5: Test of Shadow
6	Room 6: Test of Deceit
7	Room 7: Test of Spiders
8	Room 8: Test of Demons

THE TEST CHAMBERS

Encounter Level 2

Setup

For each adventurer in a particular test, paraphrase the information from the "Features of the Area" section. All of the test chambers share the following features unless otherwise noted.

Ceiling: Each room is 20 feet high.

Walls: The walls in each room are of carved stone that is extremely difficult to climb (DC 22 Athletics).

Ceiling Grates: Above the exit door in each room is a grate-covered vent near the ceiling. This vent connects to the main corridor. Through these, characters can hear one another if they shout. These grates do not allow line of sight into the main corridor.

Removing a Grate: A character can remove a ceiling grate and climb out through it by succeeding on two DC 25 Athletics checks to break the grate or Thievery checks to pry it loose.

Magical Writing: All inscriptions in this encounter use magical writing that displays in a language known to the character reading it.

GENERAL HINTS

When the adventurers begin to explore their individual chambers, they can make skill checks to gain hints that make a test easier to complete.

Religion (DC 13): The phrases on the walls are related to the drow's favored goddess, Lolth. She has dominion over shadows, spiders, and lies. Also known as the Queen of the Demonweb Pits, Lolth's lair in the Abyss grants her a close relationship with demonkind.

Dungeoneering (DC 13): One of the walls of the chamber is a movable slab of stone. There's no way to get a good grip on it from inside, but there must be some mechanism that allows it to open.

Test of Shadow

Shadow is one of Lolth's domains. Her people live in the darkness, and it is no threat to them. This test requires the adventurer to walk along a pathway in the dark.

Features of the Area

Wall Writing: A glowing magical inscription on the wall reads: "The path to the Spider Queen is in darkness." This writing does not provide enough light to see by.

Floor Tiles: The floor tiles are ceramic and about a foot across. Most of them are white. The tiles in the northwest and southeast corners are red. A pattern of black tiles, with white tiles separating them, snakes between the red tiles.

TEST OF SHADOW HINT

Dungeoneering or Arcana (DC 13): The drow can see in the dark, and many of their strongholds have no light sources at all. They prize their ability to fight in the dark.

Performing the Test

When the character stands on one of the red tiled corners, that tile sinks and locks into place, marking that the test has begun. The tile resets if the character steps on a white tile or reaches the other red tile.

A character must move from one red tile to the other, in the dark, stepping only on the black tiles. If the adventurer moves from one red tile to the other along the course of black tiles while the chamber is dark, the door opens. Walking the path in the light doesn't open the door.

Developments

Traversing the path in the dark, even with the aid of darkvision, requires nimble feet to step on the narrow black tiles without touching the white. A character who has darkvision must succeed on three DC 9 Acrobatics or Athletics checks to cross the floor. Without darkvision, the character must first see the path, and then the DC increases to 13.

A character can pace the route out while the chamber is lit, to count the tiles, to feel the way along, and so on. If a character does so, he or she can use Dungeoneering in place of DC 13 Acrobatics or Athletics to complete the test. Alternatively, by succeeding on a DC 20 Dungeoneering check to memorize the path, the character gains a +2 bonus to the Acrobatics or Athletics checks to perform the test without darkvision.

Each time a check to cross the floor fails, the floor shocks the character (1d6 + 3 lightning damage). The red tile resets, and the test must start anew.

If the adventurer is shocked three times, he or she is teleported into a cage. See "The Cages," page 31.

Test of Deceit

Lies and treachery please Lolth, and answering the Spider Queen's questions truthfully leads to pain. Only by lying convincingly can an adventurer gain freedom.

Features of the Area

Wall Writing: A glowing magical inscription on the wall reads: "Look Lolth in the eyes and provide the answers She demands. She shall see the truth in your words and reward you accordingly."

"I. Why do you come to this realm?"

"II. What is the great purpose of your life?"

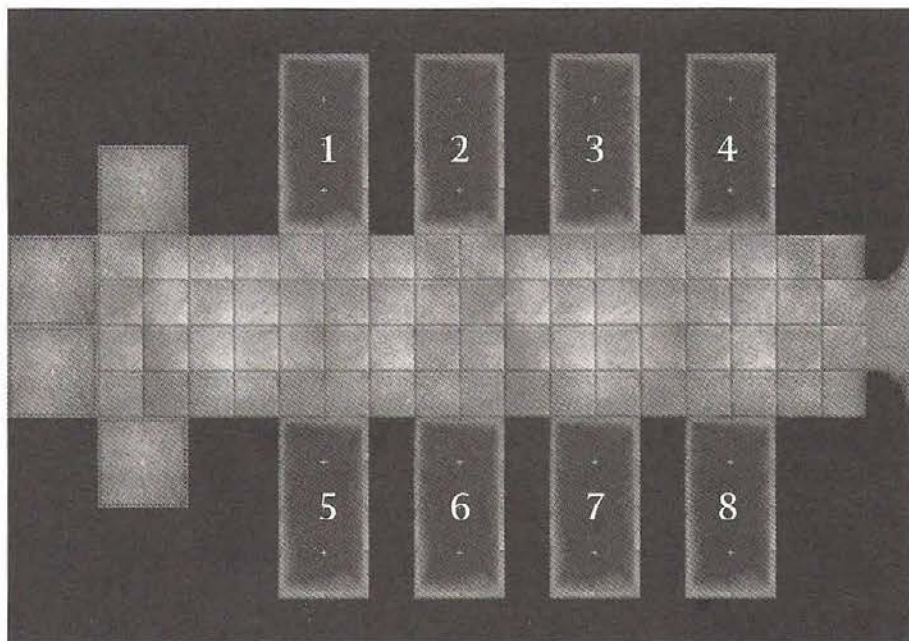
"III. What talents serve you best?"

Answering Lolth: When a question is successfully answered, its text on the wall turns dark purple.

Lolth's Statue: A statue of Lolth stands against the wall opposite the door. Her form is that of a bulbous spider with the torso of a female drow. Her eyes are glittering gems that give the effect of a piercing stare. One eye is red, the other violet.

TEST OF DECEIT HINT

Religion (DC 13): Lolth is the goddess of lies, so her "reward" for telling the truth won't be a good one. She appreciates a well-told lie more highly than the truth.



Performing the Test

The character must look the statue in the eyes and answer all three questions with lies, but these lies must be believable. The statue can always discern the truth, but the lies should be convincing to someone who doesn't possess such an ability.

Listen to what the player says, then call for a Bluff check. If the lie seems believable, set the DC at 9. If the lie is harder to swallow, set it at 13. The consequences for telling a poor lie, or the truth, are noted below.

The content of a lie is entirely up to the player, but the lies should be internally consistent. If one lie contradicts another, use the higher DC.

When all three questions have been successfully answered, the door to the chamber opens.

Developments

If the adventurer answers a question truthfully, a ray fires from the red gemstone eye (1d6 + 3 fire damage).

If the adventurer answers a question with a lie but fails the Bluff check, a ray fires from the purple eye (1d4 + 2 necrotic damage).

If the adventurer triggers three attacks, he or she is teleported into a cage after the third attack. See "The Cages," page 31.

Test of Spiders

Lolth's followers use spiders as a symbol of their faith. In this test, an adventurer must capture and kill undead rats, just as a spider might catch flies in a web.

Features of the Area

Wall Writing: A glowing magical inscription on the wall reads: "*Lure your prey onto the web, then impale them on your fangs. Three shall feed your ambition.*"

Dusty Ropes: These strands, coated with a sticky gray dust that clings to anything it touches, cover the ceiling and walls in a spiderweb pattern. They hang a foot or more from the surfaces they're attached to, and several are low enough that a character can grab on.

Rats: An inset cavity runs near the ceiling along each of the longer walls. A fine grate covers each cavity, which has many undead rats crawling in it. A few holes in the grates are large enough for the rats to crawl through, and ropes go through these holes. The rats could move onto the ropes if they wanted to.

Spikes and Bones: Three spikes, each three feet high, stand in the chamber's center. A character can see that each spike is crusted with dried blood. Rat bones are strewn around the base of each spike.

TEST OF SPIDERS HINT

Nature (DC 8): Rats are nimble and can walk on the ropes. Bait, such as food or you, might lure them out.

Performing the Test

A character must ascend to the roof to draw the rats out or to reach into one of the holes in the grate. It takes a DC 9 Athletics check to climb up using the ropes.

A character can easily kill a rat (AC 12, Fortitude/Reflex/Will 10; 1 hit point). However, a rat killed before it exits the grate by way of the ropes has none of the ropes' dust on it.

A character must impale three undead rats, one on each spike. Each of these rats must have some of the dust from the rope on it. If a rat with dust is speared on a spike, the spike begins to slowly rotate, and light shoots up from around its base. See "Developments" for what happens if a rat without dust is impaled.

If all three spikes have dusty rats impaled on them, the door to the chamber opens.

Developments

The undead rats are harmless, but each time a character spikes a rat with no dust on it, a red ray shoots from the spike (1d6 + 3 fire damage). The ray also burns the undead rat off the spike.

If the adventurer takes damage from the red ray three times, he or she is teleported into a cage. See "The Cages" below.

Test of Demons

Lolth's has a strong connection to demons. In this test, a character must place the right weapons a balor statue's hands, then imbue those weapons with proper energy.

Features of the Area

Wall Writing: A glowing magical inscription on the wall reads: "*Lolth shall one day lead the armies of the Abyss before her, its generals attired with their proper tools of war.*"

Demonic Statue: A statue carved of red stone stands against the wall opposite the door. It depicts a monstrous humanoid with horns and bat wings, its mouth open in a roar. The statue's hands have slots in them, as though they are designed to hold something.

Weapon Array: Six weapons stand in racks along the long walls: a battleaxe, a longsword, a flail, a mace, a spear, and a whip.

Gems and Symbols: Each long wall also has four gemstones set into it, with a symbol carved beneath each stone: a yellow gem with a lightning bolt, a blue gem with a snowflake (cold), a green gem with a dripping blade (poison), and a red gem with fire.

TEST OF DEMONS HINT

Arcana or History (DC 13): The statue looks like a demon called a balor. Wielding a lightning sword and a flaming whip, this creature leads the armies of the Abyss.

Performing the Test

The adventurer must put the correct weapons in the statue's hands: a longsword in one, a whip in the other.

After placing the weapons, the adventurer needs to activate the correct gems to imbue the weapons with the right magical energy: lightning for the longsword and fire for the whip.

When the right weapons are in place and the proper energy has been imbued into each one, the door opens.

Developments

Placing the wrong weapon into the statue's hand causes that weapon to attack the character (+7 vs. AC; 1d8 + 2 damage), then fly back to its place in the rack.

Touching any gemstone causes a ray of the matching damage type to shoot toward the weapon in the balor's hand on the same side of the room. If the ray and the weapon match (longsword/lightning, whip/fire), the weapon absorbs the ray. If not, the ray reflects off the statue to strike the adventurer (1d4 + 2 damage of the appropriate type).

If the adventurer takes damage three times, he or she is teleported into a cage. See "The Cages" below.

Outside the Chambers

When a character passes the test of his or her chamber, a door slides open, allowing the character into the large hall in the middle of the map.

When a character is released, read:

The narrow wall of the chamber rises up, revealing itself as a stone door opening onto a wide hallway. The ceiling above is carved to resemble a gargantuan spider, its imposing body hanging above the room and its legs descending like columns. The door that slid up was the lower segment of one leg.

All eight legs mark the entrances to four chambers along each side of the hall. Two doors are set with discs of black onyx. Two others have masks rendered in white stone. The next two have silver spiders inlaid into them. The final doors bear grinning demon faces.

At one end of the wide hall stand several cages with chutes above them. The cages lie directly below the sculpted spider's abdomen, and their walls are fashioned to look like spiderwebs. The other end of the hall gives way to rough cavern walls—a tunnel leading away into the Underdark.

The doors to the test chambers can be forced open from the outside (DC 25 Thievery or DC 25 Athletics), but doing so, successful or not, deals 2d6 + 4 lightning damage to the character attempting the check.

A rough tunnel leads from this area directly to the next encounter.

The Cages

When a character fails a test, he or she is teleported into the chute above one of the cages at the end of the corridor. The fall deals the character 1d10 damage. Opening a cage from within it requires a DC 20 Thievery check or a DC 25 Athletics check. A character outside a cage can open it with a DC 13 Thievery check or a DC 20 Athletics check.

When a character is deposited in one of the cages, read:

All of a sudden the chamber you were in is gone, and you find yourself careening down a narrow chute. You land with a serious thud in a locked and barred enclosure, and you can see other cages around you.

If other characters are already in cages or in the main corridor beyond, adjust your descriptions accordingly.

Ending the Session

When the adventurers are free of the test chambers and the cages, they can take a short rest.

As the adventurers move on, read:

Having passed through the Tests of Lolth, you reach the caverns of the true Underdark. Phosphorescent fungus coats the walls, bathing the area in an eerie green light. The passage ends in a short drop-off that connects to an empty cavern ahead, though you can see no clear exit in the shadows.

When the characters climb down, read:

A female voice echoes through the chamber, speaking Common. "Lay down your weapons and surrender. Make this easy on yourselves. You will find that facing real Jaelre is a much different task than dealing with lesser drow."

End the session there.

THEME: TREASURE HUNTER

If a character with the treasure hunter theme collects the gems, he or she doesn't trigger their attacks.

Reward

At the end of the session, each character gains 350 XP for completing the Tests of Lolth.

Treasure: The gems from the Test of Deceit and the Test of Demons can be pried loose from the wall. However, doing so triggers the gems' attacks (see those sections of the encounter). This treasure is worth 100 gp per character.

SESSION 7:

JAELE ELITE

At the end of the last session, a band of Jaelre drow warriors confronted the adventurers as they reached the tunnels of the Underdark. This session picks up immediately after that.

At the start of the session, read:

Having passed through the Tests of Lolth, you reach the unworked caverns of the true Underdark. Phosphorescent fungus coats the walls, bathing the area in an eerie green light. The passage ends in a short drop-off that connects to an empty cavern ahead, though you can see no clear exit in the shadows.

When the characters climb down, read:

A female voice echoes through the chamber, speaking Common. "Lay down your weapons and surrender. Make this easy on yourselves. You will find that facing real Jaelre is a much different task than dealing with lesser drow."

The voice comes from a ledge behind you, where three drow stand with weapons at the ready. Their female leader wears robes and carries a scourge. The male at her side is muscular and disheveled, hefting a maul engraved with spider symbols. The last drow holds two longswords and wears armor made of some kind of strange hide. His mouth appears to be stitched shut. All three wear regalia similar to that seen on Valan—a sunburst design that transitions into two fang-like protrusions at the bottom.

These drow serve Valan faithfully, and he has named them the Jaelre Elite Guard. This is the group that ascended the Twisted Tower and stole the Pendant of Ashaba. Unknown to the adventurers at this point, they have also captured Khara Sulwood and Tharinell while the adventurers were taking an extended rest after Session 5.

The drow hope to parley the adventurers into a deadly ambush, but they have no qualms about attacking at once if they are given any reason to. Read or paraphrase the following. If combat starts immediately, save some of this information for an interrogation scene after the battle (assuming the adventurers leave anyone alive). Conveying the information about Khara and Tharinell is a priority.

If the characters attempt to parley but do not drop their weapons, read:

The leader shouts, "We have no time for games! Your guards at the tower could not stop us. Your human and her elf pet put up little fight before they became our slaves. You'll be no different. Surrender, or you will pay in pain!"

If the characters try to determine more about who these drow are, read:

"You thought those weaklings you fought were the worthy among us? Valan trusts few. We are of his house! We rule over the drow of Zadzifeirryn. They do the tasks that are beneath us, including dealing with the cattle that inhabit Shadowdale. Rest assured that those bearing the name Jaelre will be the true rulers there soon."

If the characters ask about Khara and Tharinell, read:

The drow laughs. "The little girl with her sword, ranting about Elminster and her so-called legacy. That pretty little elf of hers..." She spits at the mention of Tharinell. "We left them at the Demonspur. The guards will take them below. How fitting that the descendant of a lord of Shadowdale will be our slave when we retake that realm!"

Insight (DC 13): The offer to let the adventurers surrender is a lie. If the characters lay down their weapons, the drow collect the gear, then attack. Valan has seen the adventurers in action and knows better than to leave them alive.

The battle begins when the adventurers attack, wait too long to surrender, or actually do surrender. Continue with the **Strike Force** tactical encounter, page 34.

CAPTURED ALLIES

While the adventurers were taking their extended rest, Khara and Tharinell met up with Elminster once more. After being given new orders, the two were teleported back down to the tunnels, ahead of the party.

Not realizing that the adventurers had stopped to rest, Khara and Tharinell moved on, but soon met up with the Elite Guard. After a quick battle, the drow subdued the pair, taking them back to Zadzifeirryn to serve as slaves.

Khara was taken to the slave pens and appears again in Session 12. Since he is an elf, Tharinell was instead beaten and left for dead in a maze-like section of Zadzifeirryn called the Flycatcher Tangle. The adventurers find him in Session 10.

Jaelre Elite Guard

All these drow came with Valan Jaelre from the citadel of Minauthkeep. Already the most promising young warriors of House Jaelre, they were quickly put into positions of authority over the drow of Zadzifeirryn.

Seleth Jaelre, Priestess

The leader of the Elite Guard channels the poisonous abilities of a spider. In Minauthkeep, before the Jaelre contingent left for Zadziferryn, Seleth and Valan were rivals. The other Jaelre drow expected one of the two to turn up dead, courtesy of the other's knife, eventually. As their competition escalated, their combined ambition grew greater than that of anyone else in Minauthkeep.

No one was as surprised as Valan when Seleth joined his splinter group to depart to Zadziferryn. The allure of doing something more ambitious than sitting around in Minauthkeep drew Seleth to the side of her old rival. In turn, she was promised a good deal of autonomy. Valan has made her the leader of the most formidable group of Jaelre warriors.

Seleth chafes at taking orders from a male and is unconvinced by his purported visions from Lolth. After all, if the Spider Queen wanted the assistance of her people, why would she not entrust the task to her priestesses? Her doubts and resentment might color the adventurers' interaction with her, but won't change the outcome of the encounter.

Dorvon Jaelre, Bonebreaker

Nobody feels anything resembling affection for Dorvon. A thug with a volatile temper, he is a liability when dealing with the complexities of drow society. Fortunately for him, Dorvon's skill in battle makes him useful.

As a part of the Elite Guard, Dorvon gets to boss around the non-Jaelre drow, a privilege he greatly enjoys. His overzealous harassment of his subordinates has drawn Valan Jaelre's attention, however. Dorvon knows he's being watched, and that any more bad behavior could get him exiled. For now, he keeps as tight a rein on his bloodlust as he can and hopes that the Elite Guard's service during the assault on Shadowdale will gain him greater freedom.

Kietti Jaelre, Assassin

The skittish, secretive assassin Kietti keeps apart from the rest of the Elite Guard most of the time. She hides in the shadows or in side caverns, but remains within earshot of the others. Her first and only loyalty is to Valan. She serves as a spy to watch over Seleth's actions and is sworn to kill the drow priestess if she betrays Valan.

The coil of spidersilk rope that Kietti carries serves many purposes. She uses it to climb to good vantage points, and she can tie it to a dagger to create a makeshift harpoon that pulls enemies close to her.

Onauth the Mute, Ranger

A valuable scout and a master at tracking and taming animals, Onauth easily obtained a place in the Elite

Guard. However, it was a moment's animosity toward Valan that secured his position permanently. After Onauth spoke out of turn and angered the Jaelre leader, the ranger was forced to make amends in a grisly fashion. Under a magical compulsion, he was made to kneel in front of Valan and sew his lips shut with his own hands.

Clinks, Spider Companion

Onauth's animal companion answers to the sound of the drow's swords clinking together twice quickly. The ranger found the spider a few months after coming to Zadziferryn. Taming it was difficult, but it now serves Onauth faithfully. The creature uses its ability to climb walls and ceilings to retrieve items from difficult places, and it sometimes carries written messages to or from Onauth.

Ending the Session

If the adventurers capture any drow, they can be interrogated. However, members of the Elite Guard give out as little information as possible. They are loyal to Valan—or at least as loyal as any drow can be.

One question the characters are likely to ask is how the drow got into this room in the first place, since there is no obvious exit other than back to the Tests of Lolth. By interrogating the drow or carefully searching the room, the adventurers discover a hidden exit to the southeast. Pulling on a set of manacles bolted to the cavern wall causes a secret door to slide open.

After the adventurers leave the area, read:

A chill breeze drifts down the corridor. Ahead, the tunnel gives way to a wide-open cavern so deep that its floor cannot be seen. A rope bridge leads out across the darkness, three more similar bridges extending from the cavern's side walls.

All the bridges converge at the top of a titanic stalactite. This natural inverted tower appears to have chambers hollowed out inside it, hellish lantern-light shining from their windows. Partially obscured in the darkness, glistening strands of spidersilk span the cavern beneath the stalactite, forming a web of incredible size.

End the session there.

Reward

At the end of the session, each character gains 350 XP for battling the Elite Guard.

Treasure: The drow carry a total of 50 gp per character and one random magic item from the **Treasure Table**, page 3. Seleth carries an additional random magic item (reroll if the result is something that seems out of place on the priestess). Kietti's spidersilk rope is equivalent to 50 feet of silken rope, but weighs only half as much.

STRIKE FORCE

Encounter Level 3

Setup

Seleth Jaelre, drow priestess (S)
 Dorvon Jaelre, drow bonebreaker (D)
 Kietti Jaelre, drow assassin (K)
 Onauth, drow ranger (O)
 Clinks, deathjump spider (C)

The drow have had time to await the adventurers' arrival, with most of them starting the encounter on a small ledge 10 feet above the floor the adventurers stand on.

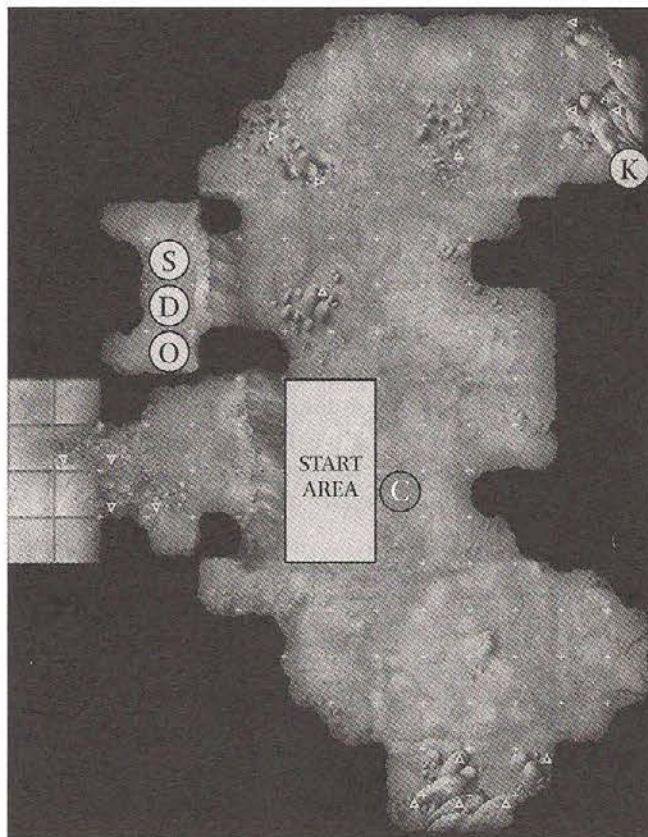
Kietti is hidden in her position to the northeast, and Clinks is on the ceiling.

Perception (DC 18): A human-sized spider clings to the ceiling above you, motionless as if waiting for a signal to strike.

Perception (DC 21): A drow female in leather armor hides in a secluded corner of the cave, crouching low with knives drawn.

When the encounter begins, read:

The drow priestess steps back as the two warriors leap down toward you, grinning at the prospect of a memorable fight.



Dorvon Jaelre, Drow Bonebreaker (D)	Level 3 Brute
Medium fey humanoid	
HP 55; Bloodied 27	Initiative +3
AC 15, Fortitude 16, Reflex 15, Will 14	Perception +2
Speed 6	Darkvision

STANDARD ACTIONS

⚔ Maul (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 2d6 + 7 damage, or 3d6 + 7 damage while bloodied.

MINOR ACTIONS

Cloud of Darkness (zone) ♦ Encounter

Effect: Close burst 1. The burst creates a zone that lasts until the end of Dorvon's next turn. The cloud blocks line of sight for all creatures except Dorvon. While entirely in the cloud, any creature other than Dorvon is blinded.

TRIGGERED ACTIONS

Seek Revenge (weapon) ♦ At-Will

Trigger: An enemy within 6 squares of Dorvon drops one of Dorvon's allies to 0 hit points.

Effect: Dorvon shifts up to his speed to a square adjacent to the triggering enemy and uses *maul* against the enemy.

Str 17 (+4) Dex 15 (+3) Wis 12 (+2)

Con 15 (+3) Int 10 (+1) Cha 13 (+2)

Alignment evil Languages Common, Elven

Equipment hide armor, maul

Kietti Jaelre, Drow Assassin (K)

Level 3 Lurker

Medium fey humanoid

HP 36; Bloodied 18

Initiative +8

AC 17, Fortitude 14, Reflex 16, Will 15

Perception +6

Speed 6, climb 4

Darkvision

STANDARD ACTIONS

⚔ Dagger (poison, weapon) ♦ At-Will

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 1d4 + 4 damage, and ongoing 5 poison damage (save ends).

Spider Dance ♦ At-Will

Effect: Kietti shifts up to half her speed and gains a +5 bonus to all defenses until the end of her next turn. Whenever an attack misses her while she has this bonus, she can shift 1 square.

➤ Silken Strand (weapon) ♦ Recharge when Kietti uses *spider dance*

Attack: Ranged 5 (one creature); +8 vs. AC

Hit: 2d4 + 6 damage, and Kietti pulls the target up to 4 squares.

If the target is adjacent to her at the end of the pull, she can use *dagger* against it as a free action.

MINOR ACTIONS

Cloud of Darkness (zone) ♦ Encounter

Effect: Close burst 1. The burst creates a zone that lasts until the end of Kietti's next turn. The cloud blocks line of sight for all creatures except Kietti. While entirely in the cloud, any creature other than Kietti is blinded.

Skills Acrobatics +9, Athletics +6, Stealth +9

Str 10 (+1)

Dex 17 (+4)

Wis 10 (+1)

Con 12 (+2)

Int 11 (+1)

Cha 14 (+3)

Alignment evil

Languages Common, Elven

Equipment leather armor, 8 daggers, spidersilk rope

Seleth Jaelre, Priestess (S) Level 4 Artillery (Leader)

Medium fey humanoid

HP 44; Bloodied 22 Initiative +3
 AC 18, Fortitude 15, Reflex 16, Will 17 Perception +8
 Speed 6 Darkvision

TRAITS**Lolth's Judgment**

Whenever Seleth hits an enemy with an attack, any spiders with line of sight to Seleth gain a +2 bonus to attack rolls against that enemy until the end of Seleth's next turn.

STANDARD ACTIONS**⚔ Scourge (weapon) ♦ At-Will**

Attack: Melee 1 (one creature); +9 vs. AC
 Hit: 1d6 + 3 damage, and ongoing 5 damage (save ends).

☠ Venom Ray (poison) ♦ At-Will

Attack: Ranged 10 (one creature); +9 vs. Reflex
 Hit: 1d6 + 4 poison damage, and ongoing 5 poison damage (save ends).

⚡ Venom Blast (poison) ♦ Recharge when first bloodied

Attack: Close blast 3 (enemies in the blast); +7 vs. Fortitude
 Hit: 2d6 + 6 poison damage, and Seleth pushes the target up to 3 squares.
 Miss: Half damage, and Seleth can push the target 1 square.

MINOR ACTIONS**☠ Darkfire ♦ Encounter**

Attack: Ranged 10 (one creature); +9 vs. Reflex
 Hit: Until the end of Seleth's next turn, the target grants combat advantage and cannot benefit from invisibility or concealment.

Skills Acrobatics +8, Arcana +10, Intimidate +11

Str 10 (+2) Dex 13 (+3) Wis 12 (+3)

Con 14 (+4) Int 16 (+5) Cha 18 (+6)

Alignment evil Languages Common, Elven

Equipment robes, scourge

Onauth, Drow Ranger (O) Level 4 Skirmisher

Medium fey humanoid, drow

HP 54; Bloodied 27 Initiative +8
 AC 17, Fortitude 16, Reflex 16, Will 14 Perception +9
 Speed 7 Darkvision

STANDARD ACTIONS**⚔ Longsword (weapon) ♦ At-Will**

Attack: Melee 1 (one creature); +9 vs. AC
 Hit: 2d8 + 3 damage, or 2d8 + 6 damage if the target is granting combat advantage to Onauth.
 Effect: Onauth shifts up to 2 squares.

⚡ Whirling Blades ♦ Recharge ☞ ☞

Effect: Onauth uses longsword twice.

MINOR ACTIONS**Command Spider ♦ At-Will (1/round)**

Effect: Close burst 5 (one spider ally in the burst); the target can shift up to half its speed.

☠ Darkfire ♦ Encounter

Attack: Ranged 10 (one creature); +7 vs. Reflex
 Hit: Until the end of Onauth's next turn, the target grants combat advantage and cannot benefit from invisibility or concealment.

Skills Athletics +10, Stealth +11

Str 16 (+5) Dex 18 (+6) Wis 15 (+4)

Con 14 (+4) Int 10 (+2) Cha 12 (+3)

Alignment evil Languages Common, Elven (can't speak)

Equipment hide armor, 2 longswords

Deathjump Spider (C) Level 4 Skirmisher

Medium natural beast (spider)

HP 52; Bloodied 26 Initiative +5
 AC 18, Fortitude 17, Reflex 16, Will 15 Perception +7
 Speed 6, climb 6 (spider climb) Tremorsense 5
 Resist 5 poison

TRAITS**Web Walk**

The spider ignores difficult terrain composed of webs.

STANDARD ACTIONS**⚔ Bite (poison) ♦ At-Will**

Attack: Melee 1 (one creature); +9 vs. AC
 Hit: 1d6 + 3 damage, and the target takes ongoing 5 poison damage (save ends).

⚡ Death from Above ♦ Recharge ☞ ☞ ☞

Effect: The spider jumps up to 6 squares. This movement does not provoke opportunity attacks. After the jump, the spider uses bite, knocking the target prone on a hit.

MOVE ACTIONS**Prodigious Leap ♦ Encounter**

Effect: The spider jumps up to 10 squares. This movement does not provoke opportunity attacks.

Skills Athletics +9, Stealth +8

Str 14 (+4) Dex 12 (+3) Wis 10 (+2)

Con 12 (+3) Int 1 (-3) Cha 8 (-1)

Alignment unaligned Languages –

Tactics

Seleth: The drow priestess is weaker in melee than her companions. She remains on the ledge and uses *venom ray* unless she is forced to leave that position.

Dorvon: The bloodthirsty bonebreaker stays close to as many adventurers as possible, hoping to use *seek revenge* when one of the Jaelre drow falls.

Kietti: After dragging an enemy toward her with *silken strand*, Kietti poisons her foe with a *dagger* attack. She is especially fond of drawing adventurers into her *cloud of darkness*.

Onauth: The ranger stays within 5 squares of Clinks to enable the companion's movement with *command spider*. He flanks with Clinks whenever possible to maintain combat advantage.

Clinks, Deathjump Spider: The spider leaps across the battlefield to avoid melee attacks, dropping onto foes on its own turn, then following Onauth's commands to get into flanking position on the ranger's turn.

Features of the Area

Illumination: Phosphorescent fungi fill this area with dim light.

Ceiling: The rough cavern ceiling varies from 10 feet to 20 feet high.

Cliffs: The drop-offs are 10 feet high, and require a DC 15 Athletics check to climb.

Stone Piles: These areas of rubble are difficult terrain.

SESSION 8:

THE DEMONSPUR

At the end of the last session, the adventurers had defeated the Jaelre Elite Guard, found a secret exit from a dead-end cavern, and made their way through a tunnel.

At the start of the session, read:

A chill breeze drifts down the corridor. Ahead, the tunnel gives way to a wide-open cavern so deep that its floor cannot be seen. A rope bridge leads out across the darkness, three more similar bridges extending from the cavern's side walls.

All the bridges converge at the top of a titanic stalactite. This natural inverted tower appears to have chambers hollowed out inside it, hellish lantern-light shining from their windows. Partially obscured in the darkness, glistening strands of spidersilk span the cavern beneath the stalactite, forming a web of incredible size.

From the tip of the stalactite, one final rope bridge stretches out over the chasm. Extremely sturdy and well maintained, this bridge is the only one that reaches the far side of the cavern.

A small band of drow are moving along one of the closer bridges, leading a group of goblin slaves bound by chains into the hollowed stalactite.

The adventurers have found an ancient drow crossroads and guard post called the Demonspur, carved within an enormous stalactite near the entrance to the outpost of Zadzifeirryn. The bridges that branch out from the stalactite provide shortcuts to other areas of the Underdark that would require days to reach through side passages.

The caverns around the Demonspur are primarily occupied by subterranean beasts and humanoid creatures other than drow. The Zadzifeirryn drow raid these areas for slaves, food, and plunder, bringing what they capture back to the Demonspur, then sending the best spoils along to Zadzifeirryn.

Kobolds, goblins, and other denizens of the Underdark avoid the Demonspur. They've seen too many of their kin hauled off and have heard too many stories about this cursed place and the monstrous spider that guards it.

Approaching the Demonspur

The cavern around the Demonspur is on the same scale as the hollowed stalactite. The adventurers don't see much detail until they get about halfway across the bridge.

When the characters get closer, read:

The windows carved into the stalactite suggest that it contains four distinct levels. Wooden staircases are suspended precariously along its stone sides, emerging from one window and descending to a window on the level below. Each window has a red lantern hanging from its peak, burning with an unblinking magical light. Drow can be seen moving about the middle two floors, shouting at their goblin slaves.

If the adventurers approach cautiously, they can sneak up on the drow and do some reconnaissance before venturing into the Demonspur.

Group Stealth (DC 15): The adventurers can move in without attracting attention. Otherwise, the drow notice their approach as they cross the rope bridge.

If the adventurers avoid detection here, read:

The drow release the goblins from their chains, all of them small weaklings except for a single hulking bugbear. A drow strikes one of the goblins, shouting in Common as the others cower. "Welcome to the Demonspur, beasts! Prove yourselves to us, and maybe you'll get off this rock and become slaves in Zadzifeirryn. Disappoint us, and you're spider food!"

Crossroads Chamber

The rope bridges converging at the top of the stalactite all meet in the uppermost chamber. Other than signs that Khara and Tharinell have been here (see below), this area contains only footprints and a staircase leading down. If the drow realize that intruders are approaching, they wait for them here.

Group Stealth (DC 13): The adventurers can move in without attracting attention. Otherwise, the drow notice their approach as they enter the Demonspur.

When the characters arrive at the stalactite, whether noticed by the drow or not, go to the **Battle on the Demonspur** tactical encounter, page 38. The "Setup" section explains the different circumstances under which the encounter can start.

Khara and Tharinell

After being captured by the Jaelre Elite, Khara and Tharinell were brought to the Demonspur. Another group of drow heading back to Zadzifeirryn then took the prisoners and the *Pendant of Ashaba* to the outpost. Any search of the crossroads chamber turns up Khara's round wooden shield where it has been thrown against the wall. Additionally, a clump of Tharinell's green hair can be found near a rock streaked with dried blood.

History of the Demonspur

The Demonspur was hollowed out before the drow built Shadowdale. Drow legends say that the site was once used to summon demons, though it presently shows no sign of this use.

When the drow held Shadowdale, the Demonspur was a bustling trading post for goods from the surface world and gems from the mines of the Underdark. After Shadowdale fell, the rope bridge that connected the Demonspur to the tunnels under Shadowdale was destroyed.

Decline

When the drow of Zadzifeirryn controlled the Demonspur, they made little effective use of it. Their slaving expeditions were few and far between, and the phrase “The lanterns remain dark in the Demonspur” soon became a subtle rallying cry for dissidents seething at Zadzifeirryn’s decline. These dissidents were among the first to join up with Valan Jaelre when he offered to restore Zadzifeirryn’s glory—even if it was to be under the House Jaelre banner.

Jaelre Reinvention

When Valan Jaelre took over Zadzifeirryn, he brought the Demonspur back to its former prominence. Lanterns once more burn in its windows. The flow of slaves has greatly increased, with the Elite Guard leading raiding parties ever deeper into goblin and kobold territory.

Valan’s most ambitious undertaking was to rebuild the rope bridge leading from the Demonspur to the great hall holding the Tests of Lolth. Before this pathway was remade, the drow routes to Shadowdale had long been closed.

Ending the Session

After the battle, the adventurers can take a short rest. If any of the characters ended up in the spider’s web, they can be pulled back up to the stalactite with a rope. The surface of the web is 15 feet below the Demonspur’s lowest windows.

The rope bridge from the bottom layer leads to the gates of Zadzifeirryn. Any inspection of the bridges reveals much more traffic along this lower route than any other. The remaining bridges lead to other parts of the Underdark, outside the scope of this adventure.

When the adventurers set out along the bridge to Zadzifeirryn, read:

The bridge ends at a wide natural tunnel lit with more red lanterns. After a few miles of travel, the tunnel opens up into a high-domed cavern, the walls of the outpost of Zadzifeirryn stretching from floor to ceiling on the opposite side.

Two portcullises block a walkway passing between the walls, that exposed space fronted by a ledge with arrow slits visible fifteen feet above the ground. Close to the nearest gate, a winch is bolted into the rock, with an ogre chained to the wall beside it.

End the session there.

Reward

At the end of the session, each character gains 250 XP for fighting the drow of the Demonspur. If the adventurers successfully inspire the goblins to attack the drow, each character earns an additional 50 XP.

Characters who have participated in all encounters up to this point should have enough XP to advance to 3rd level.

Treasure: The drow carry coins that total 30 gp per adventurer, as well as one random magic item from the **Treasure Table**, page 3. (Alternatively, make Khara’s light shield the *shield of deflection* from the table and use it as the magic item claimed in this encounter. Khara will happily offer the shield to the party later in exchange for being rescued.)



BATTLE ON THE DEMONSPUR

Encounter Level 3 or 5

Setup

3 Shadowdale drow templars (D)

8 goblin snipers (G)

1 bugbear thug (B)

1 bloated cave spider

If the adventurers failed to reach the stalactite undetected, the drow have armed the goblins and the bugbear before the characters arrive. If the drow detected the adventurers only as they entered the crossroads chamber, the goblins and the bugbear do not yet have weapons. See "Tactics" for more information.

If the characters arrive at the start area without having been previously detected at any point, they gain a surprise round. In addition, the drow must arm the slaves in their first round (see "Tactics").

Spider's Web

A great web spans the chasm beneath the Demonspur. See "Features of the Area" for more information.

If an adventurer falls into the web, read:

You plunge down to land on the giant web below, your fall broken by its sticky strands. Even as you orient yourself, however, you catch sight of movement in the shadows. A spider nearly ten feet across descends from the edge of the cavern, heading straight for you.

When a creature falls into the web, remove its miniature from the main map. You can either use a spare map grid to represent the web, or run any web encounters in a free-form fashion.

If the creature that falls is a monster, you can assume that the spider kills it.

If a monster falls into the web, paraphrase the previous, then add:

The spider scrambles over to the trapped creature, which screams as its life is ended by dripping fangs.

Tactics

Drow Templars: If the slaves are unarmed when combat begins, on each drow's first turn, it takes a minor action to drop weapons in up to two squares adjacent to nearby goblins. The templars then engage the adventurers directly, using *sweeping strike* to knock foes out of the stalactite whenever possible.

3 Shadowdale Drow Templars (D)	Level 2 Soldier
Medium fey humanoid	
HP 38; Bloodied 19	Initiative +5
AC 18, Fortitude 15, Reflex 14, Will 13	Perception +7
Speed 6	Darkvision
STANDARD ACTIONS	
① Longspear (weapon) ♦ At-Will	
Attack: Melee 2 (one creature); +7 vs. AC	
Hit: 1d10 + 5 damage.	
† Sweeping Strike (weapon) ♦ At-Will	
Attack: Melee 2 (one creature); +7 vs. AC	
Hit: 1d10 + 5 damage, and the drow can slide the target 1 square or knock the target prone.	
MINOR ACTIONS	
✧ Darkfire ♦ Encounter	
Attack: Ranged 10 (one creature); +5 vs. Reflex	
Hit: Until the end of the drow's next turn, the target grants combat advantage and cannot benefit from invisibility or concealment.	
TRIGGERED ACTIONS	
† Engaging Strike (weapon) ♦ At-Will	
Trigger: An adjacent enemy shifts or makes an attack that doesn't include the drow as a target.	
Effect (Immediate Interrupt): The drow uses <i>sweeping strike</i> on the triggering enemy.	
Skills Athletics +9, Intimidate +6	
Str 17 (+4)	Dex 14 (+3)
Con 14 (+3)	Int 11 (+1)
	Wis 13 (+2)
	Cha 11 (+1)
Alignment evil	
Languages Common, Elven	
Equipment scale armor, longspear	

8 Goblin Snipers (G)	Level 1 Minion Artillery
Small natural humanoid	
HP 1; a missed attack never damages a minion.	Initiative +3
AC 13, Fortitude 12, Reflex 14, Will 12	Perception +1
Speed 6	Low-light vision
TRAITS	
Sniper	
If the goblin misses with a ranged attack while hidden, it remains hidden.	
STANDARD ACTIONS	
① Short Sword (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 4 damage.	
② Shortbow (weapon) ♦ At-Will	
Attack: Ranged 20 (one creature); +8 vs. AC	
Hit: 4 damage.	
TRIGGERED ACTIONS	
Goblin Tactics ♦ At-Will	
Trigger: The goblin is missed by a melee attack.	
Effect (Immediate Reaction): The goblin shifts 1 square.	
Skills Stealth +8, Thievery +8	
Str 13 (+1)	Dex 17 (+3)
Con 13 (+1)	Int 8 (-1)
	Wis 12 (+1)
	Cha 8 (-1)
Alignment evil	
Languages Common, Goblin	
Equipment leather armor, short sword, shortbow, 20 arrows	

Bugbear Thug (B)		Level 4 Brute
Medium natural humanoid		
HP 65; Bloodied 32	Initiative +7	
AC 16, Fortitude 15, Reflex 15, Will 11	Perception +8	
Speed 6	Low-light vision	
TRAITS		
Bushwhack		
The bugbear gains a +4 bonus to attack rolls against a creature that has no allies adjacent to it.		
STANDARD ACTIONS		
⚔ Morningstar (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 2d8 + 6 damage, or 3d8 + 6 if the bugbear has combat advantage against the target.		
☞ Handaxe (weapon) ♦ At-Will		
Attack: Ranged 10 (one creature); +9 vs. AC		
Hit: 1d6 + 6 damage.		
Skills Stealth +12		
Str 20 (+7)	Dex 20 (+7)	Wis 13 (+3)
Con 15 (+4)	Int 8 (+1)	Cha 10 (+2)
Alignment evil Languages Common, Goblin		
Equipment leather armor, morningstar, 2 handaxes		

Bloated Cave Spider		Level 2 Elite Brute
Large natural beast (spider)		
HP 90; Bloodied 45	Initiative +4	
AC 14, Fortitude 15, Reflex 14, Will 13	Perception +8	
Speed 6, climb 6 (spider climb)	Darkvision, tremorsense 5	
Saving Throws +2; Action Points 1		
TRAITS		
Web Walk		
The spider ignores difficult terrain composed of webs.		
STANDARD ACTIONS		
⚔ Bite (poison) ♦ At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 2d6 + 5 damage, and if the target is immobilized, prone, restrained, stunned, or unconscious, it takes ongoing 5 poison damage (save ends).		
Double Attack ♦ At-Will		
Effect: The spider uses bite twice. If it hits the same target with both attacks, the target falls prone.		
MINOR ACTIONS		
☞ Tethering Web ♦ At-Will		
Attack: Ranged 10 (one creature); +5 vs. Reflex		
Hit: The target is immobilized until the end of its next turn.		
Skills Athletics +10, Stealth +9		
Str 18 (+5)	Dex 17 (+4)	Wis 15 (+3)
Con 15 (+3)	Int 1 (-4)	Cha 6 (+0)
Alignment unaligned Languages —		

Goblins and Bugbear: If unarmed, the slaves delay until the drow drop weapons. Each then takes a minor action to arm itself with a weapon in an adjacent square. (The goblin sniper on bridge 1 must move adjacent to a square containing weapons, then spend the minor action.) If the slaves think the tide of battle has turned against the drow, they can be convinced to switch sides with a DC 13 Diplomacy check or Intimidate check.

Spider: The spider remains out of sight until a creature falls into its web. It then descends to attack. The spider is accustomed to easy prey, so it retreats if it is bloodied.

Features of the Area

Illumination: Bright light from magic lanterns.

Ceiling: Each level of the Demonspur is 10 feet high.

Stalactite: The stalactite has solid walls except where stairs and rope bridges stick out through its carved windows. A stone column stands in the center of the uppermost chamber. The outside of the stalactite can be climbed with a DC 15 Athletics check.

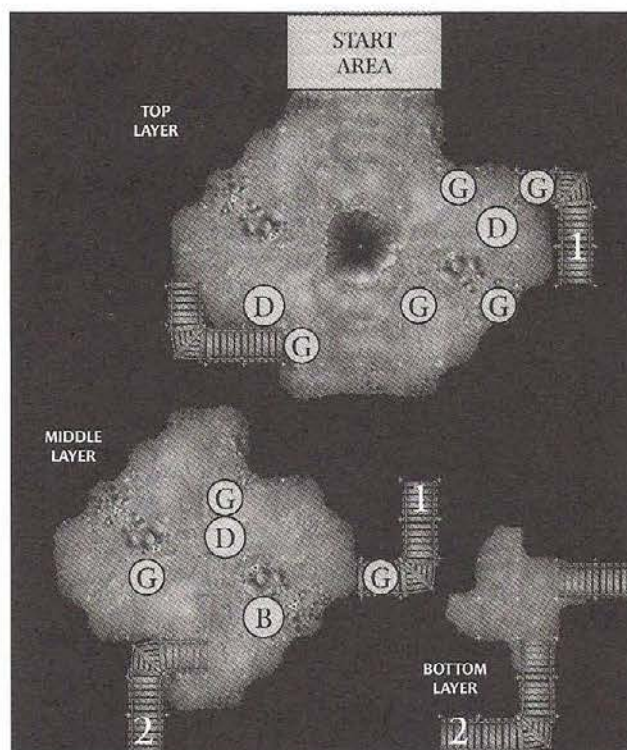
Web: The web spanning the cavern spreads out five feet below the bottom of the Demonspur, 15 feet below the lowest windows, 25 feet below the windows of the middle level, and 35 feet below the windows of the upper level. A creature that falls into the web takes no falling damage, but faces other dangers (see “Spider’s Web” above).

The web is difficult terrain. A creature can ignore the difficult terrain with a successful DC 13 Acrobatics check. If the check fails by 5 or more, the creature is immobilized in the web (save ends).

Rope Bridge: This coarsely woven bridge leads from the bottom tip of the stalactite to the far side of the cavern. It can be destroyed (AC/Reflex 4, Fortitude 12; 50 hit points). If the rope bridge is destroyed, the only way to the other end of the chamber is across the cave spider’s webs.

Rubble: Areas of rubble are difficult terrain.

Wooden Stairs: The different levels of the stalactite connect by way of rickety wooden stairs. The numbers on the map show where the stairs connect. Squares with the same number represent the same location. A set of stairs can be attacked and destroyed (AC/Reflex 4, Fortitude 12; 40 hit points).



SESSION 9: GATES OF ZADZIFEIRRYN

Last session, the adventurers fought drow and their goblin slaves in the hollowed-out stalactite called the Demonspur. A rope bridge connected the stalactite to the adjacent caverns of the Underdark, which have led the characters to the gates of the outpost of Zadzifeirryn—home of Valan Jaelre and his drow followers.

At the start of the session, read:

The bridge ends at a wide natural tunnel lit with more red lanterns. After a few miles of travel, the tunnel opens up into a high-domed cavern, the walls of the outpost of Zadzifeirryn stretching from floor to ceiling on the opposite side.

Two portcullises block a walkway passing between the walls, that exposed space fronted by a ledge with arrow slits visible fifteen feet above the ground. Close to the nearest gate, a winch is bolted into the rock, with an ogre chained to the wall beside it.

The ogre is unaware of your presence as it picks up a rock, hurls it against the far wall, and laughs as it shatters. From the far side of the gate, a deep voice shouts, "Dung! Stop throwin' rocks! We get in trouble!" It sounds like another ogre.

The ogre by the front gate responds, "Shut up! Me bored. Throw rocks if me want!"

To get through the gate, the adventurers need to deal with these ogres, as detailed in the skill challenge below.

Ogre Slaves

The drow have chained two ogres to the gatehouse to operate the winches and open the portcullises. The ogres are under strict orders to let no one but drow into the outpost. Well fed and rarely beaten, the two ogres lead lives of luxury by the standards of most drow slaves. However, the two argue constantly like children. Worthless thinks everything Dung says is wrong, and vice versa.

If the adventurers release them, the ogres leave Zadzifeirryn. Neither will go deeper into the outpost, fearing the drow that dwell there and knowing that the Flycatcher Tangle (or "th' Tangler" as they call it) makes it easy to become lost and trapped.

The drow gave the ogres their current names, and neither of them can remember what they were called before. Likewise, neither is sure whether they are brothers or just old friends.

Dung, the Unhappy One

Dung operates the outer portcullis. He dislikes being a slave for the drow. Sure, they give him goblins and kobolds to eat, but they never let him off his leash. What good is life if Dung can't go find his own little ones to beat up and squish? Dung would love for the adventurers to release him.

RACE: GOBLIN OR KOBOLD

Dung really likes goblins and kobolds. Specifically, he likes to eat them. If any adventurer is one of these races, Dung refers to him or her by the pet name "Little Snack." Getting too close to Dung might be a bad idea for such a character. Dung is awfully hungry.

Worthless, the Contented One

Worthless is tired of all Dung's whining. Life is good! Free food, a place to sleep. The drow are nice to Worthless, so why should he complain?

When the adventurers show up, Worthless is pretty sure he should warn the drow. Maybe he'll just call out to them. Dung is talking to them, but that's weird and stupid. Dung is weird and stupid. Worthless is smart, though, and the drow think he does a good job. If these new people want him to work for them, they'll have to work hard to convince him.

Skill Challenge: Gatekeepers

This challenge begins when the characters approach the ogres at their posts.

Complexity: 2 (requires 6 successes before 3 failures)

Two-Part Challenge: The successes required to complete the skill challenge are divided up. The ogre Dung requires 2 successes to convince, while Worthless requires 4 successes. Whenever a character makes a check, keep track of which ogre he or she is trying to convince and assign the success accordingly. If the character tries to convince both ogres, assign the success to whichever ogre has fewer successes assigned to him.

Failures Cause Warnings: The first time the adventurers earn a failure in the skill challenge, one ogre who has not yet opened his portcullis (most likely Worthless) shouts for the drow to come help. This starts the **Taking the Gate** tactical encounter, page 42, which runs concurrently with the skill challenge.

Battle Prowess: Whenever an adventurer kills one of the drow in the tactical encounter, that character gains a success in this skill challenge. Assign the success to whichever ogre has the fewest successes assigned to him.

Primary Skills: Acrobatics, Athletics, Bluff, Diplomacy, Thievery.

Acrobatics or Athletics (DC 13): Ogres are impressed by battle prowess. Any competent display of flashy fighting or physical ability helps to convince the ogres that the adventurers might be able to defeat the drow.

Bluff (DC 13): The ogres are easy to fool. However, they don't believe things that they can plainly see aren't true, and they notice if one lie contradicts another they have already heard.

Diplomacy (DC 13): An adventurer trying to convince the ogres needs to focus on what the creatures want. At your discretion, grant a +2 bonus or a -2 penalty to the check by comparing the ogre's desires and personality (see "Ogre Slaves" above) to what the adventurer says.

Thievery (DC 20): The collars that hold the ogres in place are finely crafted and set with challenging locks. Those locks can be picked, but only after a character has earned an ogre's trust. A character can make a Thievery check to free an ogre if the ogre already has at least half of the successes needed to convince it.

Secondary Skill: Insight.

Insight (DC 13): An adventurer who tries to assess the motives of the two ogres senses that Dung wants to be set free and should be easy to convince, while Worthless has settled for a life of slavery. Worthless secretly wants to be free, but he has convinced himself that gaining his freedom is impossible.

Success: If the characters achieve 2 successes against Dung, he opens the outer portcullis. If they achieve 4 successes against Worthless, he opens the inner portcullis. If the adventurers convince the ogres to open both portcullises without earning any failures, the guards become aware of their presence only after

the second gate is raised. See "Development" in the **Taking the Gate** tactical encounter on the next page.

Failure: Any ogre that hasn't already opened a portcullis refuses to talk to the adventurers anymore. If the characters kill all the drow guards, any surviving ogres open their portcullises if the adventurers promise to set them free. They know their lives are forfeit when the drow realize they have failed to defend the gates.

Ending the Session

This skill challenge and tactical encounter make up the last session of Chapter 2. When the adventurers are inside the gates, they can find an unoccupied building a safe distance away in which to take an extended rest.

As the characters explore, read:

The buildings nearest to the gates are abandoned, though they show signs of having been used in the recent past. It appears that Valan has moved the drow deeper into the fortress complex. An abandoned residence a safe distance away from the gate offers a good place to rest up in safety while you plan your next move. Poised to enter into the heart of Valan Jaelre's domain, you will need all your strength for the challenges to come.

End the session there.

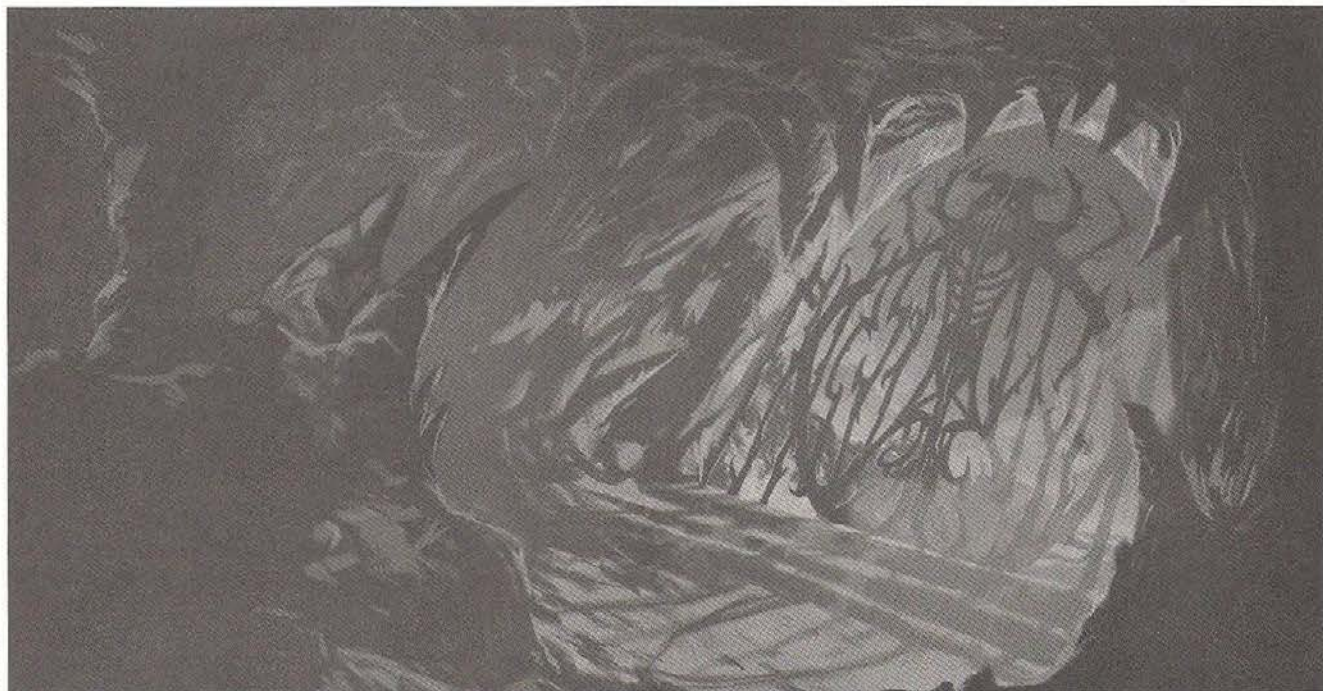
Reward

At the end of the session, each character gains 300 XP for getting through the gates. The characters earn an additional 50 XP each if the gates were opened without the ogres alerting the guards.

Treasure: One of the drow guards is carrying a magic item from the **Treasure Table**, page 3.

THEME: UNDERDARK ENVOY

An adventurer who has the Underdark envoy theme understands the ways in which the drow brainwash their slaves. This knowledge grants an envoy character a +2 bonus to Bluff and Diplomacy checks against Worthless. Explain to the player that his or her character has noticed the effects of drow brainwashing techniques, and make it clear how the bonus works.



TAKING THE GATE

Encounter Level Varies

Setup

2 ogres (O)

1 Shadowdale drow spellspinner

2 Shadowdale drow templars

2+ Shadowdale drow archers

The drow don't start out on the map, but appear when they become aware of the adventurers. See "Development" for more information.

If an ogre calls for the guards because of a failure in the skill challenge, read:

The ogre stares at you as though trying to unearth a thought from the deep recesses of its tiny brain. Suddenly it snarls, "Me not trust you. Guards! Guards!"

Shadowdale Drow Spellspinner		Level 3 Artillery
Medium fey humanoid		
HP 34; Bloodied 17		Initiative +3
AC 17, Fortitude 14, Reflex 16, Will 15		Perception +2
Speed 6		Darkvision
STANDARD ACTIONS		
⚡ Spellshock Rod (implement, lightning) ♦ At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 2d6 + 4 lightning damage, and the drow pushes the target up to 2 squares.		
☞ Dark Bolt (implement, lightning, necrotic) ♦ At-Will		
Attack: Ranged 10 (one creature); +8 vs. Reflex		
Hit: 1d4 + 4 lightning damage, and ongoing 5 necrotic damage (save ends).		
⚡ Lightning Web (implement, lightning) ♦ Encounter		
Attack: Close blast 5 (creatures in the blast); +6 vs. Reflex		
Hit: The target is immobilized and takes ongoing 5 lightning damage (save ends both).		
Miss: 5 lightning damage, and the target is slowed (save ends).		
MINOR ACTIONS		
✧ Levitate ♦ Encounter		
Effect: The drow flies up to 4 squares vertically and hovers there until the end of its next turn. When the levitation ends, the drow descends safely to the ground, without taking falling damage.		
Sustain Move: The levitation persists until the end of the drow's next turn, and it can fly up to 3 squares vertically and 1 square horizontally.		
Skills Arcana +9, Stealth +8		
Str 10 (+1)	Dex 14 (+3)	Wis 12 (+2)
Con 10 (+1)	Int 16 (+4)	Cha 15 (+3)
Alignment evil		
Languages Common, Elven		
Equipment robes, rod		

2 Shadowdale Drow Templars		Level 2 Soldier
Medium fey humanoid		
HP 38; Bloodied 19		Initiative +5
AC 18, Fortitude 15, Reflex 14, Will 13		Perception +7
Speed 6		Darkvision
STANDARD ACTIONS		
⚡ Longspear (weapon) ♦ At-Will		
Attack: Melee 2 (one creature); +7 vs. AC		
Hit: 1d10 + 5 damage.		
⚡ Sweeping Strike (weapon) ♦ At-Will		
Attack: Melee 2 (one creature); +7 vs. AC		
Hit: 1d10 + 5 damage, and the drow can slide the target 1 square or knock the target prone.		
MINOR ACTIONS		
✧ Darkfire ♦ Encounter		
Attack: Ranged 10 (one creature); +5 vs. Reflex		
Hit: Until the end of the drow's next turn, the target grants combat advantage and cannot benefit from invisibility or concealment.		
TRIGGERED ACTIONS		
⚡ Engaging Strike (weapon) ♦ At-Will		
Trigger: An adjacent enemy shifts or makes an attack that doesn't include the drow as a target.		
Effect (Immediate Interrupt): The drow uses sweeping strike on the triggering enemy.		
Skills Athletics +9, Intimidate +6		
Str 17 (+4)	Dex 14 (+3)	Wis 13 (+2)
Con 14 (+3)	Int 11 (+1)	Cha 11 (+1)
Alignment evil		
Languages Common, Elven		
Equipment scale armor, longspear		

2+ Shadowdale Drow Archers		Level 1 Artillery
Medium fey humanoid		
HP 24; Bloodied 12		Initiative +3
AC 15, Fortitude 12, Reflex 15, Will 13		Perception +0
Speed 6		Darkvision
STANDARD ACTIONS		
⚡ Rapier (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 1d8 + 3 damage.		
☞ Crossbow (weapon) ♦ At-Will		
Attack: Ranged 20 (one creature); +8 vs. AC		
Hit: 1d8 + 5 damage.		
✧ Felling Shot (weapon) ♦ Recharge when first bloodied		
Attack: Ranged 20 (one creature); +8 vs. AC		
Hit: 2d8 + 3 damage, and the target falls prone.		
MINOR ACTIONS		
✧ Darkfire ♦ Encounter		
Attack: Ranged 10 (one creature); +6 vs. Reflex		
Hit: Until the end of the drow's next turn, the target grants combat advantage and cannot benefit from invisibility or concealment.		
Skills Stealth +8		
Str 10 (+0)	Dex 16 (+3)	Wis 10 (+0)
Con 12 (+1)	Int 11 (+0)	Cha 13 (+1)
Alignment evil		
Languages Common, Elven		
Equipment leather armor, rapier, crossbow, 20 bolts		

2 Ogres (O)**Level 6 Brute**

Large natural humanoid (giant)

HP 90; Bloodied 45

Initiative +5

AC 18, Fortitude 20, Reflex 17, Will 16

Perception +3

Speed 8

STANDARD ACTIONS⊕ **Greatclub (weapon) ♦ At-Will**

Attack: Melee 2 (one creature); +11 vs. AC

Hit: 2d10 + 6 damage.

✦ **Rock (weapon) ♦ At-Will**

Attack: Ranged 10 (one creature); +11 vs. AC

Hit: 2d6 + 5 damage.

⚡ **Grand Slam (weapon) ♦ Encounter**

Attack: Melee 2 (one creature); +11 vs. AC

Hit: 4d10 + 4 damage, and the ogre pushes the target up to 2 squares and knocks it prone.

Miss: Half damage, and the target falls prone.

Str 21 (+8)

Dex 14 (+5)

Wis 11 (+3)

Con 20 (+8)

Int 4 (+0)

Cha 6 (+1)

Alignment chaotic evil Languages Giant

Equipment greatclub, 4 rocks

Development

When alerted by the ogres, two drow archers and a drow templar arrive first to the fray. The archers run from the side rooms out onto the terraces above the gate, then begin firing down on the adventurers. The templar appears behind the inner portcullis.

On the following round, you can have two more archers join the battle, if the characters are doing well. On the third round, another drow templar shows up alongside the drow spellspinner.

If the adventurers convince the ogres to open both portcullises without accruing any failures on the skill challenge, the guards become aware of their presence only after the second gate is raised.

Tactics

Ogres: Dung attacks the adventurers if a drow gives up a standard action to order him to do so, or if a “Little Snack” comes too close (see the sidebar, page 40). Worthless attacks anyone he can reach. If set free, the ogres run off rather than stay and fight.

Drow Archers: As the adventurers enter the walkway between the gates, the archers fire down on them. They stay behind the arrow slits to maintain their superior cover.

Drow Spellspinner: The spellspinner fires from a safe position behind either portcullis for as long as possible. If the outer portcullis isn't open by the time the templars arrive, the spellspinner has Worthless open the inner portcullis. He then uses *levitate* to move onto the terrace.

Drow Templars: These soldiers quickly press the adventurers, making *longspear* attacks through the bars of the portcullises while they remain closed.

Features of the Area

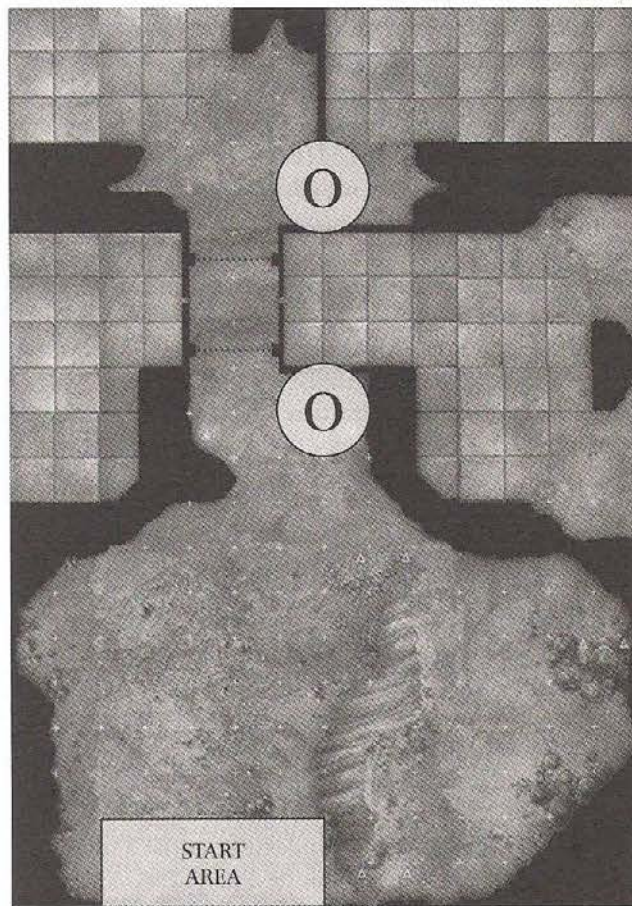
Illumination: Lanterns fill this area with bright light.

Ceiling: The ceiling is 25 feet high over the cavern floor at the gates and 10 feet high over the terraces.

Fortress Walls: These masonry walls extend from the walls of the cavern to create the gatehouse. Outside the outer portcullis, the walls stretch all the way to the 30-foot ceiling, interrupted by arrow slits running along the terrace. A creature attacking from behind an arrow slit has superior cover.

Gateway: In the area between the two portcullises and farther back into the outpost, the walls extend only 15 feet up to the terrace on which the archers appear. A small parapet providing cover runs along the top of the terrace. Climbing to the terrace requires a DC 15 Athletics check.

Portcullises: Each portcullis has a winch that opens it. Opening a portcullis using a winch requires two DC 13 Athletics checks, each a standard action. Lifting a portcullis without a winch requires a successful DC 28 Athletics check.



CHAPTER THREE

Last session, the adventurers completed Chapter 2 by passing through the gates of Zadzifeirryn. Now they find themselves navigating that drow citadel's twisting maze of corridors.

SESSION 10: FLYCATCHER TANGLE

This roleplaying-focused session has only a small chance of turning into a combat encounter. Instead of fighting, the adventurers explore the outpost of Zadzifeirryn, find their captured elf ally Tharinel, and take advantage of opportunities to undermine the drow forces.

The session begins when the characters have completed their extended rest.

When the characters set out, read:

Moving out, you find that the tunnels leading off from the main gate quickly become a snarled mass of crossroads, dead ends, and switchbacks. To make matters worse, spiders creep along the ceilings of these twisting passageways, waiting to drop. However, as you try to get some sense of which way to go, you see where drops of blood flecked across the ground have marked out a path through the shadow.

The adventurers have reached the Flycatcher Tangle, a maze-like series of corridors built to confuse and trap the enemies of the drow. Few drow are in the Tangle at the moment. Many are still engaged in battling Elminster in Shadowdale, while most of the drow in the outpost have gone to the torture theater to see the torment of the newest captives.

If the adventurers follow the trail of blood, they find Tharinel (see below).

Traversing the Tangle

Navigating the Flycatcher Tangle is an arduous process because of the constant danger of detection or injury. Every 5 minutes that the adventurers spend in the Tangle incurs an attack by the spiders that swarm there plus a chance to encounter a drow patrol. The text describes the amount of time necessary to reach certain destinations. In addition, assume that any other significant activity the characters undertake in the Tangle takes 5 minutes, including taking a short rest to recover resources lost through battling drow patrols.

For every 5 minutes the adventurers spend in the Tangle, have one player roll on the Drow Patrol table and note the results. You then make a spider swarm attack as described below.

Drow Patrols

The Drow Patrol table describes the outcome of an encounter with drow forces in the Flycatcher Tangle.

"Patrol" indicates the relative size of the force the adventurers encounter, while "Alert" indicates the change in the drow's overall awareness of the party's presence in the Tangle. None of the patrols is so large that the adventurers can't defeat the drow. It's simply a matter of calculating the cost. "Surges Lost" indicates how many healing surges in total the adventurers expend in defeating the patrol. When the adventurers lose healing surges to a patrol, the players can decide among themselves which character or characters lose those healing surges.

The alert value determines whether reinforcements show up and, if so, how many. The alert value starts at 2. Keep track of it as it changes.

DROW PATROL

d20	Patrol	Alert	Surges Lost
1-5	Large	+4	1d4
6-11	Small	+2	1d3 - 1
12-20	None	No change	0

Use the following descriptions as inspiration to add some color to the patrols the party encounters.

Small Patrol: A drow merchant coming back from the torture theater happens upon you. You make short work of his bodyguards, but the merchant slinks away during the battle.

Small Patrol: A squad of guards led by a young cleric attacks from the shadows. The cleric chants prayers to Lolth, but her faith can't save her or the soldiers under her command.

Small Patrol: Arrows rain down on you from a ledge high up on the cavern wall. Well-placed counterattacks and some stealthy climbing turn the fight in your favor.

Large Patrol: A party of slavers is returning from the Demonspur with a dozen kobolds in tow. They attack at once, but the kobolds slip free from their restraints and lend you their aid before bolting into the darkness.

Large Patrol: The twisting passages of the Tangle put your party in between two groups of drow scouts. Both groups catch up to you in a narrow chamber that leaves no option but to stand and fight.

THEME: DEEP DELVER

If one of the adventurers has the deep delver theme, he or she has a better chance of intuitively navigating the Flycatcher Tangle. A party with a deep delver character gains a +4 bonus to rolls on the Drow Patrol table.

Spider Swarms

The swarming mass of spiders that covers the ceiling creates an ever-present danger in the Flycatcher Tangle. These venomous Underdark scavengers drop on unsuspecting targets below. For every 5 minutes spent in the Flycatcher Tangle, make the following attack against each adventurer.

Spider Swarm (poison)

Attack: Melee 1 (one creature); +5 vs. Fortitude

Hit: 10 poison damage, or 5 poison damage if the target is a drow.

Tharinel

Khara Sulwood and her elf companion Tharinel have been captured and brought to Zadzifeirryn. The drow beat Tharinel mercilessly, then left him to die in the Flycatcher Tangle. The blood trail that the adventurers spot belongs to Tharinel. If they follow the trail, they find him after 10 minutes.

If the adventurers follow the trail of blood, read:

The trail of blood leads to a well-traveled pathway, where a body lies stuffed into a patch of webs. The green hair and hide armor mark this unfortunate victim of the drow as Tharinel, Khara Sulwood's elf companion.

Though badly beaten, Tharinel still clings to life. His eyes open as you approach, and he speaks in a voice thin and weak. "I know you. From Shadowdale. You helped us..."

Tharinel's Capture

While the adventurers were taking an extended rest after Session 5, Elminster sent Khara and Tharinel back into the dungeons under the Twisted Tower. Caught by the Elite Guard that the adventurers fought in Session 7, they were quickly overcome and captured.

The Elite Guard took the pair to the Demonspur, where another group of drow collected them and brought them back to Zadzifeirryn. Khara has been taken to the slave pens, but the drow's hatred for elves inspired them to beat Tharinel and leave him for dead in the Flycatcher Tangle.

Questions and Answers

Tharinel isn't in the best shape to tell the adventurers his tale, but he can answer questions. Paraphrase the following responses.

Where is the Pendant of Ashaba?

The Elite Guard split the pendant into two pieces, and it believes only Valan Jaelre can put back together. However, Tharinel knows that Khara Sulwood is knowledgeable in the lore of the pendant, and thinks that she might also know how to repair the relic. The drow that collected Tharinel and Khara also took the pieces of the pendant. When they left Tharinel, the drow were still

debating whether to take Khara to the torture theater or the slave pits.

What happened to Khara?

Khara has fared better than Tharinel, but she let her pride get the better of her when she told the Elite Guard that she was the descendant of a lord of Shadowdale. The drow that took her from the Elite Guard had been debating whether Valan would want her tortured or sent to the slave pits. If they are going to torture her, it will happen soon.

Where are the drow?

Many of the drow that passed by were on their way to the theater to watch new captives tortured for sport. The drow are celebrating their victories with a session of this gruesome entertainment, which is set to start shortly. Patrols in the Tangle are alert enough to notice signs of intruders, especially after the characters have had run-ins with random patrols. It might be worthwhile distracting them somehow.

Where is Valan Jaelre?

Tharinel isn't sure, and he has not seen the wizard since the drow ambush in Session 4. All he has heard is a vague mention that Valan might have gone to a place the drow call the "cave of our spider-cousins."

What do you know about the torture theater?

The drow watch torture for entertainment, showing respect for the master torturer and her "art." Some victims die in the theater. Others live to become slaves. Tharinel was supposed to be taken there, but when he became too weak to walk, the drow turned on him. He overheard the drow talking about the theater, and knows that it is close by.

What do you know about the slave pens?

The slaves that are easiest to manage get stationed throughout the outpost. The most dangerous, valuable, or escape-prone slaves end up taken to the pens to have their will broken. Some type of golem stands guard over the slave pens. The drow indicated that the pens are farther away than the torture theater.

Can you escape on your own?

If Tharinel is given water and food, he can get back on his feet. If the adventurers can cause a commotion among the drow to disrupt their patrols, he is confident that he can make it to safety.

Helping Tharinel Escape

If the adventurers want to help Tharinel escape, he explains that the drow patrols come through on a regular basis. If the adventurers could distract a patrol, he thinks he can get out without being noticed. If they

happen to kill the drow or lead them off in another direction, so much the better.

If the adventurers agree to help Tharinel, continue with the **Tharinel's Escape** tactical encounter on the next page. If not, he asks for food and water to give him strength, then hides until it's safe for him to move. He is in no shape to help the party.

Companion Statistics

Tharinel's normal companion character statistics block appears below. He currently has 10 hit points, no healing surges, and no weapons. His injuries have also left him slowed. If his hit points can be brought above his bloodied value, he can walk at normal speed.

Tharinel, Elf Scout		Level 2 Striker
Medium fey humanoid		
HP 30; Bloodied 15; Healing Surges 7		Initiative +4
AC 17, Fortitude 14, Reflex 16, Will 15		Perception +8
Speed 7		Low-light vision
TRAITS		
Scout's Cunning		
If Tharinel is able to take actions, he takes only half damage from attacks made against him on his turn.		
Wild Step		
Tharinel ignores difficult terrain whenever he shifts.		
STANDARD ACTIONS		
⚔ Short Sword (weapon) ⚔ At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 1d6 + 4 damage.		
Effect: Tharinel shifts up to 2 squares.		
TRIGGERED ACTIONS		
⚔ Dual Weapon Attack (weapon) ⚔ At-Will (1/round)		
Requirement: Tharinel must be wielding two short swords.		
Trigger: Tharinel hits an enemy with short sword.		
Effect (Free Action): Tharinel can use short sword again.		
Elven Accuracy ⚔ Encounter		
Trigger: Tharinel makes an attack roll.		
Effect (Free Action): Tharinel rerolls the triggering attack roll and uses the second result.		
Skills Athletics +6, Nature +8, Stealth +9		
Str 11 (+1)	Dex 17 (+4)	Wis 14 (+3)
Con 13 (+2)	Int 10 (+1)	Cha 15 (+3)
Alignment good Languages Common, Elven		
Equipment hide armor, 2 short swords		

Moving On

After dealing with Tharinel, the adventurers can move on to the torture theater (15 minutes away) or they can take some time to distract the drow patrols. Each attempt to distract the drow takes 5 minutes and has a chance to lower the alert level in Zadzifeirryn. The party can make a total of three distraction attempts.

The methods the adventurers can use to distract the drow are entirely at your discretion. They might want to cause tunnels to collapse by making Athletics or Dungeoneering checks, create traps with Thievery or Dungeoneering, plant false clues using Bluff or Nature,

or confuse patrols with magical signs and sigils created with Arcana or Religion checks.

Use the Drow Distraction table to determine what the adventurers achieve with their distraction attempts. Choose a skill appropriate to what the characters are attempting, then call for one adventurer to make a check with that skill. Other characters can aid with the same skill or other applicable skills.

If the alert value is reduced to 4 or lower, inform the players that all seems quiet, and that they can gain no additional advantage with further action.

DROW DISTRACTION

DC	Alert
8 or lower	No change
9	-2
13	-4
21	-6

Ending the Session

After the adventurers finish exploring, they head toward the torture theater.

When the characters reach the torture theater, read:

You must be getting close to the torture theater, to judge by the shouts of a raucous crowd growing louder in the distance. The passage ahead opens into a huge chamber, its lower level a cavernous pit heaped with corpses. Sanguine light fills the area, cast from glowing fonts full of blood. Two torturers stand on a platform above you, the walls of the chamber around them lined with stone steps filled with drow.

The spectators cheer in cruel satisfaction as a torturer swings a heavy blade, striking down a human victim whose body tumbles off the ledge and into the pit. Beckoning toward a group of chained captives, all humans by their look, the torturer shouts: "Time for a new victim!"

End the session there. Have the players record the final alert level on their Play Trackers.

Reward

At the end of the session, each character gains 200 XP for navigating the Flycatcher Tangle. If Tharinel was rescued, each character gains an additional 100 XP. If the party was successful in any attempts to distract the drow, each character gains an additional 50 XP.

Treasure: If the party faced any drow patrols, they recover 50 gp per character in loot.

THEME: TRAPSMITH

A character who has the trapsmith theme can set traps for the drow. A trapsmith character gains a +5 bonus to any check made to distract the drow that involves setting traps.

THARINEL'S ESCAPE

Encounter Level 1

Setup

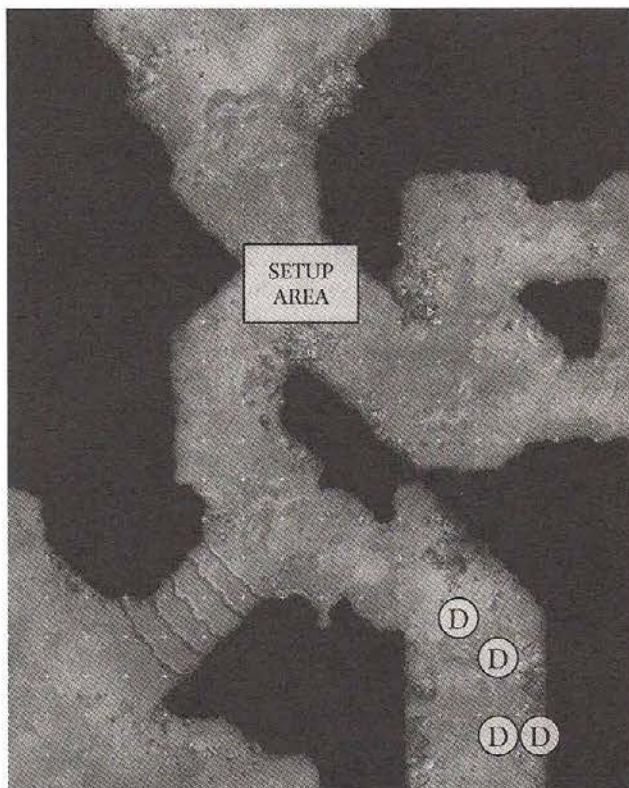
4 Shadowdale drow scouts (D)

Tharinel tells the adventurers that drow patrols are heading north along the twisting central passageway on the map. When the patrol reaches the fork (Setup Area), half the drow continue north (toward the top of the map), while the other half move east (to the right).

The adventurers can take positions anywhere in the Setup Area, as well as to the north or the east of it. They also choose where Tharinel sets up.

Group Stealth (DC 13): The characters can hide in order to ambush the patrol, gaining a surprise round against the drow.

4 Shadowdale Drow Scouts (D)	Level 2 Skirmisher
Medium fey humanoid	
HP 38; Bloodied 19	Initiative +6
AC 16, Fortitude 14, Reflex 15, Will 13	Perception +6
Speed 6	Darkvision
TRAITS	
Combat Advantage	
The drow deals ongoing 3 poison damage (save ends) against any creature granting combat advantage to it.	
STANDARD ACTIONS	
⚔ Longsword (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 6 damage.	
Effect: The drow can shift 1 square.	
⚔ Short Sword (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d6 + 5 damage.	
Effect: The drow can shift up to 2 squares.	
⚔ Two-Weapon Attack ♦ Recharge when first bloodied	
Effect: The drow uses <i>longsword</i> and <i>short sword</i> .	
MINOR ACTIONS	
☁ Cloud of Darkness (zone) ♦ Encounter	
Effect: Close burst 1. The burst creates a zone that lasts until the end of the drow's next turn. The cloud blocks line of sight for all creatures except the drow. While entirely in the cloud, any creature other than the drow is blinded.	
Skills Stealth +9	
Str 12 (+2)	Dex 17 (+4)
Con 14 (+3)	Int 11 (+1)
	Wis 11 (+1)
	Cha 13 (+2)
Alignment evil	
Languages Common, Elven	
Equipment leather armor, longsword, short sword	



SESSION 10: THARINEL'S ESCAPE

Tharinel

Tharinel is hiding when the encounter begins. When the adventurers engage the drow patrol, he moves toward the stairs in the southwest corner of the map. As long as the drow are engaged in combat, they don't notice the elf. If Tharinel reaches the bottom of the stone staircase, he escapes the encounter and makes his way to safety.

Tactics

Drow Scouts: When the scouts detect the adventurers, they rush to the attack. They move among their foes to flank, hoping to maintain combat advantage.

Features of the Area

Illumination: Phosphorescent fungi fill the area with dim light.

Ceiling: Ten feet high.

Mushrooms and Rubble: The thick patches of fungi and piles of rocky debris are difficult terrain.

SESSION 11:

TORTURE THEATER

In the last session, the adventurers made their way through the Flycatcher Tangle, a series of twisting passageways meant to confuse intruders moving through the drow outpost of Zadzifeirryn. They likely found the injured Tharinel, elf companion of Khara Sulwood. Before safely making his escape, Tharinel informed the party that the *Pendant of Ashaba* had been split into two pieces and taken deeper into the outpost, even as Khara remained a prisoner of the drow. An expert on the pendant, she could be instrumental in reactivating it.

Starting the Session

As the adventurers explored the Flycatcher Tangle, their actions might have increased the alert level within Zadzifeirryn. Players involved in the previous session recorded this alert level on their Play Trackers. Take the average of the alert levels at your table, treating anything less than 2 as 0. The "Development" section of the **Pain and Blood** encounter, on the following pages, describes how the alert level affects drow reinforcements in that encounter.

At the start of the session, read:

You must be getting close to the torture theater, to judge by the shouts of a raucous crowd growing louder in the distance. The passage ahead opens into a huge chamber, its lower level a cavernous pit heaped with corpses. Sanguine light fills the area, cast from glowing fonts full of blood. Two torturers stand on a platform above you, the walls of the chamber around them lined with stone steps filled with drow.

The spectators cheer in cruel satisfaction as a torturer swings a heavy blade, striking down a human victim whose body tumbles off the ledge and into the pit. Beckoning toward a group of chained captives, all humans by their look, the torturer shouts: "Time for a new victim!"

One of the torturers (your choice) carries half of the *Pendant of Ashaba* hanging from her belt.

Perception (DC 13): One of the torturers has a charm hanging from her belt—half a silver crescent with a single horn protruding from it. It matches the description of the *Pendant of Ashaba*.

If the pendant piece is not initially noticed, have one of the characters fighting the torturer spot it during combat.

If the adventurers do not attack at once, read:

One of the torturers approaches an elderly human captive. With a flourish, she sends her lash across his back, the spectators jeering as the old man cries out and doubles over in pain.

When the adventurers intervene, start the **Pain and Blood** encounter, page 50.

Pendant of Ashaba

The Jaelre Elite Guard broke the *Pendant of Ashaba* into two pieces on the orders of Valan, who feared that someone else might try to access its power. Among the drow, he alone knows the secret to reforging the relic.

The Elite Guard passed the halves of the pendant along to the drow that took Khara and Tharinel, with strict orders to give half to the torturer and embed the other half in the web golem warden that oversees the slave pens.

Torturers

The two torturers have become famous among the drow of Zadzifeirryn for the spectacle they exhibit in their grisly arena. Although they sometimes interrogate their subjects, most of their torture sessions have no purpose beyond entertainment.

The torturers are Eleska Jaelre and Yedreveth. Eleska came to Zadzifeirryn with Valan's band of expatriates. Valan trusts her with interrogations and other matters that should be kept secret. Yedreveth has lived her whole life in Zadzifeirryn, which has seen an unparalleled increase in brutality with the arrival of House Jaelre. The drow of Zadzifeirryn have been forced to watch Eleska torture any of their leaders who resisted Valan's rule. While watching such a spectacle, the violent and antisocial Yedreveth knew she had found her calling. She became Eleska's apprentice, and now possesses skills on a par with her mentor's.

Demon Summoning

The torturers learned the art of summoning minor demons from a renegade drow priest before his death. Each of them can have only one demon summoned at a time, but can summon another if the first dies. A sacrifice of blood is required to summon a demon. The fonts full of blood in the torture theater work well for this.

The demon summoning ritual carries dire consequences, since a bond to abyssal forces works both ways. In exchange for bringing maw demons into the world, the torturers know that they can be taken back to the Abyss if they die.

VALAN'S PLAN

House Jaelre has collected much lore regarding mythals and other types of warding magic. Through his years of study, Valan has come to suspect that the famed *Pendant of Ashaba* plays an important role in sustaining the wards protecting Shadowdale. When Lolth urged him to seek out ancient items of magical power, he immediately thought of the *Pendant*. He plans to draw the magic out of it, and in the process weaken the wards protecting Shadowdale.

The attack that Elminster is dealing with up above is a diversion, designed to keep him busy while Valan collects the supplies he needs to perform the ritual that will draw the magic from the *Pendant* and funnel it to Lolth. Normally, Elminster would take note of anyone collecting such reagents, even from hiding places deep in the Underdark. Since drawing the attention of the old wizard is the last thing Valan wants, he has sent his hordes against Shadowdale to keep Elminster from discovering his plans.

When Valan fled from the adventurers during Session 5, he was headed to rendezvous with a drider that dwells near Zadzifeirryn, hoping to gain its assistance in the assault. He heads back to the surface while the adventurers are fighting in the torture theater and the slave pens. Valan and the drider appear in Session 13.

Ending the Session

The hallway to the north of the torture theater eventually leads to the slave pens where the drow keep Khara Sulwood. On the way to the slave pens, the adventurers can take a short rest.

When the characters arrive at the slave pens, read:

The passage north from the torture theater twists and turns its way through the darkness, eventually turning south to open up at a large cavern. The shouts of guards and the wailing cries of their victims tell you that you have found the slave pens of Zadzifeirryn.

You watch from around the corner as a drow soldier drives a limping svirfneblin slave back to the pens. A large creature made entirely of webs stands in their way. The creature looks at the drow with a faint spark of recognition, then steps aside. As the svirfneblin is sent down the corridor, the drow retreats the way he came.

End the session there.

Reward

At the end of the session, each character gains 300 XP for defeating the drow. If any of the human victims were rescued, each character gains an additional 50 XP.

Treasure: The drow here carry coins and jewelry worth a total of 120 gp per character. They also have two random magic items from the **Treasure Table**, page 3.

The adventurers also find the first half of the *Pendant of Ashaba* on one of the torturers.



PAIN AND BLOOD

Encounter Level 3+

Setup

2 Shadowdale drow razorscourges (R)

2 maw demons

8+ Shadowdale drow stalkers (D)

4 human victims (H)

The adventurers begin in the start area. The maw demons do not appear until they are summoned by the razorscourges. Additional drow stalkers might show up based on the alert level in the outpost (see "Development").

When the battle begins, read:

The torturers show surprise at seeing you, but quickly begin to chant as they brandish their scourges. Spectators drop down from the stands, brandishing rapiers and hand crossbows. The panicked humans captured from Shadowdale look even more terrified as the drow swarm around them.

2 Shadowdale Drow Razorscourges (R) Level 4 Soldier

Medium fey humanoid

HP 56; Bloodied 28

AC 20, Fortitude 16, Reflex 15, Will 17

Speed 6

Initiative +5

Perception +8

Darkvision

STANDARD ACTIONS

⚔ Scourge (weapon) ♦ At-Will

Attack: Melee 2 (one creature); +9 vs. AC

Hit: 2d8 + 4 damage.

✚ Ensnaring Lash (weapon) ♦ At-Will

Attack: Melee 2 (one creature); +9 vs. AC

Hit: 2d8 + 4 damage, and the target is grabbed (escape DC 14).

Until the grab ends, the target takes ongoing 10 damage. The razorscourge must end the grab to use this power or scourge.

MINOR ACTIONS

☞ Darkfire ♦ Encounter

Attack: Ranged 10 (one creature); +7 vs. Reflex

Hit: Until the end of the razorscourge's next turn, the target grants combat advantage and cannot benefit from invisibility or concealment.

TRIGGERED ACTIONS

✚ Retributive Flogging ♦ At-Will

Trigger: An enemy within 2 squares of the razorscourge deals damage to one of the razorscourge's allies.

Effect (Immediate Reaction): The razorscourge uses scourge against the triggering enemy.

Skills Athletics +9, Intimidate +11

Str 14 (+4) Dex 13 (+3) Wis 13 (+3)

Con 16 (+5) Int 15 (+4) Cha 18 (+6)

Alignment evil Languages Common, Elven

Equipment chainmail, scourge

8 Shadowdale Drow Stalkers (D) Level 1 Minion Lurker

Medium fey humanoid

HP 1; a missed attack never damages a minion.

Initiative +7

AC 15, Fortitude 12, Reflex 14, Will 12

Perception +1

Speed 6

Darkvision

TRAITS

Stalker Ambush

When the drow hits a creature that cannot see it, the drow's attack deals 2 extra damage.

STANDARD ACTIONS

⚔ Rapier (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 4 damage.

☞ Hand Crossbow (poison, weapon) ♦ Encounter

Attack: Ranged 10 (one creature); +6 vs. AC

Hit: 2 damage, and ongoing 4 poison damage (save ends).

MINOR ACTIONS

Cloud of Darkness (zone) ♦ Encounter

Effect: Close burst 1. The burst creates a zone that lasts until the end of the drow's next turn. The cloud blocks line of sight for all creatures except the drow. While entirely in the cloud, any creature other than the drow is blinded.

Str 12 (+1)

Dex 16 (+3)

Wis 13 (+1)

Con 13 (+1)

Int 11 (+0)

Cha 11 (+0)

Alignment evil

Languages Common, Elven

Equipment leather armor, rapier, hand crossbow, 1 poisoned bolt

2 Maw Demons

Level 2 Brute

Medium elemental humanoid (demon)

HP 42; Bloodied 21

Initiative +1

AC 14, Fortitude 14, Reflex 13, Will 12

Perception +2

Speed 6

Darkvision

TRAITS

☞ Snapping Jaws ♦ Aura 1

Enemies in the aura grant combat advantage.

STANDARD ACTIONS

⚔ Bite ♦ At-Will

Attack: Melee 1 (one creature); +5 vs. AC

Hit: 1d12 + 5 damage.

MOVE ACTIONS

Ravenous Advance ♦ At-Will

Effect: The demon shifts 5 squares to a square adjacent to the nearest bloodied enemy.

TRIGGERED ACTIONS

Variable Resistance ♦ Encounter

Trigger: The demon takes acid, cold, fire, lightning, or thunder damage.

Effect (Free Action): The demon gains resist 10 to the triggering damage type until the end of the encounter.

Str 17 (+4)

Dex 11 (+1)

Wis 13 (+2)

Con 12 (+2)

Int 5 (-2)

Cha 6 (-1)

Alignment chaotic evil

Languages understands Abyssal

4 Human Victims (H)

Level 1 Minion Skirmisher

Medium natural humanoid

HP 1; a missed attack never damages a minion.

Initiative +3

AC 14, Fortitude 13, Reflex 14, Will 12

Perception +0

Speed 6 (2 while shackled)

STANDARD ACTIONS

⚔ Shackles (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 4 damage.

Str 10 (+0)

Dex 12 (+1)

Wis 10 (+0)

Con 11 (+0)

Int 10 (+0)

Cha 10 (+0)

Alignment unaligned

Languages Common

Equipment iron shackles

THEME: BLOODSWORN

The cruelty of the torturers' display drives any bloodsworn character into a frenzy. An adventurer with the bloodsworn theme scores a critical hit on a roll of 18-20 in this encounter.

Development

The adventurers' previous battles with the drow might have raised the alert level in the outpost (see "Session 10: Flycatcher Tangle"). The total number of drow stalkers that appear in this encounter is equal to twice the alert level in place at the end of Session 10. If the alert level was 4 or lower, the adventurers face only the eight drow stalkers indicated on the tactical map.

Spread out the arrival of additional drow stalkers over three rounds. These minions arrive in the same start area the adventurers used, or in one of the two passages at the southern edge of the map.

Tactics

Drow Razorscourges: When the razorscourges realize that intruders have entered the torture theater, each summons a maw demon from the blood fonts as a minor action. Each razorscourge can bind one demon. When a maw demon dies, the razorscourge that summoned it can summon a new demon as a minor action. If a razorscourge has a demon summoned when it drops to 0 hit points, the drow and the demon both disappear in a cloud of foul-smelling smoke.

When the first maw demon appears, read:

As the torturer chants words of abyssal might, one of the blood fonts begins to boil over. A round, squat creature erupts from the font, its body little more than a gaping, tooth-filled mouth.

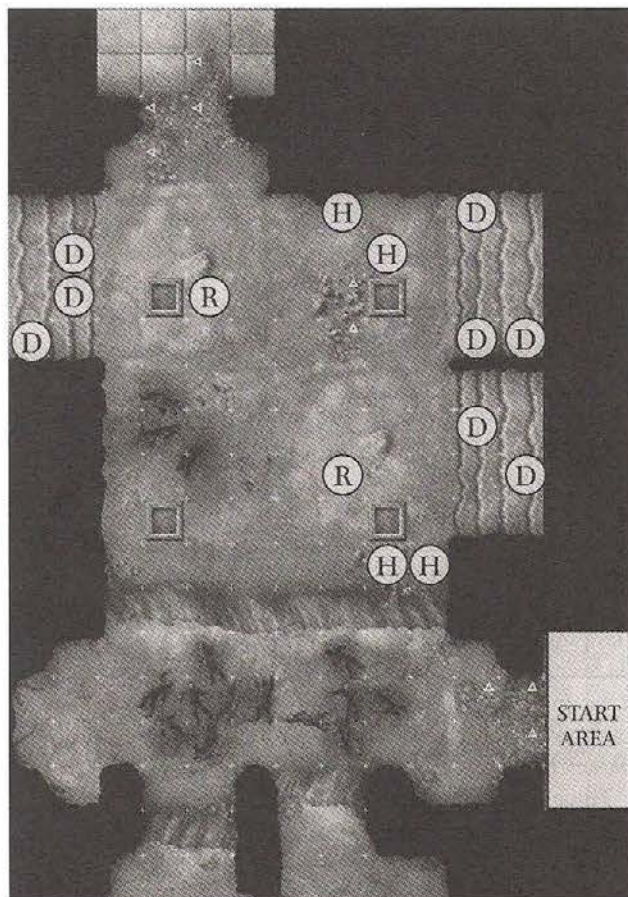
Knowing that they are doomed to an eternity in the Abyss if they die while they have demons summoned, the razorscourges are more than willing to use the other drow and the human hostages as living shields to protect themselves from attacks.

Drow Stalkers: These rank-and-file drow of Zadzi-feirryn zealously attack all intruders in their outpost. They are not trained soldiers, however, and so will not coordinate their *cloud of darkness* attacks.

Human Victims: After the battle starts, the humans can do little more than cower in fear where they are shackled in place. They help the adventurers only if influenced to do so. Unshackling a human requires a DC 13 Thievery check to pick the lock, or a DC 20 Athletics check to break the chain. Either check is a standard action.

Features of the Area

Illumination: The fonts of blood are enchanted to glow, shedding bright red light across the room.



SESSION 11: PAIN AND BLOOD

Ceiling: Thirty-five feet high in the pit; 30 feet high over the main floor.

Blood Fonts: The four blood-filled stone receptacles are enchanted. A creature adjacent to a blood font scores a critical hit on a roll of 19-20.

Body Pit: The area next to where the adventurers enter is recessed so that bodies can be quickly dumped out of the way. The walls are 5 feet high. It takes a move action to climb the wall, or a character can combine climbing and a move with a DC 13 Athletics check.

The hole to the west in the shallow pit is 20 feet deep. All but the top 10 feet of the hole is filled with corpses and waste.

Rubble and Corpses: Piles of rock and dead bodies are difficult terrain.

Conclusion

Both drow razorscourges carry keys that open all the humans' shackles. The freed humans are weak but determined, and can make their way safely back through the Flycatcher Tangle if they are given the weapons of the defeated drow. They will not push deeper into the outpost, having heard of the conditions in the slave pens. If the adventurers ask about the pens, the humans can tell them that the northern passage is the route they seek.

SESSION 12:

SLAVE PITS

As the adventurers seek the missing Khara Sulwood, the previous session saw them rout the drow in their horrendous torture theater. Khara was not there, but they did find half of the *Pendant of Ashaba*, the potent magic item that Elminster has tasked them with retrieving. Following a passage north from the torture theater, they soon arrive at the dreaded slave pens of the drow.

At the start of the session, read:

The passage north from the torture theater twists and turns its way through the darkness, eventually turning south to open up at a large cavern. The shouts of guards and the wailing cries of their victims tell you that you have found the slave pens of Zadzifeirryn.

You watch from around the corner as a drow soldier drives a limping svirfneblin slave back to the pens. A large creature made entirely of webs stands in their way. The creature looks at the drow with a faint spark of recognition, then steps aside. As the svirfneblin is sent down the corridor, the drow retreats the way he came.

Huge spiders scuttle along the walls and floor of the passage, threatening the terrified svirfneblin as he stumbles along. Suddenly, a young woman steps out of the shadows to kick at the spiders, driving them away. It's Khara Sulwood!

When the adventurers enter the slave pens, start the **Warden of the Pens** tactical encounter, page 54. When the encounter is resolved, return here.

Reuniting with Khara

Khara remains in good health. Although thirsty and hungry, her status as a descendant of the lords of Shadowdale (and Valan's thoughts of using her as a potential hostage) means that she has not suffered the beatings or degradation that the other slaves endure. However, her captivity at the hands of the drow has made her even more determined to force them out of Shadowdale and protect the town from future incursions.

After the battle ends, read:

Khara brushes her hair away from her grimy face, astonished to see you all. "It is most good to see you!" she says. "What news of the battle?"

Khara knows that the drow have been on the move, and has been hoping that an incursion into Zadzifeirryn was responsible. The adventurers have time to compare notes with Khara and learn of her fate.

Tharinel: The last time Khara saw Tharinel, the drow had beaten him and left him for dead in the Flycatcher Tangle. If the adventurers inform her that the elf is alive, she is overjoyed.

Pendant of Ashaba: Khara knows that the drow that brought her here left the second half of the pendant with one of the torturers. When the characters reveal that they possess that half, Khara stresses the importance of escaping Zadzifeirryn and getting to the Tower of Ashaba to reinforce its magical wards.

Escaping the Outpost: Her trip through the outpost and the halls above is a blur to Khara. She was unconscious, exhausted, and blindfolded during various parts of the journey, and so does not know how to get back out. She relies on the adventurers to lead her back to Shadowdale.

Khara's Gear: Whether the adventurers collected Khara's shield in the Demonspur during Session 8 or not, the rest of her weapons and gear are found in the remains of the web golem.

Elminster's Sendings: Khara believes that Elminster has been trying to reach her with additional Sending messages. However, the words have come through too distorted to be understood, and she doesn't know if her replies have been received. She guesses that the failure of the magical wards protecting Shadowdale must be disrupting the Sending ritual.

Svirfneblin Slaves

These deep gnomes were captured two months ago and have been mining ore for the drow ever since. Though suspicious of other races, they are willing to make an exception for the adventurers who rescued them. The svirfneblin have an innate knowledge of the Underdark, and have taken note of nearby passages that offer the promise of escape.

Now that the warden is destroyed, the svirfneblin plan to head out through a disused tunnel that skirts around some of the most dangerous parts of Zadzifeirryn. They can draw a crude map that shows this route.

Getting the svirfneblin to help makes exiting from the outpost easier. However, gaining their assistance requires a successful skill check.

Bluff, Diplomacy, or Intimidate (DC 9): The svirfneblin agree to show the adventurers the exit they have found.

Bluff, Diplomacy, or Intimidate (DC 13): The svirfneblin agree to give the adventurers a copy of their map. They also vow to take up the weapons found in the web golem's destroyed body and help free the rest of the slaves held in the adjacent caverns of the pens.

Bluff, Diplomacy, or Intimidate (DC 21): The svirfneblin agree that one of them will lead the adventurers to the exit. The others stay, take up the weapons found in the web golem's destroyed body, and free the remaining slaves.

RACE OR THEME: SVIRFNEBLIN OR UNDERDARK ENVOY

When an adventurer of the svirfneblin race or with the Underdark envoy theme makes a Diplomacy check to gain the svirfneblin's aid, that character can roll twice and use either result.

Escaping Zadzifeirryn

The adventurers and Khara need to escape the outpost. The svirfneblin can make the task easier, but it's possible to return to the surface without their help.

If the svirfneblin lead the adventurers out, read:

Accessing the gnomes' hidden passageway means squirming through a narrow opening near the base of a mushroom-covered wall. The passage widens beyond this entrance, and most of the trip is easy. With svirfneblin guidance, you make it safely past the threats of Zadzifeirryn and back beneath the Tower of Ashaba.

The adventurers emerge in the cellar of the Tower of Ashaba unscathed.

If the adventurers have only a svirfneblin map, read:

Accessing the secret passage means squirming through a narrow opening near the base of a mushroom-covered wall. The passage widens beyond this entrance, and most of the trip is easy. The map is vague, however, and your flight is hampered by wrong turns and rough climbing through narrow tunnels. In the end, except for a few bruises and scrapes, you arrive in good shape beneath the Tower of Ashaba.

Their wrong turns cost the adventurers one healing surge each before they reach the Tower of Ashaba's cellars.

If the adventurers have no assistance, read:

Your escape from Zadzifeirryn is easier by far than your entrance. The drow are in a panic, and the few patrols still roaming the tunnels are in disarray. Your fighting your way into the outpost appears to have disrupted House Jaelre's tenuous hold on power. Though minor skirmishes and wrong turns cost you precious time, you make your way back to the Tower of Ashaba in the end.

The adventurers get lost several times, and must fight their way past a number of drow patrols. Each character loses 1d2 + 1 healing surges.

Ending the Session

After getting out of Zadzifeirryn, the adventurers need to return to the surface and the Tower of Ashaba. During their escape, Khara explains the process by which the magical wards protecting Shadowdale can be restored. Give the players the information in "Reforging the Pendant," page 57.

After the adventurers escape Zadzifeirryn, read:

The cellars of the Tower of Ashaba stand empty, the door to the stairs still open as you left it. But even as the last of your party begins to ascend, the cellar door slams shut behind you, sealed by some magical force.

Footsteps sound out from above as Valan Jaelre steps into view at the top of the stairs. Two giant creatures scuttle behind him, each resembling an enormous spider with a drow's torso and head.

"As I feared," Valan says, "my worthless cohorts below have failed to protect that which I entrusted to them. As it always does, it falls to me to finish the task. You will return the pendant, then you will surrender to me. If you make any attempt to stand against Valan Jaelre, I swear that your deaths will be painful and slow."

End the session there.

Reward

At the end of the session, each character gains 400 XP for defeating the web golem and the spiders.

Treasure: The adventurers find the second half of the Pendant of Ashaba among the web golem's remains, in addition to a half-dozen mundane weapons, gems worth 90 gp per character (these are focuses for the web golem's magical animation), and one random magic item from the **Treasure Table**, page 3. Khara's sword, chainmail, and everburning torch can also be retrieved from the golem's remains.

WARDEN OF THE PENS

Encounter Level 4

Setup

1 lesser web golem (G)
3 deathjump spiders (D)
Khara Sulwood (K)
6 svirfneblin slaves (S)

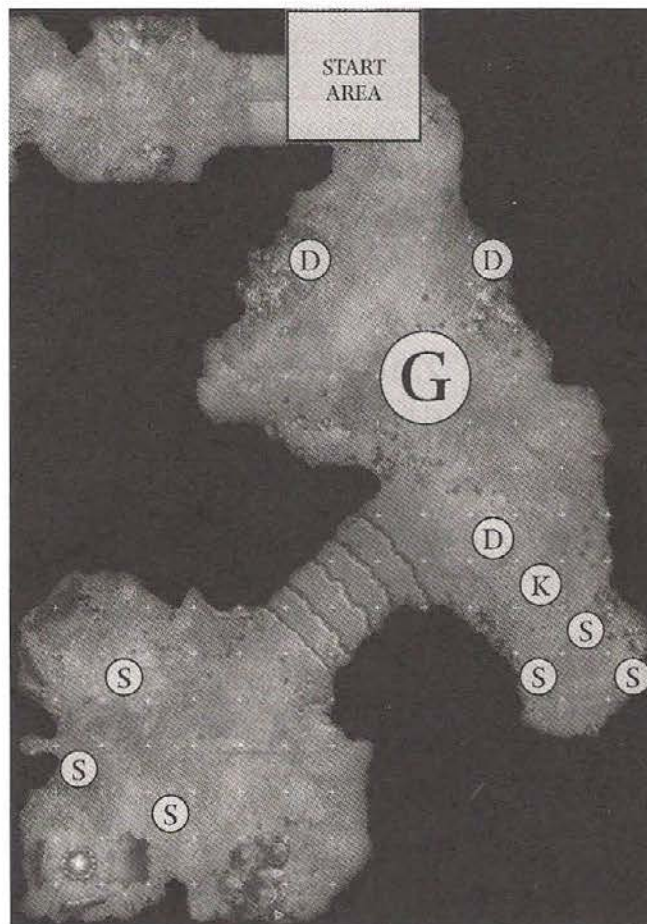
The adventurers set up in the start area, having entered from the north. The passage to the west leads to more cells of the slave pens.

When the battle begins, read:

The web golem turns and tilts its head to one side, seemingly trying to recognize you. Then it hisses. The spiders begin to skitter back and forth in anticipation of attacking as the golem trudges toward you. A shroud of sticky webs forms around its feet as it moves.

The golem has weapons, armor, and other items stowed inside it, including the second half of the *Pendant of Ashaba*.

Perception (DC 13): As the golem moves, you catch the glint of metal shining from inside its body.



Lesser Web Golem (G)	Level 4 Elite Brute
Large natural animate (construct)	
HP 136; Bloodied 68	Initiative +4
AC 16, Fortitude 17, Reflex 16, Will 15	Perception +7
Speed 6, climb 4 (spider climb)	Darkvision
Vulnerable 5 fire	
Saving Throws +2; Action Points 1	
TRAITS	
☼ Cloud of Webs ☼ Aura 2	
Any enemy that enters the aura or starts its turn there is slowed until the start of its next turn.	
STANDARD ACTIONS	
⚔ Slam ☼ At-Will	
Attack: Melee 2 (one creature); +9 vs. AC	
Hit: 2d8 + 6 damage, and if the golem is grabbing fewer than two targets, the target is grabbed (escape DC 14).	
⚔ Living Weapon ☼ At-Will	
Requirement: The golem must be grabbing a target.	
Effect: The golem uses <i>slam</i> , and if it hits, <i>slam</i> deals 5 extra damage. One target grabbed by the golem also takes the damage from <i>slam</i> .	
⚔ Double Attack ☼ Recharge when the golem is grabbing no targets	
Effect: The golem uses <i>slam</i> twice.	
MOVE ACTIONS	
Drag ☼ At-Will	
Effect: The golem moves up to its speed, and creatures grabbed by it are pulled with it, staying grabbed in a space of the golem's choice within 2 squares of the golem. The golem's movement provokes no opportunity attacks from the grabbed creatures.	
Str 18 (+6)	Dex 15 (+4)
Con 18 (+6)	Int 3 (-2)
Alignment unaligned	Wis 10 (+2)
Languages –	

3 Deathjump Spiders (D)	Level 4 Skirmisher
Medium natural beast (spider)	
HP 52; Bloodied 26	Initiative +5
AC 18, Fortitude 17, Reflex 16, Will 15	Perception +7
Speed 6, climb 6 (spider climb)	Tremorsense 5
Resist 5 poison	
TRAITS	
Web Walk	
The spider ignores difficult terrain composed of webs.	
STANDARD ACTIONS	
⚔ Bite (poison) ☼ At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d6 + 3 damage, and the target takes ongoing 5 poison damage (save ends).	
⚔ Death from Above ☼ Recharge ☼ ☼ ☼ ☼	
Effect: The spider jumps up to 6 squares. This movement does not provoke opportunity attacks. After the jump, the spider uses <i>bite</i> , knocking the target prone on a hit.	
MOVE ACTIONS	
Prodigious Leap ☼ Encounter	
Effect: The spider jumps up to 10 squares. This movement does not provoke opportunity attacks.	
Skills Athletics +9, Stealth +8	
Str 14 (+4)	Dex 12 (+3)
Con 12 (+3)	Int 1 (-3)
Alignment unaligned	Wis 10 (+2)
Languages –	

6 Svirfneblin Slaves (S)	Level 2 Minion Skirmisher
Small fey humanoid	
HP 1; a missed attack never damages a minion.	Initiative +5
AC 16, Fortitude 14, Reflex 15, Will 13	Perception +1
Speed 6 (earth walk)	Darkvision
STANDARD ACTIONS	
⚔ Unarmed Attack ♦ At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 5 damage.	
MOVE ACTIONS	
Meld with Stone ♦ Encounter	
Effect: The svirfneblin moves up to half its speed and has phasing during this movement. If it would end its movement in a square it can't normally occupy, it instead remains in the square it started in.	
Str 10 (+1)	Dex 14 (+3)
Con 12 (+2)	Int 10 (+1)
	Wis 10 (+1)
	Cha 9 (+0)
Alignment unaligned	Languages Common, Deep Speech, Elven

Development

Half of the *Pendant of Ashaba* is hidden inside the web golem. When the monster drops to 0 hit points and bursts, the piece can be found within its remains. See "Reward," page 53. If Khara is still conscious and has a clear path to the golem's destroyed body, she retrieves the piece after the creature falls.

When this happens, read:

*Khara rushes over to the where the golem fell, searching through the mass of shredded webs. She retrieves a piece of silver jewelry—the other half of the *Pendant of Ashaba*!*

RACE: SVIRFNEBLIN

An adventurer of the svirfneblin race can convince the slaves to join the fight simply by asking for their aid.

Tactics

Web Golem: Created to be a warden rather than a killer, the golem tries to keep the adventurers out of the pens and away from the prisoners. Hoping to capture the characters and turn them into new slaves, it chooses to knock a foe unconscious if it reduces that foe to 0 hit points or fewer.

Deathjump Spiders: These monstrous arachnids use their climbing and jumping ability to stay in motion and drop onto unsuspecting adventurers.

THEME: ESCAPED THRALL

Seeing the slave pens brings an escaped thrall's memories of torment dangerously close to the surface. A character with the escaped thrall theme starts the encounter taking ongoing 5 psychic damage (save ends), but gains a +2 bonus to damage rolls until the end of the encounter.

Khara Sulwood, Human Knight	Level 3 Defender
Medium natural humanoid	
HP 40; Bloodied 20; Healing Surges 10	Initiative +1
AC 20, Fortitude 17, Reflex 15, Will 15	Perception +2
Speed 5	
TRAITS	
⚔ Defender Aura ♦ Aura 1	
Any enemy in the aura takes a -2 penalty to attack rolls when it makes an attack that does not include among its targets either Khara or an ally of hers who has this aura active. Marked enemies are not subject to this aura.	
STANDARD ACTIONS	
⚔ Longsword (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d8 + 4 damage.	
MINOR ACTIONS	
Hammer Hands ♦ At-Will	
Effect: Khara assumes the hammer hands stance. Until the stance ends, whenever she hits an enemy with <i>longsword</i> , she can use a free action to push that enemy 1 square and then shift 1 square to a square adjacent to the enemy.	
MOVE ACTIONS	
Battle Leader ♦ Encounter	
Effect: Close burst 2 (allies in the burst); the target can shift 1 square as a free action.	
TRIGGERED ACTIONS	
Battle Guardian ♦ At-Will	
Trigger: An enemy subject to Khara's aura either shifts or makes an attack that targets an ally but not Khara or an ally who has an active defender aura.	
Effect: Khara uses <i>longsword</i> against the triggering enemy. If she misses, the enemy still takes 3 damage.	
Power Strike ♦ 2/Encounter (1/turn)	
Trigger: Khara hits an enemy with <i>longsword</i> .	
Effect: The enemy takes 1d8 extra damage.	
Skills Diplomacy +8, History +8, Insight +7	
Str 16 (+4)	Dex 10 (+1)
Con 13 (+2)	Int 14 (+3)
	Wis 12 (+2)
	Cha 15 (+3)
Alignment lawful good	Languages Common, Elven
Equipment chainmail, light shield, longsword, everburning torch	

Khara: Khara's statistics block shows her normal status, but she is unarmed and unarmored in this fight. As such, she stays back and tries to protect the svirfneblin slaves. If one of the adventurers gives her a weapon, she joins the fray. However, with no chainmail or shield, she has AC 16 and has speed 6.

Svirfneblin Slaves: These dark gnomes try to stay well out of the battle rather than risk their own lives. If they do end up fighting, they gang up on the deathjump spiders and avoid the golem.

Features of the Area

Illumination: A campfire burning in the lower chamber fills the area with bright light.

Ceiling: Twenty feet high.

Campfire: A creature that starts its turn in this fire takes 5 fire damage.

Rubble and Mushrooms: Piles of stone and large mushrooms are difficult terrain.

SESSION 13: RETURN TO SHADOWDALE

In the previous session, the adventurers defeated the web golem warden of the slave pens in the drow outpost of Zadzifeirryn, freed Khara Sulwood, and retrieved the second half of the *Pendant of Ashaba*.

During the escape from Zadzifeirryn, Khara explains the process by which the pendant can be remade and the wards on Shadowdale restored. Give the players the information in "Reforging the Pendant" on the next page.

At the start of the session, read:

The cellars of the Tower of Ashaba stand empty, the door to the stairs still open as you left it. But even as the last of your party begins to ascend, the cellar door slams shut behind you, sealed by some magical force.

Footsteps sound out from above as Valan Jaelre steps into view at the top of the stairs. Two giant creatures scuttle behind him, each resembling an enormous spider with a drow's torso and head.

"As I feared," Valan says, "my worthless cohorts below have failed to protect that which I entrusted to them. As it always does, it falls to me to finish the task. You will return the pendant, then you will surrender to me. If you make any attempt to stand against Valan Jaelre, I swear that your deaths will be painful and slow."

Choose one of the adventurers to receive a Sending from Elminster (preferably a character who received one or both of the mage's previous messages).

To the chosen character, read:

Even as Valan awaits your answer, you hear a voice in your head—another of Elminster's messages. "Where have you been? Is the pendant reclaimed and its magic still intact? Shadowdale's wards must be restored, and we are running out of time!"

The Sending allows the receiver to respond with a message of twenty-five words. Elminster is listening this time, so give the players a chance to compose a response while you finish preparing to run the encounter. The mental response does not need to be spoken out loud, so Valan will not hear it.

If the answer to the Sending relates that the adventurers are in the Tower of Ashaba and need aid, Elminster activates a set of spells he previously laid in place to assist them.

When Elminster sends aid, read:

An apparition manifests in the middle of the room, standing atop the sepulcher. It looks like Elminster, but is made of silvery smoke. With a flourish, the figure speaks.

"In time of need come I, Elminster. For the defense of Shadowdale, I bestow gifts for our brave defenders. Step inside the mists and take my spells as your own."

The apparition disappears in a puff of smoke as Valan curses. "When I am done with you, the fool mage will be the next to die!" A thunderclap shakes the tower as a veil of silver mist falls around the sepulcher. Above the mist, a roiling ball of crimson fire appears.

Continue with the **Showdown** encounter, page 58.

Elminster's Fire

The crimson fire burning above the sepulcher has several properties. As described in the "Reforging the Pendant" section, it can fuse the *Pendant of Ashaba* back together. It can also bestow beneficial spells on the defenders of Shadowdale.

Enemies of Shadowdale (including Valan and his lackeys) cannot enter the mists, but the adventurers and Khara can. As they do, the voice of Elminster sounds out to ask a question and bestow a boon. Each character can gain only one boon.

When an adventurer enters the mists, read:

Elminster's echoing voice fills your mind. "Come take a boon, for you fight in the defense of my home. Answer me: Be you slayer or spell-slinger? Thief or theocrat?"

If the character answers "slayer," read:

A jet of fire lances out from the crimson sphere to envelop your weapon, which burns now with a searing flame.

Until the end of the encounter, whenever the flaming weapon hits an enemy, that enemy takes ongoing 5 fire damage (save ends).

If the character answers "spell-slinger," read:

A mote of spiraling flame descends from the crimson sphere and begins to orbit around your head.

Until the end of the encounter, whenever the character hits with a ranged or melee attack, each enemy adjacent to the target takes 1d4 fire damage. In addition, the character's area attacks and close attacks deal 1d6 extra fire damage to each enemy hit by the attack.

If the character answers "thief," read:

A gout of crimson fire washes over you, and your body suddenly feels lighter. Your form has become gray and mist-like.

Until the end of the encounter, the character is insubstantial and phasing during his or her turn.

If the character answers "theocrat," read:

Droplets of flame fall from the crimson sphere like rain. Running onto your chest, they form the shape of the holy symbol of your deity.

Whenever the character hits with a divine power, one of his or her allies within 5 squares of the character regains 1d6 hit points.

Reforging the Pendant

Khara Sulwood describes the steps necessary to reforge the *Pendant of Ashaba* and reactivate the magical wards that will help protect Shadowdale from the drow.

1. Heat the pieces of the pendant. Shadowdale was a place of fire and fury before Ashaba's days as lord.

2. Cool the pieces in water. Ashaba was a water wizard, and this honors him. The *Pendant of Ashaba* is now reforged.

3. The power of the lords of Shadowdale must be manifested inside the Tower of Ashaba for the magical wards to once more seal the threat of the Underdark away. Khara, as the heir of former lord of Shadowdale Doust Sulwood, believes that she can use her own blood to reactivate the wards.

The tactical encounter is set up to make the reforging easy. The pendant can be heated in the crimson fire, submerged in the River Ashaba at the dock, and activated with Khara's blood. However, the adventurers might come up with other ways to get the job done, especially using magic, so let them improvise.

Placing the pendant in fire or water is a minor action. Khara can safely cut herself and apply her blood to the pendant as a standard action. (If Khara is killed, an adventurer adjacent to her body can do the same as a standard action.) The pendant can be passed between characters (including being thrown up to 5 squares) as a minor action.

Saviors of Shadowdale

After the battle ends, this final event jumps ahead to the following evening. It's time for the adventurers to receive their reward for coming to the defense of Shadowdale.

When Valan and the drow are defeated, read:

The last drow have fallen in the Twisted Tower. Over the course of the day, your group and Khara Sulwood help put down or drive off the rest of the dark elves who still battle in the streets and farms of Shadowdale. The light of spell-fire finally ceases near Elminster's windmill.

By nightfall, the town is safe.

A group gathers at the Old Skull Inn. So many people stand in the common room that part of the crowd has spilled

out onto the porch. As your party and Khara approach, the townsfolk congratulate you on a job well done.

Inside, Lady Addee Ulphor is finishing a speech. "We will rebuild," she says. "Our home can be saved, thanks to the fast action of you fine people, the bravery of Khara Sulwood and her associates, and of course the magical talent of our good friend Elminster."

She gestures over toward the fire, where Elminster sits in a large wooden rocking chair, smoking a pipe. Despite the closeness of the crowd, the old wizard is given a wide berth. When Addee mentions his name, he frowns at her, then goes back to puffing his pipe.

Khara Sulwood pushes into the middle of the common room and presents Lady Ulphor with the *Pendant of Ashaba*. Lady Ulphor holds it high, and the people in the common room go quiet as the pendant speaks. "The bearer of the token be the one and true lord of Shadowdale..."

Cheering fills the room. Ghessla Silvermane cracks open another barrel of wine, and the patrons go back to their merriment. One of those patrons catches Khara's eye. The elf Tharinel, bandaged, bruised, and nursing a mug of mead, sits behind the bar. Khara runs to his side.

Talking to Shadowdale Residents

The adventurers have a chance to talk to the people in the inn. Many of the townsfolk are wounded, and Shadowdale will need to bury its dead tomorrow. Tonight, however, is time for celebration.

Addee Ulphor: Lady Ulphor apologizes for not having time to grab the pendant before she escaped the Tower of Ashaba. The drow came upon them so quickly that she barely got out with her life. She waited out the assault in a safe room in Elminster's windmill. She says she'll never take the pendant off again, but she's not sure how much longer she wants to be wearing it. In Khara Sulwood, she believes she might have found a worthy successor.

Tharinel: The elf is extremely grateful for the adventurers' rescue. He tells them they will always be welcome among his people in Cormanthor.

Ghessla Silvermane: The tavernkeeper tells the adventurers that she hopes they've gotten their fill of the Underdark, and invites them to return for the two hundredth anniversary of the Old Skull Inn. The characters will have a free room waiting as long as her family runs the establishment.

Elminster: The old wizard looks relieved when the adventurers approach him. "Ah, there you are. I felt I should put in an appearance. Pleasure talking to you, even if only twenty-five words at a time, yes? Shadowdale owes you a great deal. Best not let Addee forget it." With that, he puts on his wide-brimmed hat, stands up, and walks out the door.

SHOWDOWN

Encounter Level 5

Setup

Valan Jaelre (V)

2 Shadowdale driders (D)

4 Shadowdale drow spellspinners (S)

The adventurers and Khara begin in the start area.

As the characters ascend the stairs to begin the battle, read:

The spider-drow creatures swing their razor-sharp scimitars as they move into position. Their hideous bodies give them exceptional reach, and they are prepared to strike anyone who moves too close.

Valan brandishes his staff and utters words of arcane power. At the same time, you see movement in the adjacent chambers. More drow are hidden there, giving you no idea how many foes you fight.

4 Shadowdale Drow Spellspinners (S) Level 3 Artillery

Medium fey humanoid

HP 34; Bloodied 17

Initiative +3

AC 17, Fortitude 14, Reflex 16, Will 15

Perception +2

Speed 6

Darkvision

STANDARD ACTIONS

⚡ **Spellshock Rod** (implement, lightning) ♦ **At-Will**

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 2d6 + 4 lightning damage, and the drow pushes the target up to 2 squares.

⚡ **Dark Bolt** (implement, lightning, necrotic) ♦ **At-Will**

Attack: Ranged 10 (one creature); +8 vs. Reflex

Hit: 1d4 + 4 lightning damage, and ongoing 5 necrotic damage (save ends).

⚡ **Lightning Web** (implement, lightning) ♦ **Encounter**

Attack: Close blast 5 (creatures in the blast); +6 vs. Reflex

Hit: The target is immobilized and takes ongoing 5 lightning damage (save ends both).

Miss: 5 lightning damage, and the target is slowed (save ends).

MINOR ACTIONS

☁ **Levitate** ♦ **Encounter**

Effect: The drow flies up to 4 squares vertically and hovers there until the end of its next turn. When the levitation ends, the drow descends safely to the ground, without taking falling damage.

Sustain Move: The levitation persists until the end of the drow's next turn, and it can fly up to 3 squares vertically and 1 square horizontally.

Skills Arcana +9, Stealth +8

Str 10 (+1)

Dex 14 (+3)

Wis 12 (+2)

Con 10 (+1)

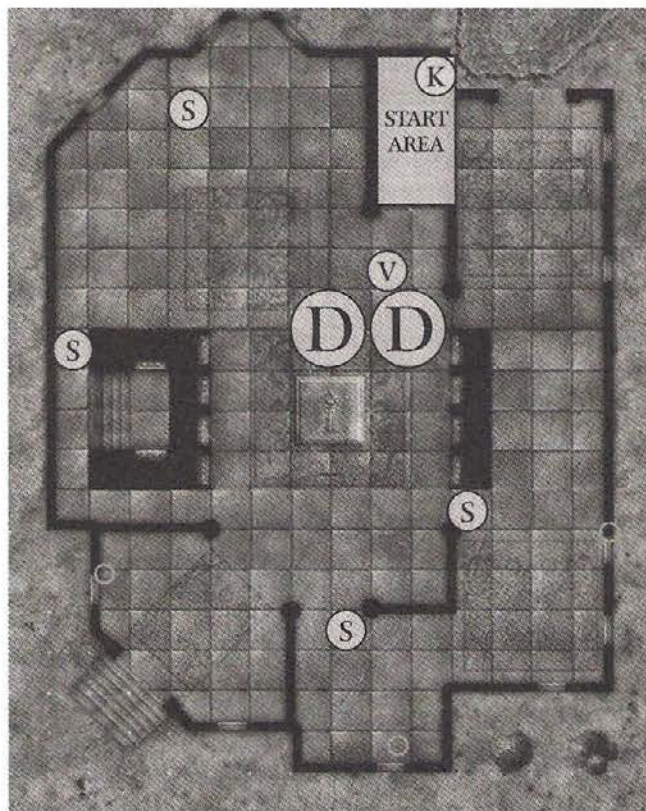
Int 16 (+4)

Cha 15 (+3)

Alignment evil

Languages Common, Elven

Equipment robes, rod



2 Shadowdale Driders (D) Level 4 Soldier

Large fey humanoid (spider), drow

HP 55; Bloodied 27

Initiative +6

AC 20, Fortitude 16, Reflex 15, Will 17

Perception +2

Speed 8, climb 8 (spider climb)

Darkvision

TRAITS

Threatening Reach

The drider can make opportunity attacks against enemies within 2 squares of it.

STANDARD ACTIONS

⚡ **Scimitar** (weapon) ♦ **At-Will**

Attack: Melee 2 (one creature); +9 vs. AC

Hit: 2d8 + 4 damage.

Effect: The drider marks the target until the end of the drider's next turn.

MINOR ACTIONS

⚡ **Darkfire** ♦ **Encounter**

Attack: Ranged 10 (one creature); +7 vs. Reflex

Hit: Until the end of the drider's next turn, the target grants combat advantage and cannot benefit from invisibility or concealment.

TRIGGERED ACTIONS

☠ **Servant's Rebuke** (necrotic, poison) ♦ **At-Will**

Trigger: An enemy marked by the drider shifts or makes an attack that doesn't include the drider as a target.

Effect (Opportunity Action): Close burst 10 (triggering enemy in the burst). The target takes 10 necrotic and poison damage.

Skills Stealth +9

Str 18 (+6)

Dex 15 (+4)

Wis 10 (+2)

Con 15 (+4)

Int 8 (+1)

Cha 17 (+5)

Alignment evil

Languages Elven

Equipment leather armor, scimitar

Valan Jaelre (V)	Level 4 Elite Controller (Leader)
Medium fey humanoid, drow	
HP 110; Bloodied 55	Initiative +3
AC 18, Fortitude 15, Reflex 17, Will 16	Perception +8
Speed 6	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
Spider Bones ♦ Aura 5 Whenever a nonminion drow ally in the aura drops to 0 hit points, it dies and a bone spider appears in its former space.	
STANDARD ACTIONS	
Spider Staff (fear, poison, weapon) ♦ At-Will Attack: Melee 1 (one creature); +9 vs. AC Hit: 1d8 + 3 damage, and ongoing 5 poison damage (save ends). Effect: Valan pushes the target up to 3 squares.	
Mind Venom (fear, psychic) ♦ At-Will Attack: Ranged 20 (one creature); +7 vs. Will Hit: 1d6 + 4 psychic damage, and ongoing 5 psychic damage (save ends). Effect: Valan slides the target up to 2 squares.	
Double Attack ♦ At-Will Effect: Valan makes two basic attacks.	
Webbed Miasma (poison) ♦ Recharge when first bloodied Attack: Area burst 2 within 10 (enemies in the burst); +7 vs. Reflex Hit: 1d6 + 4 poison damage, ongoing 5 poison damage, and the target is slowed (save ends both). Effect: The burst creates a zone of webs that lasts until the end of the encounter. The webs are difficult terrain for enemies.	
MINOR ACTIONS	
Darkfire ♦ Encounter Attack: Ranged 10 (one creature); +7 vs. Reflex Hit: Until the end of Valan's next turn, the target grants combat advantage and cannot benefit from invisibility or concealment.	
Venom Puppet (charm) ♦ Recharge ☞ ☞ Effect: Ranged 20 (one ally or one creature taking ongoing poison damage or ongoing psychic damage); the target makes a basic attack as a free action against a target of Valan's choice.	
Cloud of Darkness (zone) ♦ Encounter Effect: Close burst 1. The burst creates a zone that lasts until the end of Valan's next turn. The cloud blocks line of sight for all creatures except Valan. While entirely in the cloud, any creature other than Valan is blinded.	
Skills Arcana +11, Bluff +10, Intimidate +10 Str 10 (+2) Dex 12 (+3) Wis 12 (+3) Con 15 (+4) Int 18 (+6) Cha 16 (+5) Alignment evil Languages Common, Elven, Goblin Equipment robes, staff	

Tactics

Valan Jaelre: Valan wants the pendant above all else. Except to defend himself from direct attacks, he targets whoever is carrying the pendant or its pieces.

Driders: These creatures guard Valan, fighting as close to him as they can. Unless attacked themselves, they ignore characters who go after the spellspinners.

Drow Spellspinners: These drow stay back from the fray, firing at anyone they get a clear shot at.

Khara Sulwood: If Khara has both pieces of the pendant, she tries to reforge it. If not, she guards whoever is trying to reforge it. Her statistics can be found in the "Warden of the Pens" encounter, page 55.

Bone Spider	Level 2 Minion Skirmisher
Small fey animate (construct, spider)	
HP 1; a missed attack never damages a minion.	Initiative +6
AC 16, Fortitude 13, Reflex 15, Will 14	Perception +3
Speed 6	Darkvision
STANDARD ACTIONS	
Bite (poison) ♦ At-Will Attack: Melee 1 (one creature); +7 vs. AC Hit: 5 poison damage, or 7 poison damage against a target granting combat advantage to the spider.	
MOVE ACTIONS	
Skitter ♦ At-Will Requirement: The spider must have taken no actions this turn. Effect: The bone spider shifts up to half its speed.	
Str 12 (+2)	Dex 17 (+4)
Con 9 (+0)	Int 1 (-4)
	Cha 7 (-1)
Alignment unaligned	Languages —

Development

If the pendant is reforged during the battle, the magical wards protecting Shadowdale come back into effect.

When the wards reactivate, read:

The pendant pulses with a force that all can feel, causing the drow to cringe and stagger. Valan screams through the pain. "I'll take that prize from you, and I will eat your hearts for the trouble you've caused me!"

The Valan Jaelre the adventurers face is not the real wizard, but a simulacrum.

When Valan is defeated, read:

Valan falls, but as he does, his face warps and distorts. The illusion that concealed his true form vanishes, revealing a simulacrum made of crawling spiders. This creature might have possessed Valan's magic, but the real wizard must be elsewhere, safely out of your reach.

Features of the Area

Illumination: Bright daylight.

Ceiling: Fifteen feet high.

Doors: The doors at the front of the tower were smashed open in the initial drow attack. They are currently shut, but they hang loosely on their bent hinges. The dock has no door.

Sepulcher: This low tomb is difficult terrain. Its lid can be lifted with a DC 20 Athletics check. Within are humanoid remains but nothing of value.

Windows: All the windows are open.

Elminster's Fire: Mist surrounds the sepulcher, and a ball of crimson fire floats in the air over it. Adventurers and their allies can enter the mist. The drow and other enemies cannot enter the mist, even by forced movement. See "Elminster's Fire," page 56.



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ENCOUNTERS

CHARACTER NAME _____

Create a character using the rules provided in *Heroes of the Fallen Lands*®, *Heroes of the Forgotten Kingdoms*®, the *Rules Compendium*®, and/or *Into the Unknown: The Dungeon Survival Guide*®. Use any method listed for generating ability scores besides rolling. After playing each session, record your character's treasure and experience points gained.

Class: _____ Level: _____
Race: _____ Gender: _____
Alignment: _____
Languages: _____

ABILITIES AND SKILLS

Strength	<input type="checkbox"/> Trained	MODIFIER	CHECK
Strength measures your physical power.			
Athletics	<input type="checkbox"/> Trained	MISC.	CHECK
Constitution	<input type="checkbox"/> Trained	MODIFIER	CHECK
Constitution represents health, stamina, and vital force.			
Endurance	<input type="checkbox"/> Trained	MISC.	CHECK
Dexterity	<input type="checkbox"/> Trained	MODIFIER	CHECK
Dexterity measures coordination, agility, and balance.			
Acrobatics	<input type="checkbox"/> Trained	MISC.	CHECK
Stealth	<input type="checkbox"/> Trained	MISC.	CHECK
Thievery	<input type="checkbox"/> Trained	MISC.	CHECK
Intelligence	<input type="checkbox"/> Trained	MODIFIER	CHECK
Intelligence describes how well you learn and reason.			
Arcana	<input type="checkbox"/> Trained	MISC.	CHECK
History	<input type="checkbox"/> Trained	MISC.	CHECK
Religion	<input type="checkbox"/> Trained	MISC.	CHECK
Wisdom	<input type="checkbox"/> Trained	MODIFIER	CHECK
Wisdom measures common sense, self-discipline, and empathy.			
Dungeoneering	<input type="checkbox"/> Trained	MISC.	CHECK
Heal	<input type="checkbox"/> Trained	MISC.	CHECK
Insight	<input type="checkbox"/> Trained	MISC.	CHECK
Nature	<input type="checkbox"/> Trained	MISC.	CHECK
Perception	<input type="checkbox"/> Trained	MISC.	CHECK
Charisma	<input type="checkbox"/> Trained	MODIFIER	CHECK
Charisma measures force of personality and leadership.			
Bluff	<input type="checkbox"/> Trained	MISC.	CHECK
Diplomacy	<input type="checkbox"/> Trained	MISC.	CHECK
Intimidate	<input type="checkbox"/> Trained	MISC.	CHECK
Streetwise	<input type="checkbox"/> Trained	MISC.	CHECK

POWERS AND FEATS

WEALTH

COMBAT STATISTICS

Initiative	Speed
Roll initiative to determine the turn order in combat.	Your speed is the number of squares you can move with a move action.
DEFENSES	
Armor Class (AC)	AC measures how hard it is to physically land an attack on you.
Fortitude	Fortitude measures your toughness and resilience.
Reflex	Reflex measures your ability to deflect or dodge attacks.
Will	Will measures your strength of will, self-discipline, and devotion.
Attack Bonus	WEAPON / POWER DAMAGE
Attack Bonus	WEAPON / POWER DAMAGE
When you attack, roll a d20 and add your attack bonus. Compare the result to the monster's defense to see if you hit. If you do hit, roll damage.	
Hit Points	Bloodied
Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).	
Healing Surge Value	
Surges Per Day	
When you spend a healing surge, you regain hit points equal to your healing surge value, which is one-quarter of your hit points (rounded down).	

CURRENT HIT POINTS

Temporary Hit Points _____

Surges Used _____

EQUIPMENT AND MAGIC ITEMS

ACTIONS IN COMBAT

On your turn in combat, you can take three actions:

- ◆ A standard action, which is usually an attack
- ◆ A move action, which involves movement
- ◆ A minor action, which is simple and quick

You can give up an action to take another action from lower on the list, so you can take a move or a minor action instead of a standard action or a minor action instead of a move action.

CHARACTER THEME

Pick a character theme from *Into the Unknown: The Dungeon Survival Guide*® or *Dragon*® 399 (marked with an asterisk).

- | | |
|--|---|
| <input type="checkbox"/> Bloodsworn | <input type="checkbox"/> Guardian* |
| <input type="checkbox"/> Deep Delver | <input type="checkbox"/> Guttersnipe* |
| <input type="checkbox"/> Escaped Thrall | <input type="checkbox"/> Knight Hospitaller* |
| <input type="checkbox"/> Trapsmith | <input type="checkbox"/> Mercenary* |
| <input type="checkbox"/> Treasure Hunter | <input type="checkbox"/> Noble* |
| <input type="checkbox"/> Underdark Envoy | <input type="checkbox"/> Ordained Priest* |
| <input type="checkbox"/> Underdark Outcast | <input type="checkbox"/> Outlaw* |
| <input type="checkbox"/> Alchemist* | <input type="checkbox"/> Scholar* |
| <input type="checkbox"/> Chevalier* | <input type="checkbox"/> Seer* |
| <input type="checkbox"/> Explorer* | <input type="checkbox"/> Wizard's Apprentice* |

CHARACTER NOTES

Use this space however you like: to record what happens on your adventures, track quests, describe your background and goals, note the names of the other characters in your party, or draw a picture of your character.

EXPERIENCE POINTS (XP)

XP for next level: _____

BEWARE THE DARKNESS BELOW

Long past are the days when drow ruled over Shadowdale from the Twisted Tower—or are they? Beneath the sleepy farming community, an old evil stirs. The drow and their foul Underdark minions have set eyes on the Dalelands, but to what end is anyone's guess. Now, it's up to an unlikely band of adventurers to defend Shadowdale from the drow threat and learn what Lolth and her villainous followers are up to. Success means a respite from danger. Failure could doom the surface world.

Web of the Spider Queen™ is a DUNGEON & DRAGONS® Roleplaying Game adventure designed for the spring 2012 season of the D&D ENCOUNTERS™ official play program. This season incorporates character options from *Into the Unknown: The Dungeon Survival Handbook™*, and it comes with three full-color battle maps, thirteen ready-to-play encounters, and information on the D&D ENCOUNTERS program.

DUNGEONS & DRAGONS

For use with these DUNGEONS & DRAGONS® products:

Rules Compendium™ Heroes of the Fallen Lands™

Dungeon Master's Kit™ Heroes of the Forgotten Kingdoms™

Mordenkainen's Magnificent Emporium™

Into the Unknown: The Dungeon Survival Handbook™

DUNGEONS & DRAGONS Fortune Cards™: Spiral of Tharizdun™

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