

Documents

DROW SURFACE RAID
KUBLACON 2008

The team with the most points at the conclusion of the event wins the game. Each item is worth 1 point. Additionally, a team cannot win without having completed their primary objective. A list of treasure is below.

Bonus Points are also available and should not be made known to the party. In the case of a tie in a category, no points are awarded.

Most Gold (poker chips marked “GP”)
 Most Locations (poker chips marked “Location”)
 Most Treasure (poker chips marked “Treasure”)

Unique treasures/events

Steal the Sea Spray’s Figurehead (Genoa Harbor – Bregan D’aerthe)
 Destroy Illithid Master Brain (Illithid Tower – Vokshan)
 Steal Duergar Smithy Hammer (Duergar Barracks – Xellonir)
 Drink Vhaerun Sacramental Wine (Vhaerun Temple – Baerne)
 Steal Vhaerun Anti-Paladin Remains (Vhaerun Crypts)
 Steal Captain Eversall’s Charts (Genoa Harbor)
 Steal Sewer Drain Grate (Sewers)

Common items

Illithid Tower: Illithid Brain Massager Bottle of Illithid Brain Lubricant	Crypts of Vhaerun: Urn Acolyte Crypt Rubbing
Duergar Barracks: Keg of Underdark IPA Steel Toed Mining Boots	Broken Oar Caverns: Black Peat Moss Underdark Crystals
Temple of Vhaerun: Vestment of Vhaerun Holy symbol of Vhaerun	Sewers: Dead Sewer Rats Genoa Bay Manhole Cover
Genoa Bay: a ship's bell crate of Linden Long-Leaf Tobacco a poker chip from Paco's a sandwich from Gaffer's House of Flat-Bread Meat Sandwiches Red Swingline Stapler	

Read to the players:

Lloth has come to me and has told me that her chosen race, the drow, are failing her. Our power wanes and the power of our enemies grow. Men, duergar, even drow exert their power and seek to dominate us. No more can we let this situation proceed unchecked and expect to remain in Lloth's favor.

While we are still recovering from recent defeats and cannot engage in open warfare, we can still strike our enemies. We are going to send out a small strike force, led by a priestess of Lloth to lash out at our enemies. In her vision, Lloth told me that we need to seek out the Temple of Vhaerun, near the surface town of Genoa Harbor. We are to enter the temple and find the main altar. There, our priestess shall imbibe the sacramental wine of Vhaerun.

Additionally, we are to destroy or steal other objects for Lloth's glory. When an item is near, Lloth will provide her priestess with the information.

Some of the traders in the merchants' quarter should be able to tell you where to start your journey. You should proceed there at once.

GM Info:

Each party starts with **5GP**.

The party should head towards the Bazaar and go to Zicki's Road House.

As always, open combat is not only discouraged on the streets of Menzoberranzan, it can be punishable by the complete destruction of the House that initiates it.

Read to the players:

Our mission to travel to the surface town of Genoa Harbor and steal the *Sea Spray's* figurehead has taken a new turn.

Our spies within the great houses have uncovered a plot for several houses to send out small forces to strike at enemies of Lloth. Anything we can do to interfere should bring us profit or prestige.

We are to destroy or steal other objects before the other houses get a chance. Your leader has been given a gem that will show the objects that Lloth desires.

Some of the traders in the merchants' quarter should be able to tell you where to start your journey. You should proceed there at once.

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Read to the players:

Lloth has spoken to Matron Baerne. She has told them that she is unhappy with her children and we must strike out at our enemies, men, duergar and even other drow to regain her favor.

She has given House Baerne a mission to raid the surface. One of Lloth's handmaidens has told me that this is an opportunity to gain Lloth's favor. Should we outdo House Baerne, we would gain much in the eyes of the goddess.

An illithid tower with a master brain is near the surface town of Genoa Harbor. Given the recent betrayal at the hands of the brain creatures, nothing would please Lloth more than a little payback. We will send out a small force, commanded by a priestess to destroy this brain.

Additionally, we are to destroy or steal other objects for Lloth's glory. When an item is near, Lloth will provide her priestess with the information.

Some of the traders in the merchants' quarter should be able to tell you where to start your journey. You should proceed there at once.

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She has given House Baerne a mission to raid the surface. One of Lloth's handmaidens has told me that this is an opportunity to gain Lloth's favor. Should we outdo House Baerne, we would gain much in the eyes of the goddess.

Near the surface town of Genoa Harbor lies a small duergar encampment. Inside the barracks is a small smithy. It would bring Lloth and us much glory to steal one of the duergar's enchanted smithy hammers.

Additionally, we are to destroy or steal other objects for Lloth's glory. When an item is near, Lloth will provide her priestess with the information.

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*Be It Known That On This
Most Glorious of Days,
The Bearer of This
Certificate Out-Fought,
Out-Witted, Out-Cheated,*

*Out-Negotiated, Out-Lawyered, and
Out-Munchkinned Three Other
Somewhat Less Glorious and Less
Accomplished Foes and Won the
Drow Surface Raid at KublaCon 2008.*



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Zicki's Road House

Menzoberranzan's premiere
Narbondel dark cycle spot for food
fun and drinks.

All food half price during the 1/4
cycle!



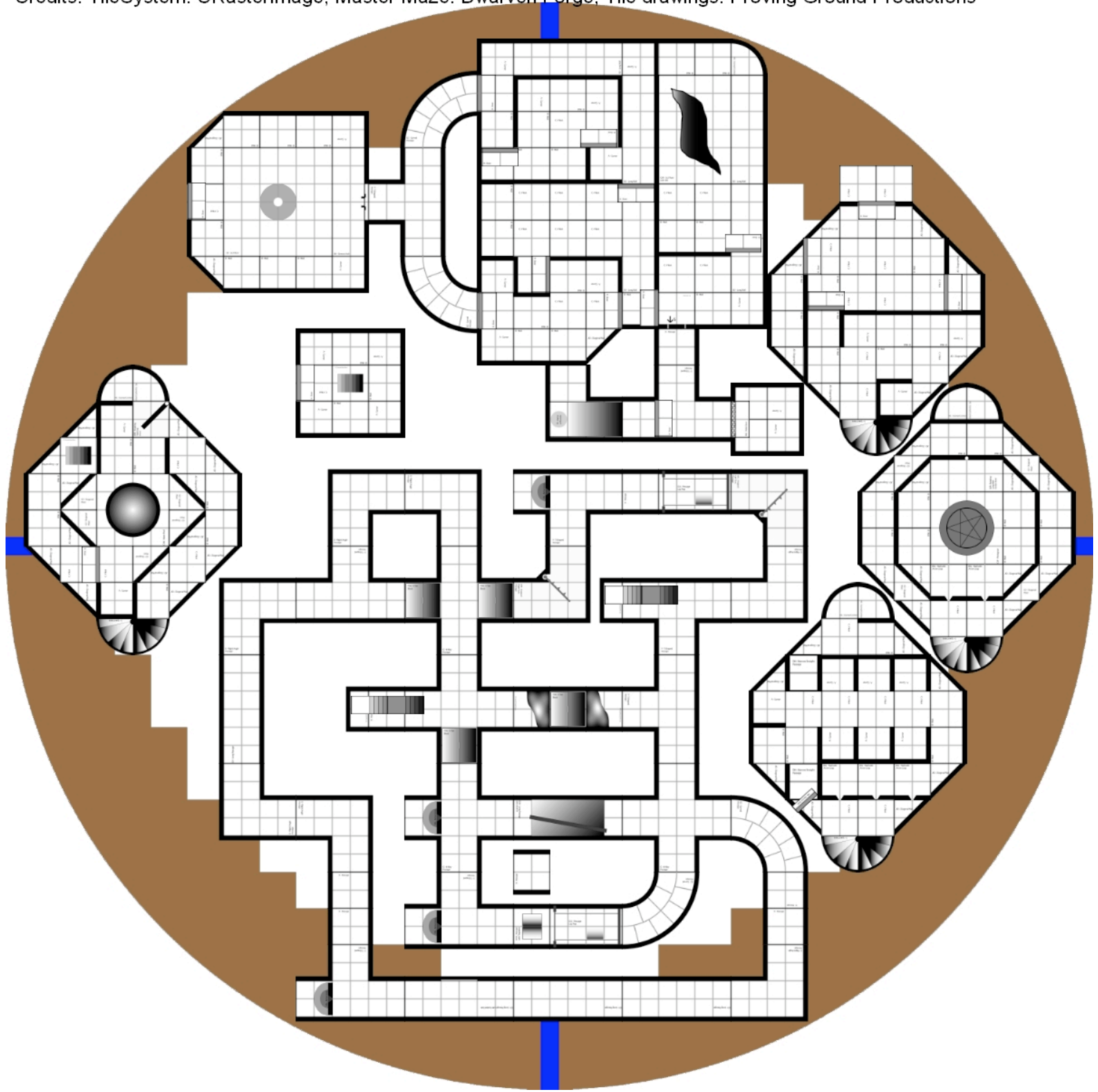
Bring this flyer to the Zicki's
and get a free ale!

Most races welcome!

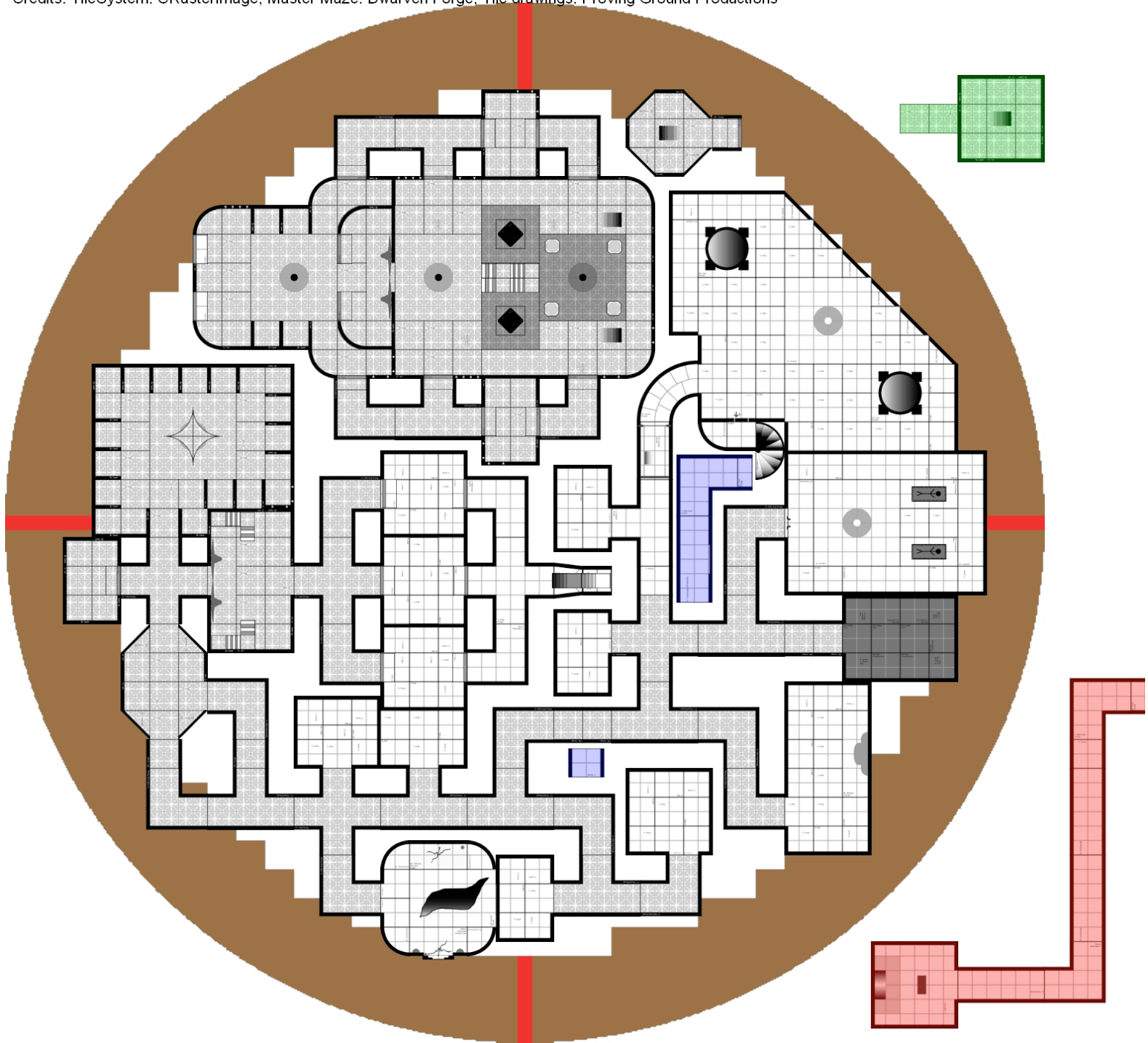
Maps

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KUBLACON 2008

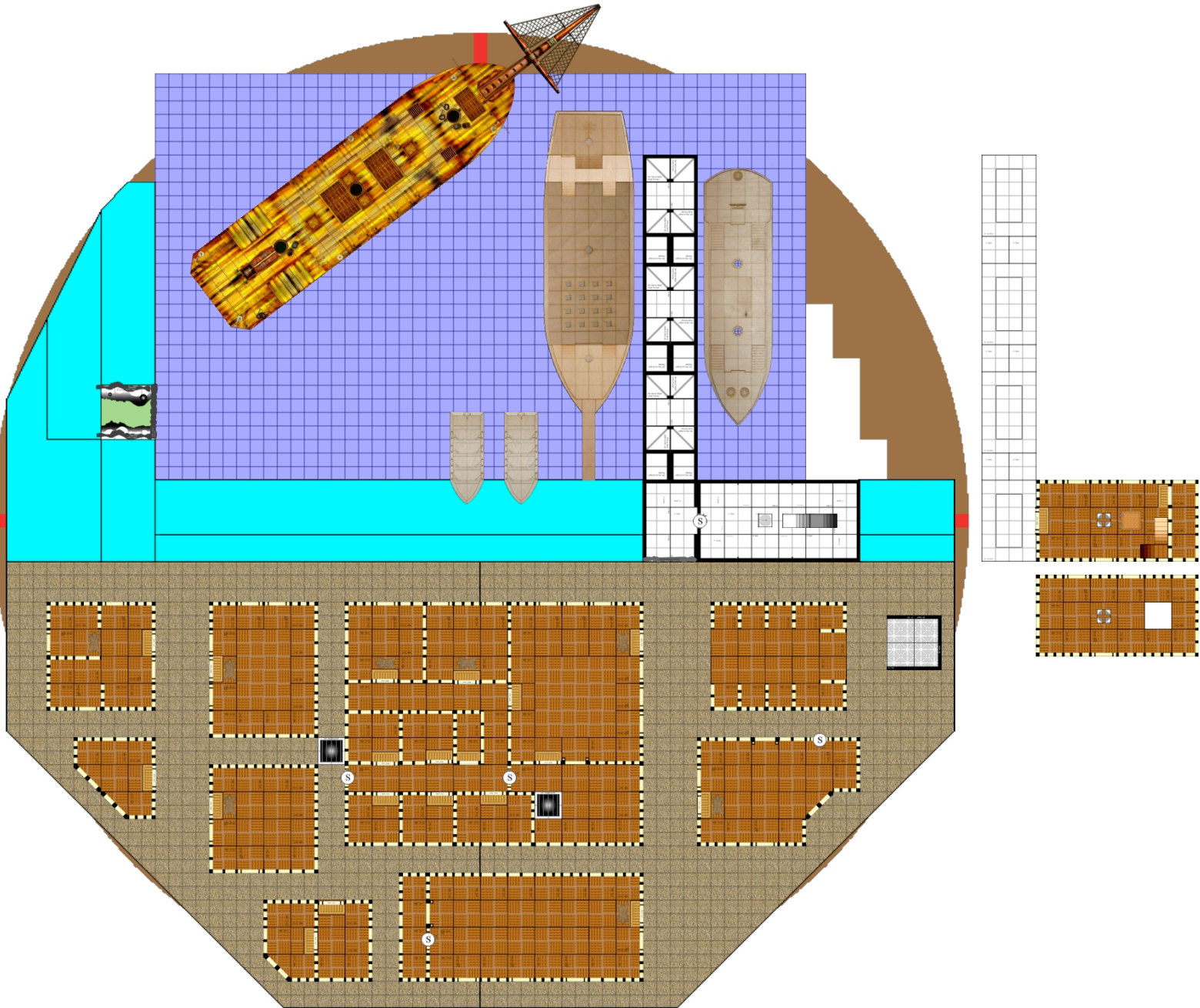
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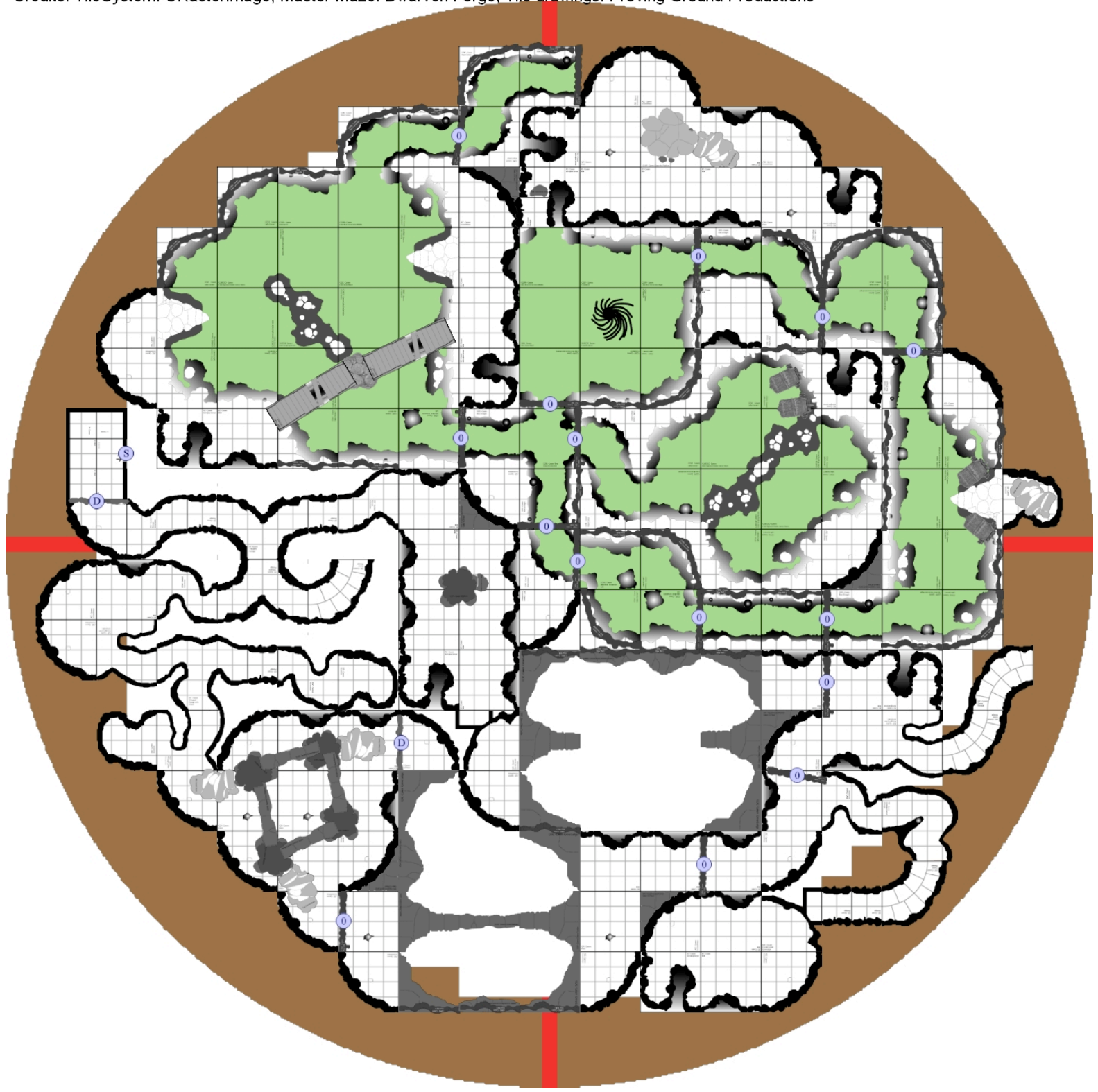
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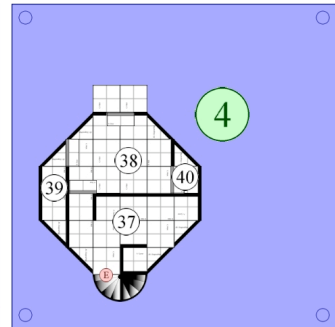
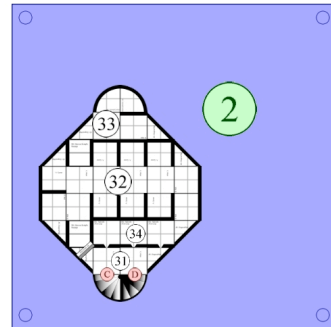
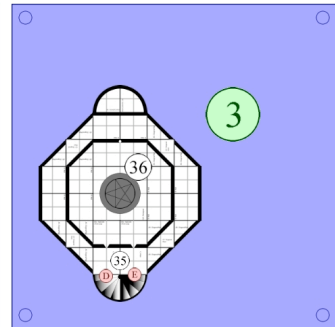
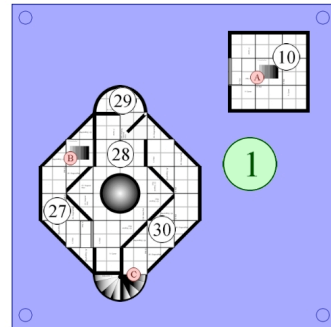
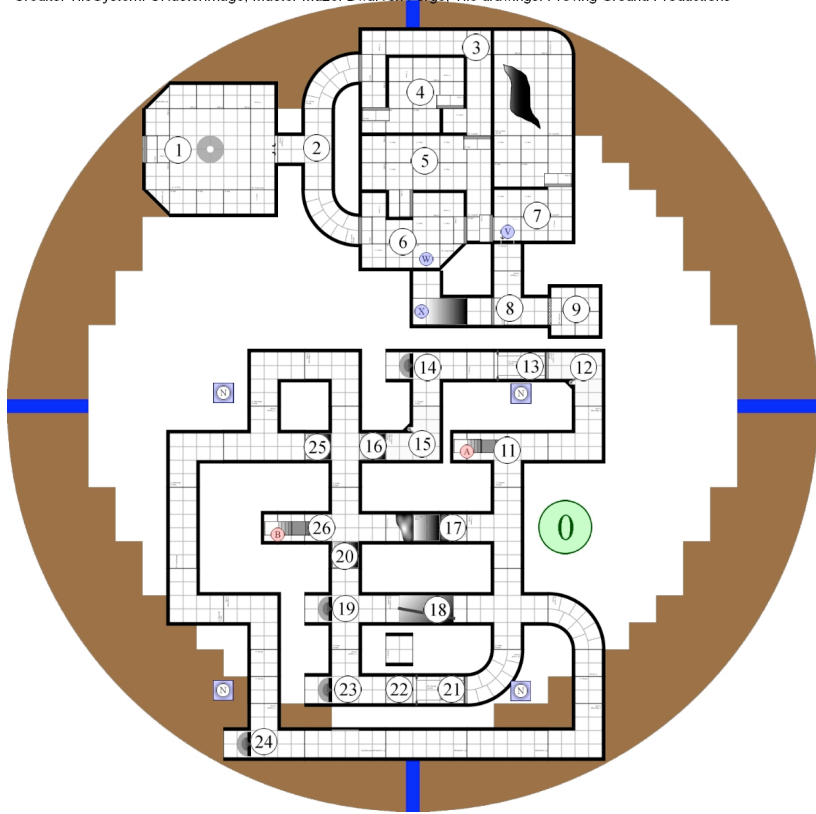


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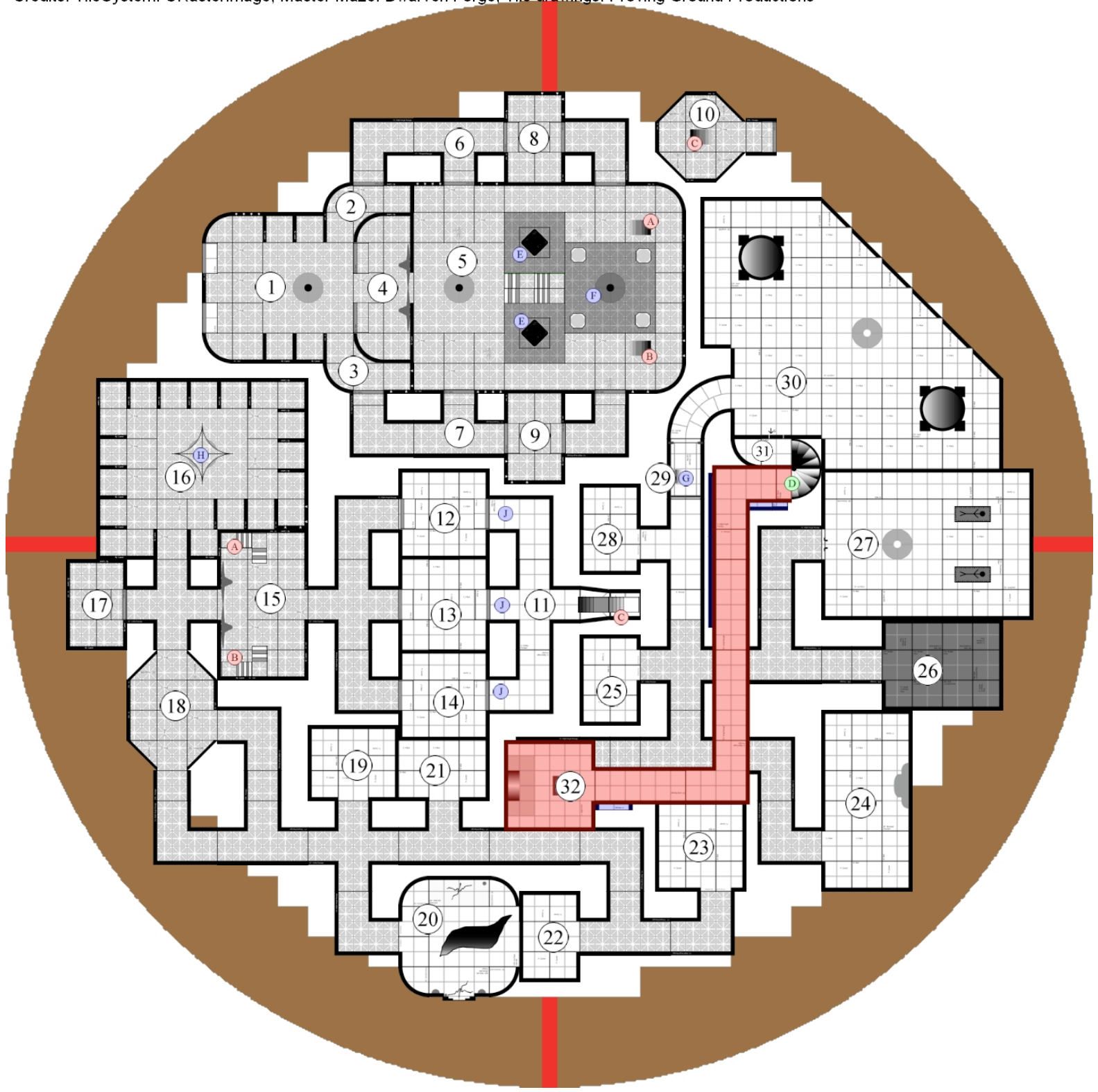
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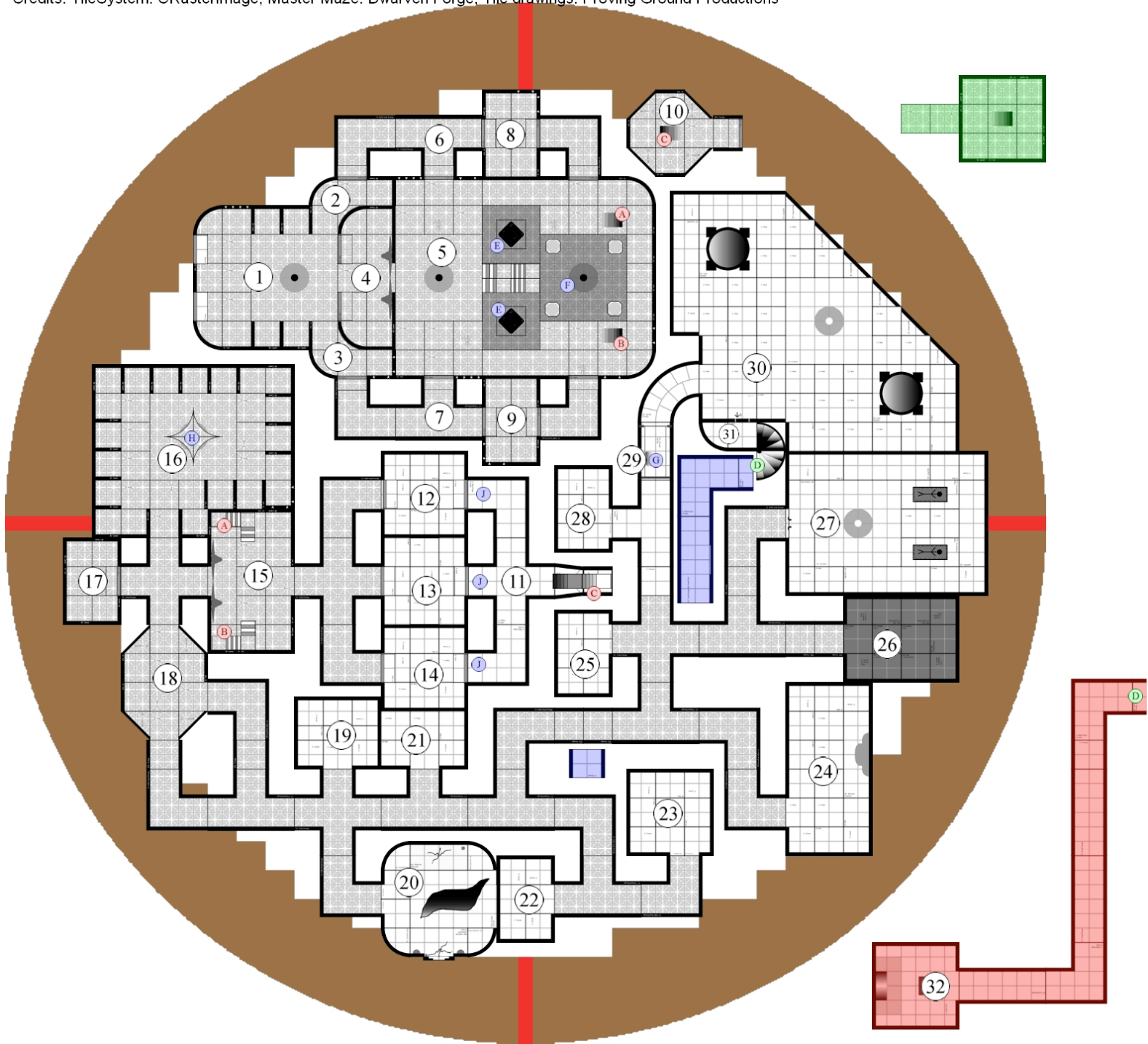
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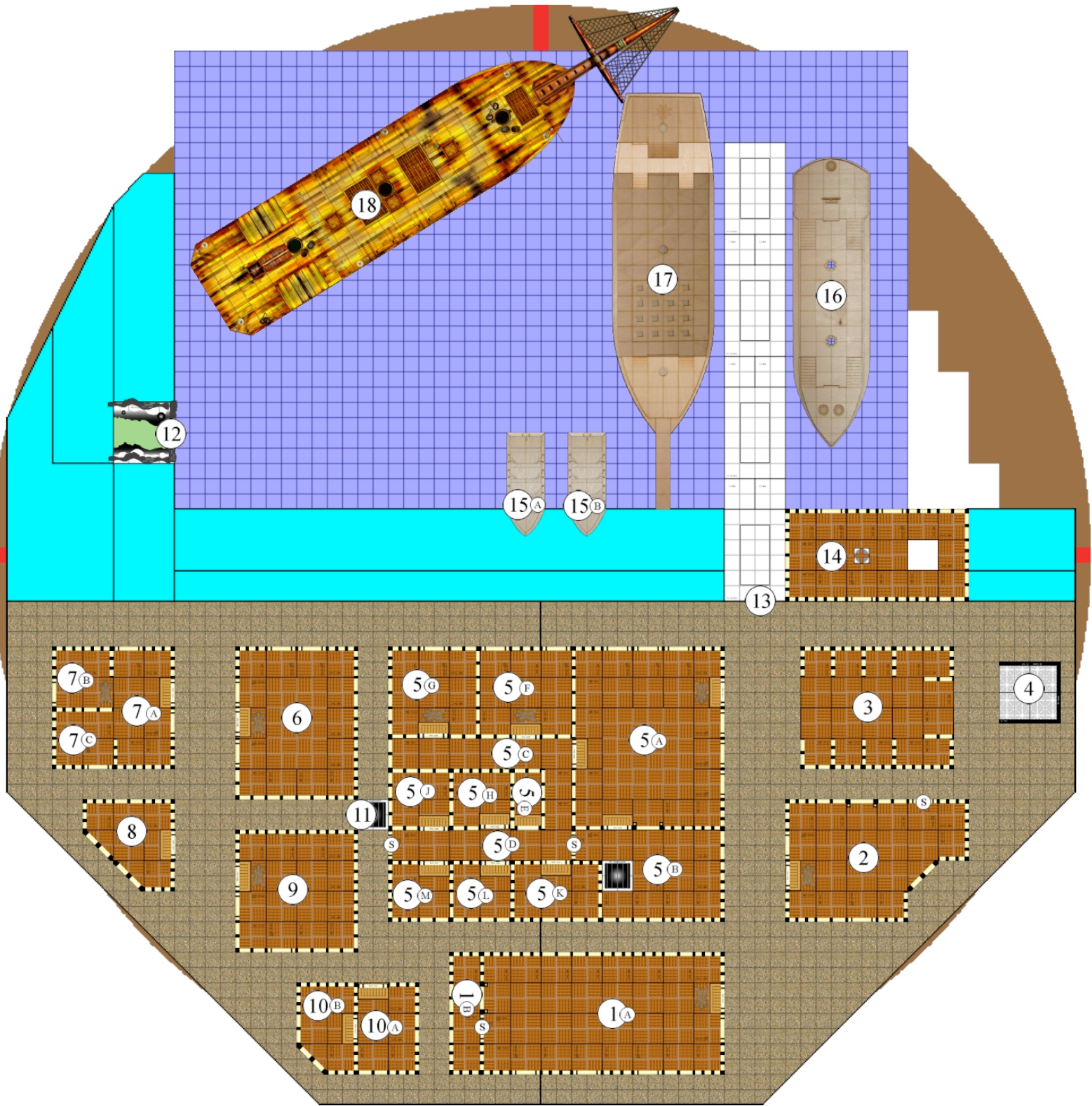
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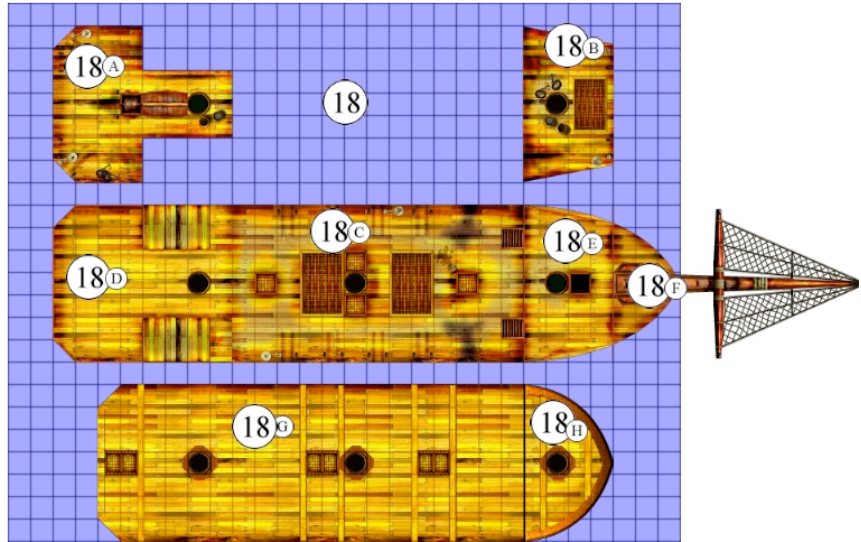
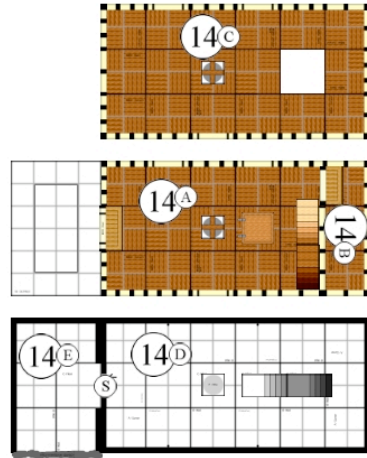
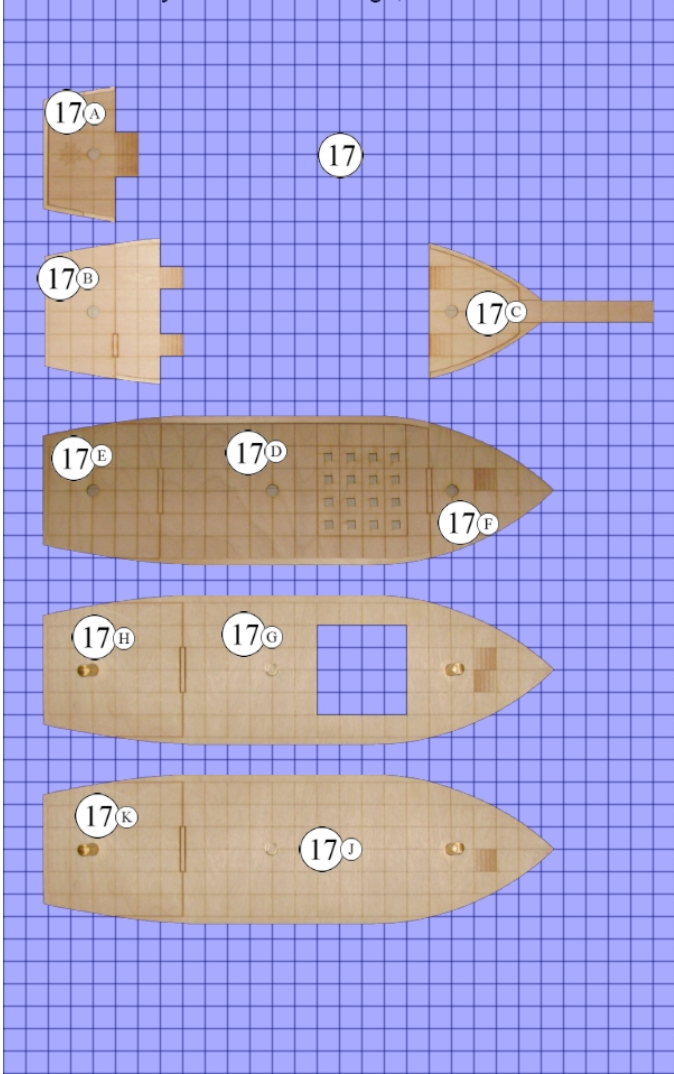
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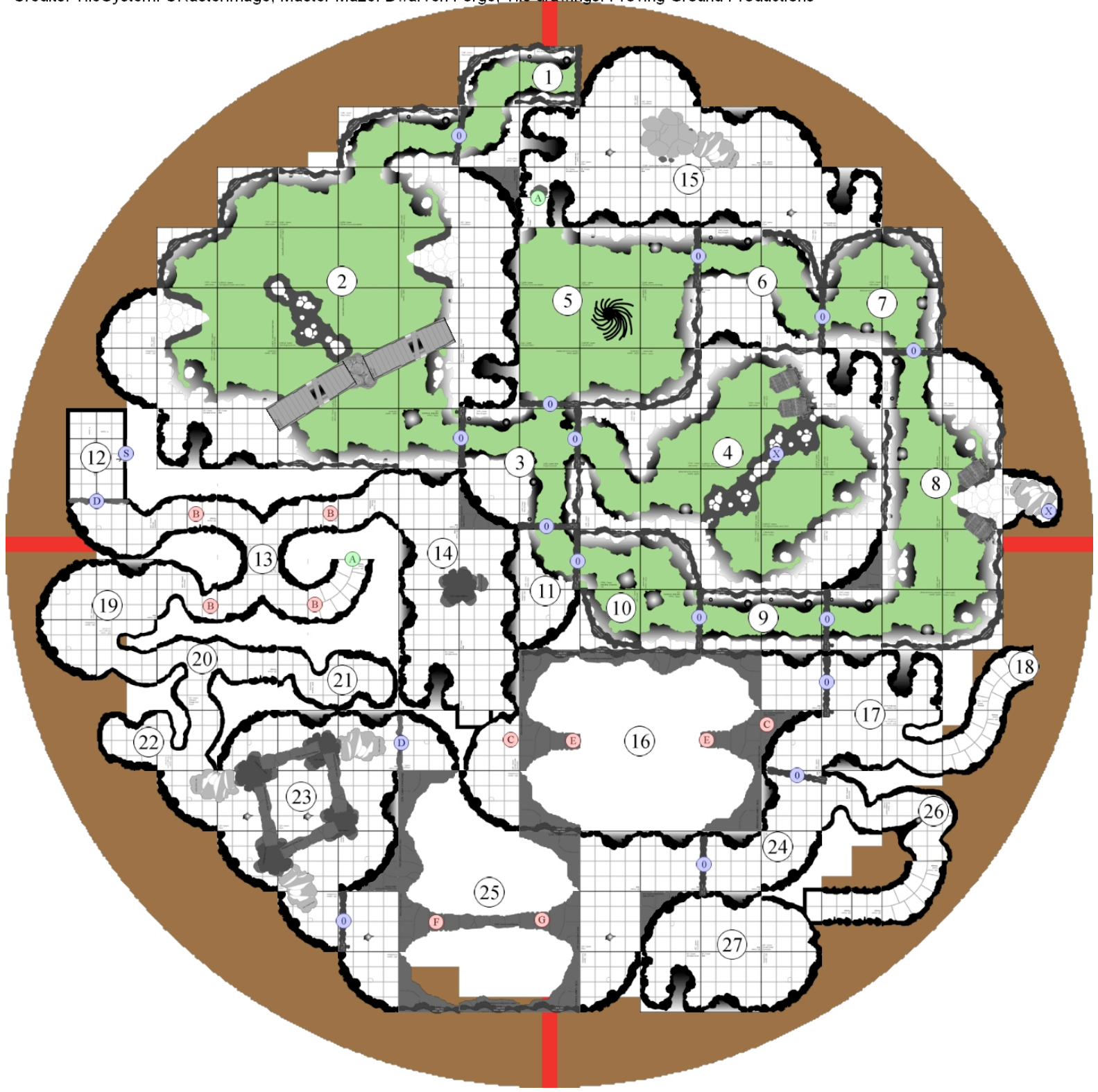
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Levels

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1. Barracks Door

The Duergar barracks appear mostly empty, as if the company of dark dwarves stationed there is out on patrol. The front door is hidden from view from the rest of the Duergar encampment.

The door is locked but easily opened (DC 18). If the characters make a DC 18 Listen check, they will hear loud snoring from behind the door. If the lock is picked quietly, the inhabitants will be surprised. If the door is bashed or the characters otherwise are noisy the characters will be met by a prepared set of guards inside. Whether or not the characters are surprised depends on if they know of the guards inside.

1a. Barracks Entrance

In one corner of the room are several makeshift beds constructed from old blankets, straw and other materials. Several weapons are on the floor beside a wooden chest. A huge demon archway on the opposite side of the room into a hallway.

The weapons are all non-masterwork. There are a couple of spears, and several wooden clubs. The chest contains **1GP** and **1 potion of cure light wounds** and is unlocked.

3 Skullcrusher Ogres (MM III:116)
 Skullcrusher Sergeant (MM III:116)

ID	CR	Init	SR	AC	Touch	Flat	Temp	DR	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Speed
		0		20	9	20			+9	+2	+2	25	11	17	10	10	9	30
			60	60		Attack			Bonus	Type	Damage	Grapple	Special					
SkCrsh Ogre			60			m-star			+8/+3	mel	2d6+7	21	Grapple					
Name			60			shield			+8	mel	1d8+3	10						
												Reach						
ID	CR	Init	SR	AC	Touch	Flat	Temp	DR	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Speed
		0		23	9	22			+15	+4	+3	29	13	20	10	12	6	30
			107			Attack			Bonus	Type	Damage	Grapple	Special					
SkCrsh Sgt						bstd swd			+14/+9	mel	2d8+9 17	26	Grapple					
Name						shield			+13	mel	1d8+4	10						
												Reach						

Notes:

Skullcrusher ogres like to grapple and pull their opponents into their spiky armor. A successful grapple check does 1d4+7 of nonlethal damage plus 1d8 points of piercing damage.

2. Hallway

A well-worn pathway lead to 2 doors at either side of this hallway.

The doors aren't even locked!

Notes:

3. Wrap-Around Hallway

This long, stone hallway sports a well-worn pathway down the middle of the floor.

Again, nothing in here.

Notes:

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4. **Commander's Office**

A desk sits against the back wall, covered in papers and maps. A big coat rack is almost completely obscured by coats and cloaks hanging on it.

One of the maps shows a route to the surface that leads to Genoa Harbor. **Location: Genoa Harbor.** Underneath the coat rack are several pairs of **Steel Toed Mining Boots**. There is also an arcane scroll with the following spells: *Summon Monster III, Shatter, Hold Portal and Hold Person.*

Notes:

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5. Storeroom

This room is full of boxes and crates.

The boxes and crates are full of food and other provisions. They also have **1GP**.

Notes:

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6. Weapon Storage

There are several open barrels in here, each one holding various weapons.

There are several hundred spears, bolts and arrows in here.

Notes:

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7. Earth Room

The floor of this room is covered unevenly with patches of dirt.

Two earth elementals guard the entrance to the smithy. They will not attack the party unless they get within 5 feet of the door to the Chasm Room.

The secret door can be found with a DC 20 Search check. A DC 20 Disable Device check will reveal the mechanism to the door.

2 Huge Earth Elementals (MM:97)

ID	CR	Init	SR	AC	Touch	Flat	Temp	DR	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Speed	
		-1		18	7	18		5	+15	+4	+7	29	8	21	6	11	11	30	
				152	152		Attack		Bonus	Type	Damage	Grapple	Special						
							slam		+19	melee	2d10+9	+29	see text						
												15							
												Reach							
				<u>Earth Elemental</u>															
				Name															

Notes:

Earth Elemental - +1 attack/dmg when on ground.

7a. Smithy

Noxious fumes arise from a large chasm in the middle of this room. Banging sounds can be heard from the huge dark dwarf currently stoking the chasm-forge. Pieces of weapons and armor in various stages of completion litter the room.

The chasm is an unnatural forge that allows these duergar to create potent weapons. The huge duergar is the master smith and wields the **Duergar Smithy Hammer***. The chasm is alight with dark flame. Anyone within 5 feet of the chasm suffers 1d6 points of heat damage. Anyone falling in suffers 4d6 points of fire damage per round.

The smith also has an ***Oil of Weapon Bonus*** +3.

Duergar Smith

ID	CR	Init	SR	AC	Touch	Flat	Temp	DR	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Speed
		+6		21	12	19			+12	+5	+11	20	15	20	10	10	6	20

Attack	Bonus	Type	Damage	Grapple	Special
	whmmr +4	22/17/12	mel	1d8+13	+16
				5	

Torq _____

Name _____

Reach _____

Oil of Weapon Bonus – When applied to a weapon, make it act as if it had the associated weapon bonus for 8 hours. It does not stack with the original bonus, if any. Hence a shortsword +1 is effectively a shortsword +3 for 8 hours.

8. A bad place to be

This non-descript corridor ends in two new looking doors.

If the door to room 9 is opened, it will set off the trap. (DC 20 Search, DC 23 Disable)
The characters will hear (Listen DC 18) a click coming from behind the door with the ramp. One round later, a huge ball will burst through the door and roll through the door to room 9, where it will crash into and stick to a metal wall.

Anyone in the path of the ball must make a DC 18 Reflex save or take 2d6 of crushing damage. Furthermore, the ball is magnetized. Anyone wearing metal armor must also make a DC 20 Reflex save or they will be stuck to the ball, where they will take 3d6 points of damage as they are splattered against the back wall of room 9.

Notes:

Trap!

9. Metal Plate Room

The back wall of this room has a large metal plate on it. Several barrels are stacked to one side.

There are several **Kegs of Underdark IPA*** among the barrels.

Notes:

10-11. Shed and Stairs

This run-down shed sits outside of a large, ornate tower. The door hangs open on broken hinges and weeds overrun the small yard. Inside is a single set of stairs leading down into darkness. On either side of the stairs a tall, fleshy figure stands guard.

The two figures are flesh statues. They do nothing but alert the illithid in room 38. The stairs lead to 11.

The passageways underground are well-built and very clean.

Notes:

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12-13-14-15. Traps

A self-animated broom is sweeping the corridor here. The dust magically disappears after being swept.

12 – Swinging Spike Trap (DC 20 Search, DC 20 Disable, DC 18 Reflex or 2d6 dmg)

13 – Swinging Log Trap (DC 5 Search/Spot, DC 15 Disable, DC 15 Reflex or 2d6 dmg)

14 – Arrow Trap (DC 20 Disable, +10 to hit, 1d6+2 dmg, attacks nearest character within 10 feet once)

15 - Swinging Spike Trap (DC 20 Search, DC 20 Disable, DC 18 Reflex or 2d6 dmg)

Notes:

Trap!

16. Falling Block

As you look into the 4-way intersection ahead, a huge stone block falls from the ceiling, blocking your path.

The block has hardness 8 and 1800 hp as it is 10 ft thick.

Notes:

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17. Blocked Passageway

The passageway is blocked in the middle by a huge mound of rubble.

Should the characters physically try to remove the rubble, more will just fall in. The only way to get through is to utter the phrase “It tastes like burning” in Draconian.

Notes:

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18. Log over a Pit of Acid

A log spans a pit filled with a clear liquid with an acrid odor.

The ceiling is covered in metal spikes (DC 15 Spot check, unless someone specifically looks up) A DC 20 Spot check reveals something on the bottom of the pit. It is a *gem of brightness*. (DM:257)

The log is quite easily traversed (DC 7 Balance) by any single character. However, once two or more characters are on the log, it sets up a harmonic vibration that launches all characters from the log into the ceiling (2d6 dmg, DC 20 Reflex for half) and then back down into the acid. Characters in the acid take 1d6 dmg each round, no save.

Notes:

Trap!

19. Arrow Trap

Something looks a little strange at the T-intersection up ahead.

Once any character gets within 10 feet of the arrow trap, it will shoot one special arrow every 2 rounds.

The arrows here do no damage. Instead they teleport the characters into the middle of the acid pool.

Arrow Trap: DC 20 Disable, +10 to hit, teleport to pit (DC 15 Will negates)

Notes:

Trap!

20. Falling Block

As you look into the 4-way intersection ahead, a huge stone block falls from the ceiling, blocking your path.

The block has hardness 8 and 1800 hp as it is 10 ft thick.

Notes:

--

21-22-23-24. Traps

A self-animated broom is sweeping the corridor here. The dust magically disappears after being swept.

21 – Swinging Log Trap (DC 5 Search/Spot, DC 15 Disable, DC 15 Reflex or 2d6 dmg)

22 – Pit trap (DC 20 Search, DC 20 Disable, DC 15 Reflex or 1d6 falling plus 1d6 spike damage)

23 – Arrow Trap (DC 20 Disable, +10 to hit, 1d6+2 dmg, attacks nearest character within 10 feet once)

24 – Arrow Trap (DC 20 Disable, +10 to hit, 1d6+2 dmg, attacks nearest character within 10 feet once)

Notes:

Trap!

25. Falling Block

As you look into the 4-way intersection ahead, a huge stone block falls from the ceiling, blocking your path.

The block has hardness 8 and 1800 hp as it is 10 ft thick.

Notes:

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26. Stairs and Lightning

Lightning crackles back and forth across these stairs that ascend up into the next level.

The lightning is harmless.

Notes:

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27. Tower Foyer

Two nice chairs and a little table sit along the wall. Two glasses and a decanter of some brown liquid are on the table

The liquid is a nice brandy and is quite good.

Notes:

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28. Reflecting Pool Room

A big pool of water is in the middle of the room. It is contained by a raised lip.

If any character looks into the water, he will immediately be in communication with the illithid master brain in room 36. It will want to know why the player is communicating with it. If the character does not successfully use Bluff or Diplomacy at DC 25, the brain will cast Charm Person (as 10th level) on the character. If the character fails the save, he will immediately jump in the pool and be teleported to room 36. He will be under the dominion of the master brain until it is killed. (See room 36 text for more info)

The secret door is pretty easy to find. (DC 18 Spot/Search) It opens easily.

Notes:

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29. Secret Room

This small room is full of linens and things.

Buried in the stack of linens are some **Bottles of Illithid Brain Lubricant**. Also buried in here (DC 18 Search) is a *headband of intellect +2*. (DM:258)

Notes:

30. Hall and Stairs

This long, narrow hallway leads to circular stairs at the end of the hall.

The stairs go up to room 31.

Notes:

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31. Landing

Arrow slits look out over this small landing, and a small, closed door seems to be the only way to get to the other side of the slits.

The door is unlocked, and there is currently nothing behind the slits.

Notes:

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32. Cells

This mazelike area has several smallish rooms that look like cells. The door on each cell is open. Inside each cell is a large, mutated humanoid.

Each cell contains a Flesh Half-Golem. Once the characters enter this room, they will attack.

5 x Flesh Half-Golem (MM II: 211)

ID	CR	Init	SR	AC	Touch	Flat	Temp	DR	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Speed
		0		19	10	19		5/S	+4	0	0	21	10		1	11	1	30

			Attack	Bonus	Type	Damage	Grapple	Special
	10	10	axe	+7	me	1d8+5 x3		magic im; bsrk
FI 1/2 Golem	10	10					5	
Name							Reach	

Notes:

Berserk: Once it takes dmg, the next round it will go berserk. It gets +4 Str and Con and -2 AC. Immune to magic.

33. Store Room

This small alcove is full of various cleaning supplies and agents.

Searching through the bottles (DC 18) yields 1 *potion of cure light wounds* and 1 *potion of cure serious wounds*.

Notes:

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34. Arrow Loops

Three arrow loops look out over the landing.

Notes:

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35-36. Illithid Master Brain Room

As soon as you enter this room, you feel an overwhelming mental presence from behind the walls in front of you. It's as if something is trying to get into your mind.

The swiveling wall can be discovered with a DC 18 search.

If anyone enters the center chamber, they will immediately be assaulted with a cone of Mind Blast (DC 19). The brain will then continue using its psionic attacks until either it, or the party is dead. Once the brain is dead, the party gets **Destroy Illithid Master Brain***.

Any characters charmed in room 28 will be here, along with a kobold massaging the brain. Once the characters start to harm the brain, the charmed party member will attack the party. However, since he is completely dominated, he will only make physical attacks with his bare hands. The kobold won't attack, he'll simply pass out from shock.

The kobold is wearing a pair of **Illithid Brain Massagers** on his hands.

Illithid Brain

ID	CR	Init	SR	AC	Touch	Flat	Temp	DR	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Speed
		+8		10	10	10			+8	+0	+10				25	18	18	0
				Attack		Bonus		Type		Damage		Grapple		Special				
		221		_____		_____		_____		_____		_____		Charm; psionic				
Ill Brain				_____		_____		_____		_____		_____						
Name												Reach						

Notes:

Can cast Charm Person/Monster as 10th level.
 Mind Blast: DC 19 Will save, 60' Cone or stunned for 3d4 rounds.
 Brain Spike: DC 19 Will save or take 1d3 Int Damage. When reduced to 0 will be slave to brain.

37. Sitting Room

Several comfy chairs and tables are arranged in a conversation-friendly manner. A deck of cards sits on one of the tables between two chairs.

The deck of cards is a *deck of many things*. (DM:278) However, if the deck is removed from this room, it will vanish and reappear on the table. The used cards will still be missing.

Notes:

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38. Mind Flayer's Bedroom

Ornate, yet slightly shabby furniture decorates this bedroom. A small desk is along one wall and a door opens up to a small balcony. A suit of metal and a tentacle-headed figure stand on the balcony. The tentacles squirm as he says, "I've been expecting you".

The figure is a mind-flayer. He is expecting the party and will launch a mind blast at the party. He will not be surprised. As such, he gets a +8 bonus to initiative. The metal suit is a runic guardian and will also attack, but does not get the +8 init bonus.

In the desk is a *potion of cure disease*, a *ring of protection +3* (DMG: 232) and a parchment detailing an interaction with drow that worship Vhaerun, it reveals **Location: Temple of Vhaerun**.

Mind Flayer (MM: 187)

Runic Guardian (MM II: 182)

ID	CR	Init	SR	AC	Touch	Flat	Temp	DR	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Speed
		+14		15	12	13			+3	+4	+9	12	14	12	19	17	17	

		Attack	Bonus	Type	Damage	Grapple	Special
Mind Flayer	HP	44	4 tentacles	+8	1d4+1	+7	Mind blast, psionics, improved grab, extract MM:187
	Name					Reach	

ID	CR	Init	SR	AC	Touch	Flat	Temp	DR	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Speed
		+8		10	10	10			+8	+0	+10				25	18	18	0

		Attack	Bonus	Type	Damage	Grapple	Special
Ill Brain	HP	221					
	Name					Reach	Charm; psionic

Notes:

Mind Blast: DC 17 Will save. 60' cone or stunned 3d4 rounds. Can cast charm monster (DC 17), Suggestion (DC 16), levitate, plane shift and detect thoughts (DC 15) as 8th lvl caster.
 Improved grab: If successful with tentacle attack, can grapple. If wins grapple check, tentacle attached to head. Opponent can escape with grapple or escape artist, but mind flayer gets +2 for each additional attached tentacle. If all 4 tentacles are attached, and mind flayer succeeds in a grapple check, the brain is extracted, killing the character.
 Runic Guardian: First casts Bigby's Forceful Hand on the first attacker, then enters melee.
 Stunning Strike: If hit, must make DC 25 Fort save or be stunned for 1 round, unable to act and loses Dex AC bonus.

39. Lavatory

A bathtub and a small chamber pot are in this room. They aren't empty. Ick.

Enjoy.

Notes:

--

40. Closet

This closet is full of clothes that look like they haven't been worn in quite some time.

Notes:

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1. Harbor Sewer Entrance

Thick, slimy effluent slowly flows out into the harbor from a slime coated opening, covered in reeds.

The liquid is foul smelling. As the party approaches the first stalactite opening, have the party make a DC 20 Spot check. If it succeeds, the party sees an unusually large group of turds floating down the stream. Once anyone gets within 10 feet of the turds, they will attack.

Dungswarm

ID	CR	Init	SR	AC	Touch	Flat	Temp	DR	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Speed
		+1		20	10	20			+1	+1	+1	13	10					30

	Attack	Bonus	Type	Damage	Grapple	Special														
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 30px; text-align: center;">33</td> <td style="width: 30px;"> </td> <td style="width: 30px;"> </td> <td style="width: 30px;"> </td> <td style="width: 30px;"> </td> <td style="width: 30px;"> </td> <td style="width: 30px;"> </td> </tr> <tr> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> <td> </td> </tr> </table>	33														slam	+7	mel	1d6+2		
33																				
<u>Dungswarm</u> Name																				
					Reach	see text														

Notes:

Each round during combat, opponent must make a DC 15 Reflex Save or be dung-covered. (-2 on all Charisma-based skills until cleaned)

2. Just Desserts

A stagnant pool of sewage is crossed by a slimy, wooden bridge. A small outcropping of rock is in the middle of the pool. A small chest can be seen on the little rocky island.

Two black puddings make their home in the water. They will try to attack when there are characters on the bridge or island. If characters are on the raft, they will attack the raft. Those on the raft must make a DC 25 Reflex save or be dumped into the lake. The lake here is 10 feet deep. The chest on the island is locked (DC 20) and contains a *potion of cure light wounds* and a *wand of cure light wounds* with 4 charges.

2 Black Pudding (MM:201)

ID	CR	Init	SR	AC	Touch	Flat	Temp	DR	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Speed
		-5		3	3	3			+7	-2	-2	17	1	19		1	1	20

Attack	Bonus	Type	Damage	Grapple	Special
slam	+8	mel	2d6+4	+18	see text
acid			2d6	10	

Black Pudding
Name

Reach

Notes:

Acid: Any physical contact deals 2d6 acid dmg. Additionally, objects that hit the pudding must make DC 21 Reflex save or take 21 points of dmg.

Constrict: Deals auto slam and acid dmg with successful grapple

Improved grab: If successful melee hit, can attempt grapple w/o AoO

Split: Slashing and piercing cause pudding to split

3. Intersection

Three rivers of sludge meet here.

Nothing much here.

Notes:

--

4. Treatment Pools

Intermittent streams of fluid drip from various spots on the ceiling and fill this pool. A slimy rocky path crosses the middle of the pool. Several small vermin carcasses lie on the path. The pools here seem to have a different consistency than the rest of the sewers.

The path is full of **Dead Sewer Rats** that have floated thru the streets of Genoa Harbor to end up here. The streams of fluid come from the town above and consist of raw sewage. The pools here have been treated with magic to break down the sewage. A detect magic will show this area as being infused with minor enchantments. As such, anyone who spends more than 2 rounds in the pool will begin to take corrosive damage of 1d6 per round (DC 20 Fort for half).

There are two arcane oozes in this room. They will try to wait to attack until characters are on the path or in the water.

2 arcane ooze (MM III: 9)

ID	CR	Init	SR	AC	Touch	Flat	Temp	DR	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Speed
		-5		3	3	3			+13	0	0	22	1	26		1	1	20

Attack			Bonus	Type	Damage	Grapple	Special
slam			+14	me	2d6+7	+14	see text
acid					2d6	10	

Arcane Ooze
Name

Reach

Notes:

Acid: Any physical contact deals 2d6 acid dmg. Additionally, objects that hit the pudding must make DC 21 Reflex save or take 21 points of dmg.

Constrict: Deals auto slam and acid dmg with successful grapple

Improved grab: If successful melee hit, can attempt grapple w/o AoO

Immune to magic that has SR, additionally acid attacks heal half and electrical attacks haste it for 3 rounds.

Spell Siphon: If arcane caster begins turn within 60 feet, must make a DC 25 Fort save or lose highest spell, which temporarily adds 5xlevel HP to ooze. Must have LoE to work.

5. Drain-O

A huge whirlpool swirls around in the middle of the pool, mixing all the ingredients together to a nice soup.

At the bottom of the whirlpool is the Sewer Drain Grate*. It can be removed with a DC 25 Strength check. However, getting to the drain could be a problem. It will require a DC 25 Swim check. Once the character gets to the drain, a DC 20 Reflex check will be required to stay in place.

Notes:

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6. Bend

Debris has collected in this bend in the sewer.

Nothing here but a pile of “sewage debris”.

Notes:

--

7. Clear Pool

The water, while still discolored, seems a little more clear and pure here.

Any character that enters the water will be healed 1d8+1 HP of damage.

Notes:

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Acid: Any physical contact deals 2d6 acid dmg. Additionally, objects that hit the pudding must make DC 21 Reflex save or take 21 points of dmg.
Constrict: Deals auto slam and acid dmg with successful grapple
Improved grab: If successful melee hit, can attempt grapple w/o AoO
Split: Slashing and piercing cause pudding to split

9. Sanitizer

The sewage flows straight through this passageway.

Three rounds after a party member had entered the passageway, the trap in here will activate. Walls of force (10th level caster) will appear at the two openings. The chamber will begin to fill up. After 5 rounds, the water level will be 5 feet deep above the walkways, and 10 feet deep in the stream. Then the water will begin to heat up. In 5 rounds the water will cause 1d6 points per round of scalding damage to anyone in the water. Those on not in the water, but within 3 feet of the surface will take 1d3 points of damage per round. The scalding lasts for 5 rounds, after which the water will cool and recede to normal over 5 rounds. Once the water level is back to normal, the walls of force will disappear.

A DC 25 Search will reveal a small lever in the NW corner. If pulled, it will abort the process and everything will be back to normal in 5 rounds. The water will drain out through an open **Genoa Bay Manhole Cover**.

Notes:

Trap!

10. **Something Shiny**

Two small rocky spires are in the middle of this stream. Something shiny appears to be on one of them.

The shiny object is a small metal box. It contains *dust of arcane restoration* and *dust of divine restoration*, each with 10 charges.

Notes:

Dust of arcane restoration – each charge restores 1 level of a lost arcane spell

Dust of divine restoration – each charge restores 1 level of a lost divine spell

For example, 3 charges would restore 1 3rd level spell

11. Corner

Sewer debris collects in the bend in the stream here.

Other than some sewage debris, nothing really here.

Notes:

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12. Sub Basement A

This area looks like a finished basement. A bamboo door is to the south. A cool breeze can be felt coming from the door. A single, small crate lies on the floor.

The crate contains a **Ship's Bell**.

The door leads to area 14d in the harbor and can be found via a DC 25 Search check.

Notes:

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13. Only the Penitent Man May Pass

Four cavern passageways intersect here. A small rune seems to be inscribed on the floor before the intersection.

The spots marked with a “B” are small inscriptions in the floor. A DC 20 Decipher Script or DC 30 Knowledge: Arcana will reveal the meaning of the script. “The Breath of God: Only the penitent man will pass”

Just beyond the inscription, each 1” square has a 50% chance of triggering the trap. If triggered, a gust of wind precedes spinning blades coming out of the walls at neck height, dealing 4d6 points of damage, DC 25 Reflex for half. If a character kneels when the gust of wind happens, they will avoid damage entirely. There is a small lever at the “13” (DC 30 Search) that will disable the blades for 5 minutes.

The stairs at “A” lead to area 15.

Notes:

Trap!

14. Pedestal Room

An unusual rock formation creates a natural pedestal in the middle of the room. Natural steps can be used to reach the top.

Pretty rocks.

Notes:

--

15. Meet the Ropers

A large, flat topped stone mound is in the center of this room. Two stalactites are on top of the mound.

The two stalactites are actually prismatic ropers. A DC 30 Spot check will reveal them. Otherwise, they will wait to attack anyone who comes up the mound.

2 prismatic ropers (MM III: 141)

ID	CR	Init	SR	AC	Touch	Flat	Temp	DR	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Speed
		+6		22	11	20			+6	+5	+7	22	15	17	4	12	15	10

Attack	Bonus	Type	Damage	Grapple	Special
4 tent	+11	mel	1d6+6 poison	+16	see text
				20	

Pris Roper
Name

Reach

Notes:

Color Spray, as spell, 3/day DC 13, Caster lvl 9
 Hypnotic Coloration: Change colors rapidly, mesmerizing onlookers (DC 18 Will). Those fascinated will approach roper at walking speed.
 Poison: Injury, DC 17 Fort, 1d6 Dex initial, paralysis secondary

16. The Path of God

A huge chasm is here. It appears bottomless. It looks to be a good 50 feet or so to the other side. A small ledge protrudes out over the cavern about 5 feet on each side. Each ledge has a lion's head carved into it. Before the chasm a small rune is carved into the floor.

The rune can be read via a DC 20 Decipher Script or a DC 30 Knowledge: Arcana check. It reads "The path of God, only in the leap from the lion's head will he prove his worth".

There is an invisible, non-detectable bridge connected the 2 ledges, about 5 feet wide. A character can simply walk across the bridge. If a jump is attempted, it is a DC 45 Jump check. If the jumper falls short, he will land on the bridge. A DC 15 Balance check is needed to see if he falls down. If failed an additional DC 15 Reflex check is need to see if he stays on the bridge, else he falls into the chasm.

The lion on the west side has a gem in one of its eye sockets. It is a *dusty rose ioun stone* (DMG:260).

Notes:

--

17. Mineral Cavern

This cavern is filled with small stalagmites. Most of them have multi-colored veins of ore winding through them.

Upon closer inspection (DC 20) there is **1 GP** in one of the stalagmites.

Notes:

--

18. Caverns Entrance

If you didn't know the entrance was here, you'd completely miss this vegetation-blocked opening. Once you get inside, you see a small ore cart.

There is a small chest inside the ore cart. If someone touches the chest, the ore cart suddenly lurches forward, requiring a DC 30 Reflex save to avoid being pulled into the cart. The cart careens down area 18, through area 17 and stops just shy of the chasm in area 16 as it catches on a small stalagmite. Anyone next to the cart needs to make a DC 18 Reflex save, or take 2d6 damage from the blades that appear on the sides of the cart. Additionally, anyone in front of the cart must also make a DC 18 Reflex save or get run over for 2d6 damage. Anyone in the cart should make a DC 20 Listen Check. If successful, he will hear the chest begin to tick.

Once the cart comes to rest, the chest will explode 1 round later. Anyone within 10 feet of the chest will take 3d6 damage unless they make a DC 18 Reflex save.

Notes:

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19. Crystal Cavern

Several of the formations in this cavern are made from a clear, crystal-like substance. The light is refracted through these crystals creating a dazzling display of colors and patterns. These are clearly formations of Underdark Crystals.

Due to the light show, it is difficult to see in here. If examined carefully (DC 20 Spot, no time for search), the characters will notice that there seem to be wasp nests attached to the stalactites near the ceiling. After the characters have been in the room for 1 round, the wasps will attack as a Hellwasp Swarm.

Lying about are loose Underdark Crystals.

Hellwasp Swarm: MM 238

ID	CR	Init	SR	AC	Touch	Flat	Temp	DR	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Speed
		+10		20	20	14			+10	+14	+7	1	22	14	6	13	9	40
			93				Attack		Bonus		Type		Damage		Grapple		Special	
Hwasp swarm							swarm				mel		3d6 poison		0		see text	
Name													Reach					

Notes:

Distraction: If start in same round, DC 18 Fort or nauseated for one round

Inhabit: Enter helpless or dead creature for 1 minute then animating it.

Poison: Injury DC 18 Fort, Int and Sec 1d6 Dex

20. Intersection

In the middle of the intersection is a 10-foot deep chasm. It appears that there are enough hand and foot holds to navigate it safely.

Easy to navigate.

Notes:

--

21. Smooth Cavern

The floor of this cavern is unusually smooth. The floor is also slightly concave. A couple of the smaller cavern enclaves also appear quite smooth.

This cavern used to be the home of a destrachan who was killed a year ago.

Notes:

--

22. Holey Cavern

Several small holes are in the walls of this cavern.

The holes are the lairs of 3 dire snakes. They will attack in area 23. They won't appear here. One of the holes (DC 20 Search) contains a *wand of web* (5th lvl caster - 4 charges)

Notes:

--

23. Walkways

An elevated stone walkway is in the center of this room, with stairs leading up to it. A small chest is in the center of the room.

Once the characters begin to cross the room, the three snakes from area 22 will attack the characters. Also, 3 huge monstrous spiders will attack anyone that crosses the walkway.

The chest contains 5 blessed crossbow bolts.

3 Huge Monstrous Spiders (MM: 289)

3 Giant Constrictor Snakes (MM: 280)

ID	CR	Init	SR	AC	Touch	Flat	Temp	DR	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Speed
		+3		16	11	13			+8	+5	+2	19	17	14		10	2	30

		Attack	Bonus	Type	Damage	Grapple	Special
Spider	52	52		bite	+9	mel	2d6+6
	52					poison	
Name						10	
						Reach	

ID	CR	Init	SR	AC	Touch	Flat	Temp	DR	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Speed
		+3		15	11	12			+8	+10	+4	25	17	13	1	12	2	20

		Attack	Bonus	Type	Damage	Grapple	Special
Snake	63	63		bite	+13	mel	1d8+10
	63			constrict			1d8+10
Name						10	
						Reach	see text

Notes:

Spider: Poison, DC 16 Fort, 1d6 Str Int and Sec

Web: Can lower on web

Snake: On successful attack and grapple, can constrict for 1d8+10.

24. Holey Cavern 2

Several small holes are in the walls of this cavern.

One of the holes (DC 20 Search) contains a small chest that has 5 blessed crossbow bolts in it.

Notes:

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25. We Don't Have Time for This...

A Raksasha stands on a bridge that spans a bottomless cavern, flowering blades in front of him. He has a small tattoo on his forehead.

A DC 20 Spot check reveals that the tattoo says “3.0”. A DC 20 Knowledge: The Planes reveals that this Raksasha can be defeated with a blessed crossbow bolt. The Raksasha will be at F or G, whichever is furthest from the party as they enter. He will attack once anyone steps onto the bridge within 30 feet of him.

The Raksasha has a *potion of cure light wounds* and a *potion of cure serious wounds* on him.

Raksasha (MM: 211)

ID	CR	Init	SR	AC	Touch	Flat	Temp	DR	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Speed
		+2		21	12	19			+8	+7	+6	12	14	16	13	13	17	40

	Attack	Bonus	Type	Damage	Grapple	Special
	52					
	sword	+8	mel	1d8+1	+8	see text
	sword	+4	mel	1d8+1	5	
					Reach	

Raksasha
Name

Notes:

Change Shape: Any humanoid shape

Detect Thoughts: DC 15 Will, caster lvl 18th

Spells: 7th lvl caster DC 13 + level

0 – detect magic, light, mage hand, message, read magic, resistance, touch of fatigue; 1st – charm person, mage armor, magic missile, shield, silent image; 2nd – bear's endurance, invisibility, Melf's acid arrow; 3rd – haste, suggestion

26. Long Passageway

Several small holes are in the walls of the passageway.

The holes are empty.

Notes:

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27. Peat Moss Cavern

You've entered into the real treasure of these caverns. Black Peat Moss, used in the manufacture of a most potent form of whiskey covers almost every surface.

There is a 50% chance that any character attempting to retrieve the **Black Peat Moss** will instead pick up Black Fungus. This can be avoided with a successful Alchemy or Knowledge:Dungeoneering check (DC 17). Otherwise, those characters that touch Black Fungus must make a successful Fortitude Save (DC 17) or be enveloped by the fungus. The envelopment takes 1 round. Once enveloped, the fungus deals 1d3 Con damage (DC 17 Fort Save) each round until Con reaches 0. Once Con reaches 0, the character is dead and becomes Black Peat Moss in 3-6 weeks. An enveloped character can be saved by 20 points of fire damage or a Cure Disease spell.

Notes:

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1. Main Entrance

The doors to the Church open easy on well oiled hinges. As the doors open the smell of burnt wax permeates the air. You see a wide open foyer bathed in purple and blue light. To the left and right a series of small confessionals line the walls. In the center of the room in the floor is a mosaic to the god Vhaerun.

A spot check (vs. the hide of the rogues) reveals two Drow rogues in the confessionals, one on the left and one on the right. If a PC makes the spot check they will be able to act in the surprise round. The rogues have a readied action to fire bolts of sleep from hand crossbows at the most caster looking folks. Combat begins.

Also in the Church is a devotee of Vhaerun, one Ethereal Filcher. It is roaming the Church and will find the PC's starting in 2, 3, or 4. The Filcher will sleight of hand objects from the PC's until caught and which point it will battle them, once per room. The Filchers is smart enough to not attempt stealing from the "rogue" looking one. It will also not get involved in combat until room 9.

ID	C R	In it	S R	A C	Tou ch	Fl at	Te mp	D R	For t	R ef	Wi ll	St r	De x	Co n	In t	Wi s	Ch a	Spe ed
	7	2	0	20	14	20		0	4	8	3	14	16	14	16	12	12	30

Attack	Bonus	Type	Damage	Grapple	Special
<u>Rapier</u>	+6	P	1d6+2	6	Hide 7, Move Silently 7, spot 11
<u>Handcross bow</u>	+6	P	1d4	5	

40

Drow Rogue

Name

Reach

Notes:

The rogues' crossbow bolts are bolts of sleep, DC 11 Will save, does non-lethal dmg. The rogues' weapons are non-magical and they each have one potion **cure light wounds**

2-3. Hallway

These hallways end in dead ends, with ornate doors on the side.

Nothing here...

Notes:

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4. Anteroom

You enter a small chamber which reveals two massive ornately carved obsidian doors. The doors are covered in razor sharp facets

The doors are not a trap but are razor sharp, a DC 10 disable device check is needed to open them, failure results in 1d4 dmg

Notes:

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5. Altar Room

The room is lined with windows casting a dazzling display of muted tones to provide a low level of illumination. Toward the center of the room a large dais raises up to support an ornate altar. Doors line the sides of the room and a large ornate arch provides the main entrance.

Standing on the dais is a robed figure, head bent in prayer.

Upon entering the room the players must make a DC 23 spot check to notice the two stained glass golems. The Stained Golems are stationed behind the altar area on the wall 5 feet off the ground as part of the windows. On the altar is the **Sacramental Wine of Vhaerun***. The person standing at the Altar is no person but a Nimblewright. If the PCs investigate the stairs down in the far corners they will find both stairwells blocked by rubble.

Also in this room is a small collection plate with **1 GP**.

2 Stained Glass Golems MM II P116

1 Nimblewright MM II P162

ID	CR	Init	SR	AC	Touch	Flat	Temp	DR	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Speed
		0		15	10	15		10/2	+4	+6	+5	13	10		4	13	7	30

Name	Attack	Bonus	Type	Damage	Grapple	Special
StGl Golem	2 rake	+10	mel	1d8+1 (19-20)	5	FastHeal 5

ID	CR	Init	SR	AC	Touch	Flat	Temp	DR	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Speed
		+7	27	24	17	17			+3	+10	+6	19	24		10	17	19	40

Name	Attack	Bonus	Type	Damage	Grapple	Special
NimbleWright	2 rapier	+11	mel	2d6+4 (12-20)	5	

Notes:

The Stained glass golems will leap to the aid of the Nimble Wright.
 Stained Glass Golem: FastHeal/5, Magic Immunity except *Shatter* and *Sonic*
 NimbleWright: Spell-Like – *alter self*, *cat's grace*, *entropic shield*, *feather fall*, *haste*
 Tripping Thrust: If hit by critical hit, DC 19 Reflex save or be tripped
 Augmented Crit: 12-20
 Construct
 Vulnerabilities: cold slows for 3 rounds, fire for 1 round

6. Hallway

This hallway is bathed in darkness and shadows cling to the walls in unnatural ways

Just a hallway.

Notes:

--

7. Hallway

This hallway is bathed in darkness and shadows cling to the walls in unnatural ways

TRAP! At the intersection of the hallways, a spot check DC 18 reveals a thin line in the floor, DC 20 will reveal strange notches in the wall. The thin line is a simple pressure plate and a DC 15 disable device check to disable it. The notches in the wall are hand and foot holds, a DC 15 climb check is needed to cross this section without disabling the pressure plate.

If the PC's do not notice the pressure plate they hear a click upon stepping on it. This part of the trap does nothing. 10' East past the trap is a well hidden magical sensor on the ceiling (DC 25 spot from 5 feet away) which requires a DC 25 disable device check to render inert. If they fail the disable device or miss the sensor walls of force fill the hallway every 10 feet and an alarm sounds. The walls of force act as normal wall of force spells, as such disintegrate or a rod of annihilation will destroy them. If the PC's are caught in the trap the remaining mobs in the temple will gather on one end and lower the walls of force one at a time and attempt to destroy the party. The walls will disappear on their own after 1 minute.

Notes:

TRAP!

8. Store Room

This room is lined with shelves and filled with various books, candles and other items.
This is clearly a storage area

A DC 10 search check and the PC's will find a **Holy Symbol of Vhaerun*** .

Notes:

The scroll is lvl 2 and will last for 30 minutes.

9. Priest Room

This ornate office is clearly the domain of the head priest. The room contains a desk with a chair, two additional chairs and a closet.

In the closet are the Vestments of Vhaerun* and **1 GP** in a set of pants pockets.

A DC 20 search check will reveal a safe.

After a thorough search you find a well hidden safe set in to the wall. The lock looks to be of very high quality.

Opening the safe requires a DC 30 open lock (again Lord of Thieves stuff), the PC can take 10. Using force to access the safe will destroy the contents. In the safe is the **Location: Crypt**, and an *adamantine dagger*

If the Filcher has not been caught it will attack the PC's when they begin to search the room.

ID	C R	Ini t	S R	A C	Touc h	Fl at	Tem p	D R	For t	R ef	Wi ll	St r	De x	Co n	In t	Wi s	Ch a	Spee d
	1	1	0	2	18	1		0	4	1	8	1	26	12	7	1	10	40
	1	2		1		2				4		6				4		

<p>Ethereal Filcher</p> <hr/> <p>Name</p>	<table border="1"> <tr><td>71</td><td></td><td></td></tr> <tr><td></td><td></td><td></td></tr> </table>	71						<p>Attack</p> <p><u>Bite</u></p>	<p>Bonus</p> <p><u>+16</u></p>	<p>Type</p> <p><u>BPS</u></p>	<p>Damage</p> <p><u>1d4+4</u></p>	<p>Grapple</p> <table border="1"> <tr><td>10</td></tr> <tr><td>5</td></tr> </table> <p>Reach</p>	10	5	<p>Special</p> <div style="border: 1px solid black; padding: 5px;"> <p>Slight of Hand 19, Hide 8, Move silently 13, listen 14</p> </div>
71															
10															
5															

Notes:

The Filcher can:
 Detect Magic at will
 Ethereal Jaunt, An ethereal filcher can shift from the Ethereal Plane to the Material Plane as part of any [move action](#), and shift back again as a [free action](#). It can remain on the Ethereal Plane for 1 round before returning to the Material Plane. The ability is otherwise identical with the [ethereal jaunt](#) spell (caster level 15th).

10. Crypt Entrance

The path to this small outlying building in the graveyard is overgrown. The headstones are in disrepair, and the ground isn't level as the brick-lined walkway has several missing bricks. There is a rusty gate, with a small Vhaerun crest on the entrance.

In the middle of the room is a grate covering steps leading down to the crypt. The grate gives way easily, perhaps this entrance is used often...

Notes:

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11. Which way do you go?

Before you lies a passage opening in to three directions, straight ahead is a door. To the left and right the passages continue past your vision.

DC 15 Spot will reveal the halls are well travelled. DC 25 spot will reveal the intersection of the 3 passages is trapped. The trap requires a DC 25 disable device check to disable; failing to disable the trap will set it off. If the trap is set off the necromancer will be prepared for combat.

Once the trap is set off everyone in the hallway must make a DC 23 Fortitude save. If they make their save they remain where they are. If they fail their save they are teleported, the first PC is teleported to room 12, the second to room 13 and the third to room 14. If more than 3 PC's fail their save, repeat the order. Once the teleports have been resolved the PC's enter initiative. The monsters get to act in the surprise around and will attack the PC's

Each of the rooms has 3 ghouls, chaos ensues. Two of the ghouls in each room will attack the PC's while the third will move toward room 16 and knock on the door, warning the necromancer.

Notes:

TRAP!

12. Room

A simple stone room with doors on either side.

Absolutely nothing here, expect those 3 ghouls!

ID	CR																	
	Init	SR	AC	Touch	Flat	Temp	DR	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Speed	
	2		14	12	12			0	2	5	13	15	0	13	14	12	30	

Ghoul Name	Attack		Bonus	Type	Damage	Grapple	Special
		13	13	+2	me	1d6+1+ Paralysis	2
	13		+0	me	1d3 + paralysis	5	

Notes:

Full round attack: Bite, 2 claws

Paralysis (Ex)
Those hit by a ghoul's bite or claw attack must succeed on a DC 12 [Fortitude save](#) or be [paralyzed](#) for 1d4+1 rounds. Elves have immunity to this [paralysis](#). The save DC is Charisma-based.

The ghouls serve the necromancer and are part of his warning system. One of the ghouls will head for the door to room 16 to knock and warn the necromancer.

13. Room

A simple stone room with doors on either side.

Absolutely nothing here, expect those 3 ghouls!

ID	CR																	
	Init	SR	AC	Touch	Flat	Temp	DR	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Speed	
	2		14	12	12			0	2	5	13	15	0	13	14	12	30	

Ghoul Name	Attack			Bonus	Type	Damage	Grapple	Special
		13	13		+2	me	1d6+1+ Paralysis	2
	13			+0	me	1d3 + paralysis	5	

Notes:

Full around attack: Bite, 2 claws

Paralysis (Ex)
Those hit by a ghoul's bite or claw attack must succeed on a DC 12 [Fortitude save](#) or be [paralyzed](#) for 1d4+1 rounds. Elves have immunity to this [paralysis](#). The save DC is Charisma-based.

The ghouls serve the necromancer and are part of his warning system. One of the ghouls will head for the door to room 16 to knock and warn the necromancer.

14. Room

A simple stone room with doors on either side.

Absolutely nothing here, expect those 3 ghouls!

ID	CR																	
	Init	SR	AC	Touch	Flat	Temp	DR	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Speed	
	2		14	12	12			0	2	5	13	15	0	13	14	12	30	

Ghoul Name	Attack			Bonus	Type	Damage	Grapple	Special
		13	13		+2	me	1d6+1+ Paralysis	2
	13			+0	me	1d3 + paralysis	5	

Notes:

Full around attack: Bite, 2 claws

Paralysis (Ex)
Those hit by a ghoul's bite or claw attack must succeed on a DC 12 [Fortitude save](#) or be [paralyzed](#) for 1d4+1 rounds. Elves have immunity to this [paralysis](#). The save DC is Charisma-based.

The ghouls serve the necromancer and are part of his warning system. One of the ghouls will head for the door to room 16 to knock and warn the necromancer.

15. Blocked Passageway

This large room features two staircases that lead up into darkness and an ornate arch on the far side

The stairs ascend a short distance into piles of rubble blocking further progress.

Notes:

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16. The Necromancer's Lair

All around this room are chambers. Some have shelves carved in and some look like tombs. The room reeks of decaying flesh, acidic chemicals and the metallic tinge of blood. In the center of the room appears a simple wooden table colored in a multitude of blood stains and crude iron shackles on chains dangling, laying open.

The door to this room is locked, DC 10 open lock check. If the PC's chose to move silently roll it against the necromancer's listen (+5), no need if the trap was set off.

Welcome to the Necromancer's Lair. A powerful Necromancer uses this space for evil experiments. If the PC's made their move silently check the Necromancer will be against the far left wall. If they failed or did not try, he will have heard them and prepared for the combat. After the battle the PC's can make a rubbing of the Acolyte's Crypt, creating an **Acolyte Crypt Rubbing***. All the gear in the room is destroyed during combat or when the necromancer dies, except the materials to make the rubbing and the following: *Scroll of False life, potion of fox's cunning*

CR																		
ID	Init	SR	AC	Touch	Flat	Temp	DR	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Speed	
	5		13	9	11		5	6	8	8	31	12	0	0	10	1	70	

		Attack	Bonus	Type	Damage	Grapple	Special
Skeleton Dragon	123	<u>2 Bite</u>	+17	mel	2d8+10	27	Full round: 2 bite, 2 claw, 2 wing, tail DR 5/bludgeoning Darkvision 60ft Immunity to cold and fire Undead traits 19HD
		<u>2 claw</u>	+12	mel	2d6+2	10	
		<u>2 wing</u>	+12	mel	1d8+5		
		<u>Tail slap</u>	+12	mel	2d6+15	Reach	

CR																		
ID	Init	SR	AC	Touch	Flat	Temp	DR	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Speed	
	6		19	13	17			6	6	8	9	14	12	11	13	17	60	

		Attack	Bonus	Type	Damage	Grapple	Special
Evilgirl	40	<u>Quaterstaff</u>	+4/+4	mel	1d6	4	Cast defensively 11, SpellCraft 14,
		<u>Crossbow</u>	+8	range	1d8	5	

Spells:

3/day Feeble mind, DC19 Will, SR yes, Effect: Subject's Int and Cha drop to 1
 6/day Enervation, no save, SR yes, Effect: Subject gains 1d4 negative levels, Ray attack
 7/day Fireball, DC 17 Ref half, SR yes, 10d6, 20ft-radius
 Ray of Exhaustion, DC 19 Fort partial, SR yes, Effect: Ray makes subject exhausted, Ray Attack
 7/day Ray of Enfeeblement, No save, SR yes, Effect: Ray deals 1d6+5 str dmg, Ray attack

Notes:

If the sorcerer is warned by the trap or noisy PC's she will cast haste and move to prepare for the attack. If they manage to surprise her she will cast haste in the first round. The Sorcerer also has Mage Armor cast along with the haste should a PC attempt to Dispel Magic.

17. Bone room

The door opens easily to reveal a mass of bones. The stench is a powerful mix of decay and death.

Just nasty... a DC 20 search will reveal **1 GP**. Searching will force a Fortitude check DC 10 or the PC will be nauseated for 10 rounds.

Notes:

Nauseated

Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single [move action](#) per turn.

18. Decision room

The room opens into an octagonal shape; along the left wall is a passage leading off, along the far wall is another passage.

Nothing here

Notes:

--

19. Storeroom

Various containers hold different substances and liquids. There are also several buckets, ladles and brushes in here.

The materials all relate to dealing with the dead. A DC 15 search will reveal a ***potion of dodge bonus +1 vs undead.***

Notes:

Potion gives the imbiber a +1 dodge bonus vs. undead attackers.

20. The deep pit Room

In the center of the room is large open pit surrounded by jagged edges. There is a soft wind flowing in to the opening.

This is the entrance way to a very very deep pit. Over the centuries it's been used to dispose of everything from food scraps to unwanted adventures. No one who has ventured to the bottom has ever returned. Light sources dropped quickly become dim and pass from sight. No sound of hitting bottom is ever heard.

Notes:

21. Empty Room

This room appears to be completely empty. Only a thin layer of dust and a few cobwebs in the corners.

This room has been cleaned out a long time ago

Notes:

--

22. Research Room

In the center of this room sits a boiling cauldron. Around the room are tables filled with jars and tools.

This room is used for some sort of evil research.

Notes:

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23. Formal Sitting room

The walls of this room are lined with pictures and tapestries. The images depict horrific scenes of undead with a larger than life central figure. Around the room are several nice chairs arranged in small groups with small tables intermixed. On the tables are several candles.

This is a sitting room for whoever is in possession of this evil lair. A DC 20 Knowledge:Arcana or a Detect Magic spell will reveal three of the candles to be *Candles of Invocation, one True Neutral, One Chaotic Good and one Chaotic Evil.*

Notes:

Each of these special tapers is dedicated to one of the nine alignments. Simply burning the candle generates a favorable aura for the individual so doing if the candle's [alignment](#) matches that of the character. Characters of the same alignment as the burning candle add a +2 [morale bonus](#) on [attack rolls](#), [saving throws](#), and [skill checks](#) while within 30 feet of the flame.

A [cleric](#) whose [alignment](#) matches the candle's operates as if two levels higher for purposes of determining spells per day if he burns the candle during or just prior to his spell preparation time. He can even cast spells normally unavailable to him, as if he were of that higher level, but only so long as the candle continues to burn. Except in special cases (see below), a candle burns for 4 hours.

In addition, burning a candle also allows the owner to cast a [gate](#) spell, the respondent being of the same [alignment](#) as the candle, but the taper is immediately consumed in the process. It is possible to extinguish the candle simply by blowing it out, so users often place it in a lantern to protect it from drafts and the like. Doing this doesn't interfere with its magical properties.

24. Lounge

This large room contains several book shelves, chairs and a few couches. A fountain lines the back wall but the liquid flowing has a deep red color...

A pack (5) of Vampire Spawn hangs out here between missions. The fountain is a permanent image. One of the Spawn has a *Wand of Inflict Light Wounds (4 charges)*, but does not use it.

ID	CR	Init	SR	AC	Touch	Flat	Temp	DR	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Speed
		6		15	12	13		5	1	5	5	16	14	0	13	13	14	30

Name	Attack	Bonus	Type	Damage	Grapple	Special
Vampire Spawn	Slam 29 29 29	+5	melee	1d6+4 + Energy drain	5 5	+2 turn resistance , damage reduction 5/silver, darkvision 60 ft., fast healing 2, gaseous form, resistance to cold 10 and electricity 10, spider climb , undead traits

Notes:

4HD creatures

Combat

Vampire spawn use their inhuman strength when engaging mortals, hammering their foes with powerful blows and dashing them against rocks or walls. They also use their gaseous form and flight abilities to strike where opponents are most vulnerable.

Blood Drain (Ex)

A vampire spawn can suck blood from a living victim with its fangs by making a successful [grapple check](#). If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round. On each such successful drain attack, the vampire spawn gains 5 temporary hit points.

Domination (Su)

A vampire spawn can crush an opponent's will just by looking onto his or her eyes. This is similar to a [gaze](#) attack, except that the vampire must take a [standard action](#), and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 14 [Will save](#) or fall instantly under the vampire's influence as though by a [dominate person](#) spell from a 5thlevel caster. The ability has a range of 30 feet. The save DC is Charisma-based.

Energy Drain (Su)

Living creatures hit by a vampire spawn's slam attack gain one [negative level](#). The DC is 14 for the [Fortitude save](#) to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the vampire spawn gains 5 temporary hit points.

Fast Healing (Ex)

A vampire spawn heals 2 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Once at rest in its coffin, it is [helpless](#). It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 2 hit points per round.

Gaseous Form (Su)

As a [standard action](#), a vampire spawn can assume [gaseous form](#) at will as the spell (caster level 6th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex)

A vampire spawn can climb sheer surfaces as though with a [spider climb](#)

25. Artist studio

This room contains several grotesque paintings and the supplies used to create them

Just some paint brushes and paint.

Notes:

--

26. Pets room

In the room are several animals chained to the floor.

The room has a giant frog, Badger, and a Pseudodragon. Each is apart from the others and secured to the floor with a 5 foot chain. They are here for the amusement of their master.

Notes:

Killing the animals provides no XP. If any of the animals are attacked they all will start to make loud noises, drawing the vampire out of room 30 to attack the PC to maximum tactical effect.

27. Coffin room

This room has several coffins arranged with 2 large ornate ones in the middle.

At least 6 coffins fill this room. Searching the coffins reveals nothing.

Notes:

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28. Bed Chamber

This small room contains an ornate bed

The bed is very nice and a touch of out place. A DC 15 search will reveal a small map hidden under the mattresses. **Location: Church**

Notes:

--

29. Swinging Log Trap

Why is there a spiked log in the ceiling?

Swinging log trap (DC 5 search/spot, DC 15 Disable, DC 15 Reflex or 2d6 dmg)

Notes:

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30. Audience Chamber

This is a very large room. The walls are covered with more macabre art work. Two large pit's filled with fire provide light in the room.

If the PC's have not alerted the vampire by killing his pets they will find the creature waiting for the adventures, read below:

Standing in the middle of a room is a man floating several inches above the floor, who says "Welcome, I've been waiting for you..."

A secret door can be discovered with a DC 18 search. After the Vampire has killed the PCs, er, after they kill the vampire they find the following loot: **Drums of Panic** (as Fear DC 16 will partial 120 foot range - except 20 feet from drums), and **1 GP**.

		CR																
ID		Init	SR	AC	Touch	Flat	Temp	DR	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Speed
		6		24	11	15		10	5	9	6	10	13	*	14	10	14	30

<p>Bardula</p> <hr/> <p>Name</p>	<table border="1" style="width: 100%; height: 40px;"> <tr><td style="width: 33%;">52</td><td style="width: 33%;"></td><td style="width: 33%;"></td></tr> <tr><td></td><td></td><td></td></tr> </table>	52						<p>Attack</p> <p><u>Slam</u></p> <p><u>Attack</u></p> <p><u>Attack</u></p> <p><u>Attack</u></p>	<p>Bonus</p> <p><u>+7</u></p> <p><u>Bonus</u></p> <p><u>Bonus</u></p> <p><u>Bonus</u></p>	<p>Type</p> <p><u>me</u></p> <p><u>Type</u></p> <p><u>Type</u></p> <p><u>Type</u></p>	<p>Damage</p> <p><u>1d6+1</u></p> <p><u>Damage</u></p> <p><u>Damage</u></p> <p><u>Damage</u></p>	<p>Grapple</p> <table border="1" style="width: 100%; height: 40px;"> <tr><td style="text-align: center;">7</td></tr> <tr><td style="text-align: center;">5</td></tr> </table> <p>Reach</p>	7	5	<p>Special</p> <div style="border: 1px solid black; padding: 5px;"> <p>Bardic song 2/day Inspire courage, +1 to hit/dmg</p> </div>
52															
7															
5															

Notes:

10HD creature
 +4 turn resistance, damage reduction 10/silver and magic, darkvision 60 ft., fast healing 5, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits

Blood Drain (Ex)
 A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su)
 Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su)
 A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence as though by a dominate person spell (caster level 12th). The ability has a range of 30 feet.

Energy Drain (Su)

Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

31. Stairs Up

The stairs lead up to the dusty corridor. It looks like it has been quite some time since it has been used.

Nothing here but dust bunnies.

Notes:

--

32. Urn room

The long hallway reveals a room with frescos caved in to the walls of great battles and deeds of a singular character. In the middle of the room on a raised dais sits a single urn.

The only thing in the room is the urn containing the **Vhaerun Anti-Paladin Remains***

Notes:

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0. Genoa Harbor

The small town of Genoa Harbor is steeped in a thick fog. Very little activity seems to be going on this late at night. One large building in the middle of town, however, seems to be a hub of activity, its noise and light penetrating the otherwise soupy mist.

Welcome to Genoa Harbor! Once the characters enter Genoa Harbor proper, have anyone with Knowledge:Religion make a DC20 check. Those that succeed will realize that the fog has the taint of Lloth associated with it. The drow parties get a +5 move silently and +5 hide bonus while they are outside in Genoa Harbor. Note that this effect does not apply indoors.

Notes:

--

1a. Linden’s Warehouse

Inside are rows upon rows of boxes and crates, some stacked all the way up to the 10-foot ceiling. Most of them bear the Linden logo.

The door to the warehouse is locked. (DC 19) The secret door to 1b can be found with a DC 20 search check, and can be easily opened once found. If anyone makes a DC 25 check, they will realize that the inside of the building is not as large as the outside. If this check is made, give the search check a +5 bonus.

If the boxes are searched completely, set aside 10 minutes of real time to complete the search. They will find wine, cheese, bolts of cloth, fine clothing, everything except the tobacco.

1b. Linden’s Warehouse Secret Room

Several small crates, chests and dressers are jammed in this room. It is hard to move without knocking something over.

This is where the Lindens keep their premium goods. There are **crates of Linden-Leaf Tobacco**, piled in the far corner that are plainly visible. Unless the characters announce that they are going to spend 5 minutes rearranging the room to provide clear access to the crates, anyone who retrieves a crate needs to make a DC 17 Reflex save. If they fail, boxes and chests cascade down on them, dealing 1d6 points of damage to any character in the room. Furthermore, movement is reduced to 5’ for any character in the room and any Dex bonus is forfeited while in the room.

Guarding the stash is a Greater Shadow. It will wait to attack until the characters start to search or enter the room, hoping to sow chaos. It is dark in here, with many tricky shadows so they may not immediately know that they are being attacked. Make sure to use Spot vs. Hide. If unnoticed, the shadow flies to various parts of the room to randomly attack another party member.

Besides a lot of very expensive items, the chests and drawers contain a ***potion of Owl’s Wisdom***, and a ***potion of Restoration***. A DC 25 Search or Spot will reveal that one of the bolts of silk seems to be hanging in the air. If the characters investigate, they will notice that it is hanging on an ***Immovable Rod*** (DMG:235).

Greater Shadow: (MM: 221)

ID	CR	Init	SR	AC	Touch	Flat	Temp	DR	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Speed	
		+2		14	14	12			+3	+5	+7		15		6	12	14	40	
				58				Attack		Bonus		Type		Damage		Grapple		Special	
								touch		+6		inc		1d8 Str					
Gr Shadow														5					
Name														Reach				see text	

Notes:

Trap!

2. Linden's Office

The dark-oak walls of this office are lined with sturdy looking filing cabinets. In the middle of the room, atop thick carpet, sits an oaken partner desk with a fine leather chair on each side. One side of the desk is littered with papers, pens, ledgers and even what looks like an old lunch. The other side is meticulously clean and organized; you can see your own reflection in the brass fittings, while the fixtures on the other side are quite oxidized.

The door, is of course locked. (DC 19) It also has a mechanical trap. (DC 20 Spot, DC 20 Disable) If activated, two guards will appear in 10 rounds to investigate. The stats for the guards are in area 8. The secret door can be found with a DC 20 Search check.

If searched, the mess on the desk contains a bill for sewer repair that reveals **Location: Sewers.**

The file cabinets have nothing of note in them. However, one of the drawers on the clean side of the desk contains **1 GP** and a note from Vyrxo, a priest of Vhaerun, requesting fine silks for the burial of an acolyte killed in battle. This will reveal **Location: Crypts of Vhaerun.** The desk drawers on the clean side are coated with a contact poison. (DC 20 Search). Characters touching the poison with exposed flesh need to make a DC 20 Fort Save or fall asleep for 10 rounds.

Notes:

Trap!

3. Stables

Old straw litters the floor of the stalls. Various tools, crops and other gear hang on the wall.

Other than the occasional dung patty, there isn't much of interest here except for the **1GP** in one of the dung patties. (DC 18 Search)

Notes:

--

4. Smithy

This small building houses a forge, and anvil and several tools. Currently, the fires are unlit.

Clang.

Notes:

--

5. Paco's

The lights from Paco's seem to cut through the mist, it seems a little less dreary here.

5a. Tavern Room

Several patrons are seated at tables and the bar enjoying food, drink and games of chance. A fat man stands behind the bar, serving drinks and the occasional bar maid whisks thru a door behind the bar, bringing in trays of food. A cozy fire burns along one wall. You have arrived at Paco's. Welcome.

The gambling taking place in this room consists of small-time games of chance, played for drinks or small change. If the characters are serious about gambling, Paco will be happy to inform them that serious games of chance are just through the back doorway. Entrance can be purchased for 1 GP.

5b. Kitchen and Storeroom

For a kitchen, this room is remarkably sparse and clean. There is a pile of clean trays and dishes sitting next to a strange looking iron machine. Green smoke gently wafts up from the sides of the machine.

The machine is a new fangled dishwasher and cooking machine put together by a clever gnome engineer. If the characters really want to search this, tell them that there is a compartment for water and food, another for dishes and a third that has some green sludge in it.

The secret door is a DC20 Search to find, and a DC 20 Disable Device to open. If the barmaid is in here, she will politely ask the characters to leave. If they do not, the watch from area 8 will show up in 10 rounds to escort them out of the building. A successful DC 18 Diplomacy check will keep her from sounding the alarm. Add +5 to the characters' rolls for every 1 GP they use to tip her.

The grate leads to room 8 in the Sewers. If the characters take this route, give them **Location: Sewers**. The grate is locked (DC 20 open), or can be forced open with a DC 20 Strength check.

5c-5d. Hallway

Gas lanterns light these two corridors. Several closed doors are on either side of the hall.

The secret doors at the ends of 5d can be found with a DC 20 Search and opened with a DC 20 Disable Device.

5e. Linen Closet

This closet is full of linens and cleaning supplies.

Nothing here.

5f-5g. Gambling Rooms

Several chairs surround a large, round wooden table. To the side of the room is a small cart with a few pitchers and several glasses.

Should the characters decide to gamble, they will be brought to one of these rooms and will partake in a game of chance. You should use Three-Dragon Ante or Liar's Dice. If the house wins a round, the players must pay 1GP. If the house loses, the players gain **1GP** or a **Poker Chip from Paco's**, their choice.

5h-5j. Guest Rooms

These rooms contain a bed, a small table and chair and a chamber pot. They appear to be vacant.

They are, in fact, empty at the moment.

5k. Guest Suite

This room is lavishly decorated with a four-poster bed, satin sheets and velvet upholstered furniture, although on closer inspection, the furnishings are a bit worn and slightly dated (by Drow standards, at least)

A semi-wealthy merchant is staying in this room. He is currently out in the tavern area eating dinner. Should the characters linger in this room for more than 10 rounds, there is a 10% chance per round that the merchant will return, with the watch in tow.

The merchant has a few items of value that can be found. (DC 25 Search) He has **1 GP** and a ***Pearl of Power, 1st level***. (DMG:265) in a small dresser.

5l-5m. Guest Rooms

These rooms contain a bed, a small table and chair and a chamber pot. They appear to be vacant.

They are, in fact, empty at the moment.

Notes:

--

6. Ellard's General Goods

This appears to be a general store. All kinds of mundane items, from food to clothing can be purchased here.

Several types of goods are to be found here. A casual search will turn up a some flatbread, Whole-grain Dijon Mustard, Carnitas, Red Jello, Chipotle Mayo and Squid Suction Cups. If the characters have retrieved the recipe for a Gaffer's sandwich, they will know what these are for. If not, well, they won't need them, will they?

Notes:

7. Jail

As you approach this building, you notice that the windows are covered with bars and the front door appears very sturdy, as it is reinforced with thick iron bands.

7a. Jailer's Office

Keys, manacles and other devices hang from the front wall. Two small desks are in the middle of the office. Two cells can be seen; their iron, barred doors wide open.

The door is locked. (DC 25 Open) In one of the desks are the contents of a perp's pockets. A small map shows **Location: Broken Oar Caverns**.

7b-7c. Empty Cells

The doors to the cells, while sturdy, stand wide open. A moldy straw pallet sits under the barred window.

Nothing here...

Notes:

--

8. Watch Office

This is the home of the town watch. Two liveried soldiers can be seen sitting at a table inside.

Should the party approach the watch, they will be very suspicious and question them carefully. If the party fails a DC 23 Diplomacy check, the watch will come back with 6 more watchmen in 10 rounds to try to arrest the party.

In 10 rounds, if the party is still in town, there is a 10% chance of being spotted by the watch, unless they are at Paco's, then it is 25%.

2 Watchmen

6 Watchmen Reinforcements

ID	CR	Init	SR	AC	Touch	Flat	Temp	DR	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Speed
		+1		20	12	19			+9	+4	+3	17	12	16	10	10	10	30

Attack	Bonus	Type	Damage	Grapple	Special
sword	+11/+6	me1	1d8+4		
				5	
				Reach	

Watch _____ Name	<table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <td style="width: 50px; height: 30px;">67</td> <td style="width: 50px; height: 30px;">67</td> <td style="width: 50px; height: 30px;"> </td> </tr> <tr> <td style="width: 50px; height: 30px;"> </td> <td style="width: 50px; height: 30px;"> </td> <td style="width: 50px; height: 30px;"> </td> </tr> </table>	67	67				
67	67						

Notes:

9. Gaffer's House of Flatbread Meat Sandwiches

Links of sausage hang in the windows. Inside the store, two sandwich makers slowly make sandwiches. However, the workers appear to have bits of rotting flesh hanging from their bodies and pieces of bone protrude through the skin. A withered corpse lies on the counter.

The corpse on the counter is poor Gaffer who has now become a meal for the two slaughter wights. Once the characters arrive, Gaffer will become a wight in 4 rounds.

Gaffer has a single item. He has a recipe for a Mustard Jello Sucton Pork Flatbread Sandwich. The ingredients can be found in area 6. If the characters bring the ingredients here, they can make a **Sandwich from Gaffer's House of Flatbread Meat Sandwiches**.

2 Slaughter Wight (LM:121)

Wight (MM: 255)

ID	CR	Init	SR	AC	Touch	Flat	Temp	DR	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Speed
		+9		19	15	14			+6	+11	+11	24	21		11	10	16	30
			135	135		Attack			Bonus	Type	Damage	Grapple	Special					
SI Wight						Slam			+11	me1	1d8+15 17	+16	see text					
Name											en drain	5						
												Reach						

ID	CR	Init	SR	AC	Touch	Flat	Temp	DR	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Speed
		+1		15	11	14			+1	+2	+5	12	12		11	13	15	30
			26			Attack			Bonus	Type	Damage	Grapple	Special					
Wight						Slam			+3	me1	1d4+1	+3	see text					
Name											en drain	5						
												Reach						

Notes:

Slaughter Wight (17-20 crit)
 Create spawn: if killed, become a wight in 1d4 rounds
 Energy Drain: Negative level, DC 21 Fort Removes, DC 14 for Wight

10. Closed Tobacco Store

Most of the shelves in this once-magnificent store are empty and dusty. A few odds and ends, like stale tobacco and pipe cleaners are in some old jars. The furniture is also dusty and in bad repair.

A quick search (DC 15) will reveal paperwork that shows the location of this store's major customer in the Underdark. This will give the party **Location: Duergar Barracks**.

In one of the jars (DC 18) is a pipe. It is a *pipe of charisma*. Another jar contains a *potion of restoration*.

Notes:

Pipe of Charisma: If smoked, grants the smoker +1 charisma for 4 hours. Usable once per day.

11. Sewer Grate

Discolored fluid flows from the inn and the street and drains in this rusty grate.

The grate can be lifted out of the ground with a DC 20 Strength check. If the party goes down the opening, they get **Location: Sewers** and end up in area 4 of the sewers.

Notes:

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12. Sewer Exit

Dark sludge trickles out of this cave opening to sink into the harbor. A fetid breeze swirls around the opening.

This is another entrance to the sewers. If the characters proceed into the cave, give them **Location: Sewers**. They will eventually end up in area 1 of the sewers.

Notes:

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13. Wastin' Time

The mist here is so thick you can't even see the end of the pier jutting out into the bay. There is a building right next to the dock, and two ships are berthed here, one on either side. The ship on the right appears to be a warship, while the ship on the left seems to be a merchant vessel. Also, two smaller boats are beached on the shore by the water, and something appears to be out in the middle of the bay, as some lights can barely be seen.

Other than a big concrete dock, there is nothing directly here, although that could change if the players are smart or stupid.

Notes:

14. Harbor Master's Office

The second story is a little hard to make out, due to the heavy mist. A stout wooden door is closed and locked and appears to be the only way in. A small sign is on the door.

The door is locked (DC 20) and trapped (DC 20). If the trap is sprung, the watch (area 8) will arrive in 10 rounds. The sign says, "Return at 10am".

14a. Main Office

A wooden counter stretches across the width of the room, blocking entrance to the back 2/3 of the office. Behind the counter are several desks, and waist high filing cabinets line the walls. A door is on the back wall, and a set of stairs leads up and down. Also on the back wall is a huge portrait of what looks like a captain on the icy deck of a ship in cold waters, holding an empty glass and looking out over the sea. Underneath the painting is a bookshelf full of literary works.

If the code "Water, water everywhere and all the boards did shrink. Water, water everywhere, nor a drop to drink" is not spoken within 5 minutes of entering the office, the portrait on the back wall will come to life and attack the party. The portrait is a Portrait Golem.

The bookshelves contain multiple copies of the works of Samuel Taylor Coleridge. Anyone with Bardic Knowledge, Knowledge:History or Knowledge:Local will have heard of Coleridge as a famous Waterdhavian author. A DC 15 check will reveal that all of his works are here, except "Rime of the Ancient Mariner".

If anyone actually gets the code, we should just declare them the winner on the spot. Instead, if we have any spare Kublabucks, give the player a bonus.

If the room is searched thoroughly, the party will find 2 shipments from the Underdark. One is a shipment from a certain mind flayer named Relloxys (DC 30 Search) that will yield **Location: Illithid Tower**. The other is an order for robes that will reveal **Location: Temple of Vhaerun**. (DC 27 Search).

Portrait Golem

ID	CR	Init	SR	AC	Touch	Flat	Temp	DR	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Speed		
		0		15	10	15			+4	+4	+5	15	12		4	13	7	30		
			Attack		Bonus		Type		Damage		Grapple		Special							
			72				Slam		+10		mel		1d8+4				5		see text	
Port Golem							Brush		+10		touch		1d8+4							
Name													Reach							

Notes:

Brush Attack: Must make DC 18 Fort Save or lose 1d3 Charisma. If reduced to 0, becomes catatonic.

14b. Store Room

This small room is filled with filing cabinets and a coffee service.

Nothing of note in here.

14c. Harbor Master's Private Office

This room has thick carpet, an oak desk on the western wall, a sturdy leather chair behind the desk and 2 plush chairs in front of the desk. A small bar is also along one wall.

The desk is locked (DC 25) and trapped (DC 25). If the trap is set off, the carpet around the desk within a 10' radius turns to glue, as per the spell. The watch (area 8) will arrive in 10 rounds. Inside the desk are **2GP**.

14d. Sub Basement B

A few rickety desks and chairs are along one wall. Several stacks of crates are piled in the middle of the room. Small scurrying sounds can be heard. A handwritten note is tacked to the western wall.

If the crates are searched, they players will find (DC 20 Search) a **Red Swingline Stapler**. If the party stays here for more than 30 seconds, they will be attacked by 3 Dire Rats. Woop De Doo.

The sign reads, "Beware of the Leopard". If the area is searched, a secret door (DC 20) will be found.

3 x Dire Rat (MM: 64)

ID	CR	Init	SR	AC	Touch	Flat	Temp	DR	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Speed
		+3		15	14	12			+3	+5	+3	10	17	12	1	12	4	40

		Attack	Bonus	Type	Damage	Grapple	Special
Dire Rat	5	bite	+4	melee	1d4		see text
	5			disease			
Name						5	
						Reach	

14e. Sub Basement A

This room is noticeably cooler than the other basement room. A bamboo door is to the south. A cool breeze can be felt coming from the door. A single, small crate lies on the floor.

The crate contains a **Ship's Bell**.

The bamboo door leads to area 12 in the Broken Oar Caverns.

Notes:

15a-15b. Long Boats

Two boats are beached here. They look like they could be safely handled by anyone with any seamanship skill. Yep, these look like sturdy, quality boats.

This is an excellent time to test out swimming and seamanship skills. 15b is a fine boat. 15a has a leak. The leak in 15a will become evident once the characters are 50' from shore. It will burst suddenly and the boat will sink in 3 rounds, unless action is taken. For your reading pleasure, see page 84. The DC for the swim will be 10, unless the figurehead on the Sea Spray has already been encountered. If so, the water will be agitated and the DC will be 15.

Notes:

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16. Sea Mist

The deck of this warship does not appear occupied. The mist here plays strange tricks on your vision, as the ship seems to actually shimmer. The words “Sea Mist” can be seen on the bow, along with a figurehead that looks like a hydra.

The ship is non-corporeal. If a character attempts to board the ship, have him make a DC 20 Reflex or a DC 15 Balance check. If he fails, splash.

The ship is actually the Sea Spray’s escort. See area 17 for more details.

Notes:

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17. Sea Spray

This appears to be a rather nice merchant vessel. It also appears to be empty and unguarded. The words “Sea Spray” can be seen near the bow along with a figurehead that looks like a hydra.

If a non-crew member boards the ship, an apparition will appear that looks like a sailor. It will tell the person politely to “leave now or suffer the consequences”. If they do not leave immediately, the figurehead, a 5 headed cryo hydra will animate and attack the party. The apparition will dissipate, parting with an “I told you so”. This begins a somewhat complex combat sequence. Here is what will happen after those initiative dice are rolled.

1. The hydra, of course will attack
2. The Sea Spray will begin to rock violently. Those on board must make a DC 15 balance check or be knocked to the deck. Those that fail by more than 5 are thrown in the ocean.
3. The Sea Mist will come to life. Ghostly crews will man 4 ballistae on the deck of the Sea Mist and fire shadowy bolts at the party. They are +10 attack and do 1d8+1 dmg. They fire once per round.

Once the hydra is killed, the above will stop. The party will also have the **Sea Spray’s Figurehead***. Note that it is not possible to board the Sea Mist. Those attempting to board will splash into the harbor. See area 16 for details.

5 headed cryo hydra (MM: 157)

ID	CR	Init	SR	AC	Touch	Flat	Temp	DR	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Speed
		+1		15	9	14			+9	+5	+3	17	12	20	2	10	9	20

	Attack	Bonus	Type	Damage	Grapple	Special
Hydra	55	+6	mel	1d10+3 3d6	10	see text
Name					Reach	

Notes:

Cryo: All heads breathe jet of frost every 1d4 rounds. 10x10x20L. Each deals 3d6 cold dmg. DC 17 Reflex for half.

17a. Poop Deck (heh, he said poop)

This is the poop deck of the Sea Spray. The ship’s wheel is here.

If they steal the ship for any reason... this is where they will steer it, assuming they can get the sails up, the ship untied, etc. Just don’t steal it.

17b. Captain's Quarters

This is the quarters of the captain of the vessel. There is a chart table, several chests and a nice hammock. There is also a closet. Two small windows are astern to give a nice view of the water.

Among the charts is a map showing a route into the Underdark, it is the **Location: Duergar Barracks**. In one of the chests are a few potions. The chest is locked (DC 20) but not trapped. The potions are *potion of cure light wounds*, *potion of cure serious wounds* and a *potion of water breathing*, with 8 doses.

17c. Fo'castle

The front of the ship. The prow can be accessed from here.

17d. Main Deck

A cabin is afore and astern, and a cargo hold can be seen below.

17e. Crew's Quarters

Small chests and hammocks are everywhere in here. It's hard to believe that so many can fit in here at once.

17f. Officer's Quarters and Mess

A few hammocks are slung across the bulkheads. There are also some tables, chairs and mess equipment here.

17g. Upper Cargo Deck

This appears to be where cargo that needs to stay drier is stored. There are crates and barrels here.

A search (DC 25) will reveal a *cloak of charisma* +4 in one of the crates.

17h. Upper Cargo Deck Aft Cabin

This storage area is currently empty.

17j. Lower Cargo Deck

This deck is full of ore carts, full of ore. There is a half-inch of water in the bilge.

Those with any metallurgy knowledge can identify the contents as iron ore.

17k. Lower Cargo Deck Aft Cabin

This cargo area is empty. A half-inch of greenish water is in the bilge.

The water, if touched, will infect with *Slimy Doom* (DC 14 Fort, DMG:292) There is **1 GP** in the water.

Notes:

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18. Sea Lion

As you approach this warship, you are hailed by a shout of “Who goes there?”

Fortunately for the party, the visibility is such that by the time the party is noticed, there are too close for the siege engines on board the ship to be used. Have the party talk their way on board, role play this and use a Diplomacy DC 20 check to get on board. If the encounter goes badly, the crew on board will attempt to repel the boarders. Note that the Sea Lion is currently at anchor and is not fully crewed.

- 8 crewman
- 1 captain
- 1 first mate

ID	CR	Init	SR	AC	Touch	Flat	Temp	DR	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Speed
		+5		17	12	14			+11	+6	+4	16	12	20	2	10	9	30

Captain		76			Attack	Bonus	Type	Damage	Grapple	Special
					cutlass	+9/+6	mel	1d8+3		
Name									5	
									Reach	

ID	CR	Init	SR	AC	Touch	Flat	Temp	DR	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Speed
		+5		14	10	12			+5	+4	+9	10	14	14	17	12	12	30

1st Mate		38			Attack	Bonus	Type	Damage	Grapple	Special
					dagger	+4	mel	1d4		
Name									5	spells
									Reach	

ID	CR	Init	SR	AC	Touch	Flat	Temp	DR	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Speed
		+1		15	10	12			+6	+2	+3	16	12	20	2	10	9	20

Crew		44	44	44	Attack	Bonus	Type	Damage	Grapple	Special
					sword	+4	mel	1d8+2		
Name									5	
									Reach	

Two of the crewman will use long spears and attempt to keep anyone from climbing the cargo netting or otherwise scaling the hull. Four of the crew will be in the rigging and will rain arrows down on the party. Two other crewman will engage the party in melee, as will the captain. The first officer is a mage, and he will cast spells at the party, preferably before they board.

Notes:

Mate Spells as 6th lvl Sorcerer: DC 10 + lvl
 6 0 Acid Splash, Read Magic, Detect Magic, Ray of Frost, Mage Hand, Arcane Mark
 6 1st Burning Hands, Magic Missile, Silent Image, Unseen Servant, Hold Portal, Alarm
 5 2nd Arcane Lock, Fog Cloud, Glitterdust, Daze Monster, Rope Trick
 3 3rd Arcane Sight, Blink, Lightning Bolt

18a. Poop Deck

Two ballistae mounted on pedestals are mounted here, right behind the ship's wheel.

There are 20 bolts stacked here for use.

18b. Fo'castle

Two catapults occupy most of the deck.

There are 10 loads of ammo here.

18c. Main Deck

Doors to cabins lie fore and aft. Four ballistae are on each side, port and starboard. Stairs lead aft to the poop deck and ladders are fore to the fo'castle. Four cargo openings have ladders which descend into the ship bowels.

This is most likely where the fighting will take place.

18d. Captain's Quarters

This is obviously the Captain's quarters. An elegant globe sits next to a chart table. Next to an actual bed is a small chest on the deck.

The chest is the physical puzzle chest and contains **Captain Eversall's Charts***

18e. Officer's Quarters

Three hammocks are slung across the bulkheads. Three small desks are also built into the bulkheads.

One of the desks belongs to the First Mate.

18f. Foredeck

The prow can be reached from here.

18g. Magazine

Several boxes are piled high in this cargo hold. Two doors lead forward.

This is where all the ammo for the ballistae and catapults are stored. Several of the crates contain flammable material that is fired from the catapults. If, for some reason this area is set on fire, there is a 10% cumulative chance per round that the magazine will explode, causing 6d6 damage to everyone on the ship and effectively sinking the ship in 3 rounds. The ship will split

in half. Everyone on the ship must make a Reflex (DC 20) or Balance (DC 20) check or be knocked down. This would basically suck.

18. Food storage

There are barrels of water and food and crates stacked here.

The barrels and crates contain food and water and other perishable supplies.

Notes:

NPCs

DROW SURFACE RAID
KUBLACON 2008

Name: Grimri

Profession: Trader

Race: Duergar

Location: Zwicki's

Grimri is a Duergar trader who travels the Underdark and some surface towns procuring supplies for Duergar outposts. He is quite well traveled in the Underdark.

For a price, he will give out the following random info. (1 rumor per donation, be it gold or drink) Once he gets a drink or two in him, he may be freer with information, if the party is persuasive and/or charming.

1. He has delivered to a great Duergar Smith who has a magical smithing hammer. **Location: Duergar Barracks.**
2. In his travels, he has passed a solitary tower occupied by an Illithid. There was an overpowering mental presence in the tower. **Location: Illithid Tower.**
3. He has been to Genoa Harbor. **Location: Genoa Harbor.**
4. He has also been to the Broken Oar Caverns. **Location: Broken Oar Caverns.**
5. Zesa can't be trusted.

Name: Imton

Profession: Trader and Initiate of Vhaerun

Race: Male Drow

Location: Zicki's

Imton is a male Drow trader from Ched Nasad. He is also a secret Initiate of Vhaerun and seeks to further evangelize Vhaerun in the poorer, male sections of Menzoberranzan.

For a price, he will give out the following random info. (1 rumor per donation) If there is a female Drow present, he will be very tight-lipped and will reveal nothing about Vhaerun.

1. He knows where the Vhaerun Temple is. **Location: Temple of Vhaerun**
2. One of the rituals in the temple involves imbibing blessed wine.
3. He hopes that when he dies, he can be buried in the Crypts of Vhareun. **Location: Crypts of Vhaerun.**
4. Zesa is not to be trusted, anything she hears is reported straight to Matron Baerne.
5. Human towns often have several sewer entrances. Sewers often become unofficial highways for rogues and beggars.

Name: Ruzk

Race: Goblin

Profession: Slave to Zicki

Location: Roaming

Ruzk is a goblin owned by the proprietor of Zicki's Road House, the premiere spot for food and drink in Menzoberranzan's Bazaar. His main goal is to drive business to the bar.

Ruzk has the following info, which he will freely give if the characters accompany him to the bar and start buying drinks. He also has a fondness for riddles, and will part with some of the information if the party riddles with him.

1. He knows that many traders of different races come to Zicki's.
2. He overheard a human trader from Genoa Harbor describe his route. He later found a map on the trader and knows how to get there. **Location: Genoa Harbor**
3. He has run errands out to a tower in the Underdark that houses a solitary Illithid.
Location: Illithid Tower
4. He once got a shipment of Black Peat Moss from a merchant who said it came from the Broken Oar Caverns.
5. The Sea Spray's home port is Genoa Harbor
6. When in the Illithid tower, he felt an overwhelming mental presence
7. Near Ched Nasad, there is a temple and a crypt devoted to Vhaerun
8. A Duergar smith of much renown works in a small Duergar encampment near the surface. **Location: Duergar Barracks**

Name: Ugath

Profession: Trader

Race: Human Male

Location: Zicki's

Ugath is a trader based in Genoa Harbor. He often has dealings with the Underdark Races.

For a bribe (1 GP) he'll reveal one of the following tidbits

1. A plague is growing in the Underdark that will soon sweep the surface as well.
2. He knows where Genoa Harbor is. **Location: Genoa Harbor**
3. He has been to the Broken Oar Caverns. **Location: Broken Oar Caverns**
4. The harbormaster's office in Genoa Harbor sells Ship's Bells.
5. There is something strange about one of the ships that sometimes docks in Genoa Harbor... The Sea something.
6. Captain Eversall is often seen in Genoa Harbor
7. He delivered a strange lubricant to an Illithid in the Underdark. **Location: Illithid Tower.**

Name: Zesa

Profession: Trader and Baerne Spy

Race: Female Drow

Location: Zwicky's

Zesa uses her job as a trader as a cover for her spying. She travels the Underdark as a trader and collects information to report back to Matron Baerne. She will know who all the parties are and which House they are from.

She doesn't yield any useful information. She will try to trick and misdirect at every opportunity. She also has a long-standing rivalry with the female leader of Baerne contingent, thus she will also go out of her way to trick them.

Name: Zicki

Profession: Owner, Zicki's Road House

Race: Male Drow

Location: Zicki's

Zicki owns Zicki's Road House. He will gladly let some information slip as long the customers are buying drinks.

1. Grimri is a Duergar trader that supplies Duergar outposts.
2. Imton is a male Drow and is suspected of being an Initiate of Vhaerun. He is from Ched Nasad.
3. Zesa is secretly a Baerne Spy, although she appears to be a commoner. She keeps the Baernes apprased of the comings and goings of non-Drow.
4. Ugath is a human trader from Genoa Harbor. He deals with many of the Underdark races.