

3.5 Descent into the Depths of the Earth (Converted by Jeff Wrbelis)

A few notes: This is a Greyhawk module, and with sticking to the stats presented in the original adventures, the characteristics scores for Drow encountered are calculated using G. Gygax's ability score ranges listed under the drow entry at the back of each adventure. In addition, for those who wish to keep the Greyhawk drow much closer to the original, the additional level-based spells from the first addition stats are also included. 3.5 DM's who want to keep the stats lower powered to the 3.5 monster Manual should simply disregard the bonus class/gender based spells original Greyhawk drow possess (with the exception of the 'All Drow' spells, which have remained unchanged). These include the following:

All drow, 1/day: *Dancing Lights, Darkness, Faerie Fire*

Any drow with 4 or more class levels, 1/day: *Detect Magic, Detect good (Know Alignment was dropped in 3.0), Levitate*

Female Drow only, 1/day: *Clairaudience/Clairvoyance, Discern Lies, Dispel magic, Suggestion*

These spells are cast as a sorcerer of the drow's total class level, or as a sorcerer at the minimum level required to use the spell in question.

Ability Scores: The average ability score for Greyhawk drow females and males are listed below (rounded down). These are before any adjustment for character levels.

Female: Str 11, Dex 17, Con 10, Int 15, Wis 13, Cha 14

Male: Str 8, Dex 17, Con 10, Int 14, Wis 10, Cha 12

Racial Abilities: +2 to Will saves vs spells & spell-like abilities, +2 to Enchantment magic saves, immune to magical Sleep, Darkvision 120', Spell Resistance: 11+ class levels. +2 racial bonuses to listen, search and spot checks. Coming within 5' of a secret door entitles the drow to a free spot check. Greyhawk drow are very stealthy (according to their original write up), gaining a +4 racial bonus to hide and move silently checks. Drow struck with bright light (such as sunlight, or a *Daylight* spell) are blinded for 1 round, and remained dazzled as long as they stay within the area of the illumination. Although there is no official rule for it, female drow might gain a +5 racial bonus to their intimidate checks vs. male drow, at your discretion (this would go a ways to countering the high intimidation score male fighters have, without neutering them against other males).

Greyhawk drow weapons, Cloak and boots: Greyhawk drow weapons receive their magic-like pluses from the weird radiations of the drow homeland, as well as their mixture of adamantine alloy. As noted in the module, these items irreversibly rot when exposed to sunlight (*Faerzress* weapons from the Realms have borrowed upon this). Though fine weapons, Greyhawk drow arms are not always necessarily masterwork quality, nor do their magic-like abilities require them to be. Drow cloaks grant a +5 competence bonus to hide checks. Drow boots grant a +5 competence bonus to move silently checks. The bonuses for cloak and boots, as well as armor check penalty, have already been added to drow skill totals. All drow, unless otherwise noted, are assumed to be wearing the boots and cloak their race is noted for (for some hefty Hide/move silent mods for these elves). Greyhawk drow wear a fine mesh of black elven chain mail armor, similar to that found in the 3.5 DMG (does not impeded the drow's normal 30' movement speed, has an arcane spell failure of 20%, Max Dex bonus +4, armor check pent: -2, light armor, weighs 20 lbs). The armor check penalty for this chain mail has been added to the skill rank totals. All Greyhawk drow receive proficiency in the shortsword, hand crossbow (exotic weapon) and either dart or javelin as bonus weapon proficiencies. Drow hand crossbows are of the Small variety. Greyhawk Drow knockout poison requires a primary and secondary DC 15 Fort save or unconscious for 2d4 hours. Drow carry 1d4-1 doses each, and each dose is sufficient to cover 1 shortsword or 1 dagger, or 10 hand crossbow bolts.

No special prestige classes have been added to any of the higher level drow the pc's may encounter (feel free to add them), though a few have modified ability scores above the norm. Multi-class drow have been given their flat levels in the appropriate classes, with no xp calculation from the conversion book. (I.e. a 5th ftr/7th level wiz 1st edition drow is exactly that in this module, not a recalculated 9th level character). Where bonus spells appear (or 1st edition spells had their levels altered) I substituted or added spells that would be useful for the drow's assigned duties. Encounter levels have been estimated, using the guide on page 49 of the 3.5 DMG. However, when the table was obviously wrong, an estimate of true EL has been provided. For example, Encounter Area 4 (Gargoyle Lair) features 15 of the flying beasts. According to the EL table, that's a level 19 encounter (a bit over-rated, IMHO). I felt it wanted an EL 11 encounter.

Full melee attacks are listed, accounting for Str, magic, two weapon fighting, weapon finesse, weapon focus, and modifiers to Finesse while using shield in off hand. Weapon Specialization and off hand damage mods are already factored in as well.

Masterwork bucklers (in the absence of rules clarification) still provide the -1 to hit weight penalty listed in the buckler description, but their quality prevents the additional -1 penalty (since they are masterwork) that a normal buckler's armor check penalty forces on a person using weapon finesse.

Encounter Area D3 (EL Variable):

(Male Contingent: ten 3rd level fighters, two 4th level fighters, one 6th level fighter, one Ftr5th/Wiz7th)

(Female Contingent: Eight 2nd level fighters, two 3rd level fighters, one 6th Cleric of Lolth, one 9th Cleric of Lolth)

Drow Male Contingent: ten 3rd level male drow fighters

CR 4 ea.; HD 3d10; **hp** 21; **Init** +7; **Spd** 30ft.; **Face/Reach:** 5'/5' ; **AC** 20, **T:** 14, **FF:** 17; **Full Atk** +1 *Shortsword* (1d6) +7 melee or 2 at +5/+5 melee +1 *Shortsword* (d6) & +1 *Dagger* (offhand 1d4-1); hand crossbow +6 ranged (1d3 + poison)/ **Grapple:** +2; Str 8, Dex 17, Con 10, Int 14, Wis 10, Cha 12; AL CE ;

Saves: Fort +3, Ref +4, Will +1 (+3 vs. spells, +5 vs. enchantment magic);

SA/SQ: SR 14, Darkvision 120', immune to Sleep, Magic save bonuses. Elf abilities, light weakness

Feats: Improved initiative, Rapid Reload (hand crossbow, free action), Two-weapon fighting, Weapon Finesse

Skills: Climb +1, Handle Animal +5, Hide +10, Intimidate +7, Jump +0, Listen +2, Move Silently +10, Ride +1, Spot +2

Possessions: +1 *Shortsword*, +1 *Dagger*, +1 *Elven Chain mail*, Hand Crossbow, masterwork buckler, 10 poisoned bolts

Spell-like abilities: (as 3rd level sorcerer, DC: 11 + spell level): *Darkness*, *Dancing Lights*, *Faerie Fire*

Drow Male Leaders: two 4th level fighters

CR 5 ea.; HD 4d10; **hp** 26; **Init** +8; **Spd** 30ft.; **Face/Reach:** 5'/5' ; **AC** 22, **T:** 16, **FF:** 18; **Full Atk** 1 at +10 melee +2 *Shortsword* (1d6 +1) or 2 at +8/+7 +2 *Shortsword* (1d6+1) & +2 *Dagger* (offhand 1d4); javelin +3 ranged (1d6-1 + poison)/**Grapple:** +3; Str 8, Dex 18, Con 10, Int 14, Wis 10, Cha 12; AL CE ;

Saves: Fort +4, Ref +5, Will +1 (+3 vs. spells, +5 vs. enchantment magic);

SA/SQ: SR 15, Darkvision 120', immune to Sleep, Magic save bonuses. Elf abilities, light weakness

Feats: Improved initiative, Rapid Reload (hand crossbow, free action), Two-weapon fighting, Weapon Finesse, Weapon Focus (shortsword)

Skills: Climb +3, Handle Animal +5, Hide +11, Intimidate +8, Jump +0, Listen +2, Move Silently +11, Ride +3, Spot +2

Possessions: +2 *Shortsword*, +2 *Dagger*, +2 *Elven Chain mail*, Hand Crossbow, masterwork buckler, 3 poisoned javelins

Spell-like abilities: (as 4th level sorcerer, DC: 11 + spell level): *Darkness*, *Dancing Lights*, *Faerie Fire*, *Detect Good*, *Detect magic*, *Levitate*

Drow Male Commander: 6th level fighter

CR 7 ; HD 6d10; **hp** 37; **Init** +8; **Spd** 30ft.; **Face/Reach:** 5'/5' ; **AC** 25, **T:** 20, **FF:** 21; **Full Atk** 2 at +14/+9 melee +4 *Shortsword* (1d6 +5) or 3 at +12/+7/+9 or +4 *Shortsword* (x2) (1d6+5) & +2 *Dagger* (offhand 1d4); hand crossbow +10 ranged 1d3 + poison,)/**Grapple:** +5; Str 8, Dex 19, Con 10, Int 14, Wis 10, Cha 12; AL CE ;

Saves: Fort +5, Ref +5, Will +2 (+4 vs. spells, +6 vs. enchantment magic);

SA/SQ: SR 17, Darkvision 120', immune to Sleep, Magic save bonuses. Elf abilities, light weakness

Feats: Combat Expertise, Improved initiative, Rapid Reload (hand crossbow, free action), Two-weapon fighting, Weapon Finesse, Weapon Focus (shortsword), Weapon Specialization (Short Sword)

Skills: Climb +3, Handle Animal +5, Hide +11, Intimidate +10, Jump +5, Listen +2, Move Silently +11, Ride +3, Spot +2

Possessions: +4 *Shortsword*, +2 *Dagger*, +3 *Elven Chain mail*, +3 *masterwork buckler*, Hand Crossbow, 10 poisoned bolts

Spell-like abilities: (as 6th level sorcerer, DC: 11 + spell level): *Darkness*, *Dancing Lights*, *Faerie Fire*, *Detect Good*, *Detect magic*, *Levitate*

Drow Male Noble Liaison: 5th level fighter/7th level mage

CR 13 ; HD 5d10 + 7d4; **hp** 49; **Init** +8; **Spd** 30ft.; **Face/Reach:** 5'/5' ; **AC** 24, **T:** 18, **FF:** 19; **Full Atk** 2 at +15/+10 melee *Shortsword* (1d6+3) or 3 at +13/+8/+12 +2 +2 *Shortsword* (x2) (1d6+3) & +2 *Dagger* (offhand 1d4+1); hand crossbow +12 ranged (1d3 + poison)/**Grapple:** +7; Str 8, Dex 19, Con 10, Int 16, Wis 10, Cha 12; AL CE ;

Saves: Fort +6, Ref +7, Will +6 (+8 vs. spells, +10 vs. enchantment magic);

SA/SQ: SR 23, Darkvision 120', immune to Sleep, Magic save bonuses. Elf abilities, light weakness

Feats: Combat Casting,, Improved Critical (shortsword), Improved initiative, Spell Focus (Evocation), Two-weapon defense, Two-weapon fighting, Weapon Finesse, Weapon Focus (shortsword), Weapon Specialization (Short Sword)

Skills: Climb +5, Concentration +12, Hide +11, Intimidate +9, Jump +5, Knowledge (arcane) +9, Listen +3, Move Silently +11, Ride +5, Spellcraft +11, Spot +3

Possessions: +2 *Shortsword*, +2 *Dagger*, +4 *Elven Chain mail*, *Rope of Entanglement*, Hand Crossbow, 10 poisoned bolts

Spell-like abilities: (as 12th level sorcerer, DC: 11 + spell level): *Darkness*, *Dancing Lights*, *Faerie Fire*, *Detect Good*, *Detect*

magic, Levitate

Spells Prepared: (4/5/4/3/1); save DC = 13+ spell level (*14 for evocation):

0 – *Detect Magic, Detect Poison, Message (x2)*
 1st – **Magic Missile (x2), Sleep, Ray of Enfeeblement, Ventriloquism*
 2nd – *Mirror Image (1d4+2), Protection from Arrows, See Invisibility, Spider Climb*
 3rd – *Dispel Magic, *Lightning Bolt, Slow*
 4th – **Ice Storm*

Drow Female Contingent: eight 2nd level female drow fighters,

CR 3 ea.; HD 2d10; hp 15; Init +7; Spd 30ft.; Face/Reach: 5'/5' ; AC 21, T: 15, FF: 18; Full Atk 1 at +5 melee +1 Shortsword (1d6 +1) or 2 at +3/+3 +1 Shortsword (1d6+1) & +1 Dagger (offhand 1d4+1); +5 ranged (hand crossbow) (1d3+poison)/Grapple: +2; Str 11, Dex 16, Con 10, Int 15, Wis 13, Cha 14; AL CE ;

Saves: Fort +3, Ref +3, Will +1 (+3 vs. spells, +5 vs. enchantment magic);

SA/SQ: SR 13, Darkvision 120', immune to Sleep, Magic save bonuses. Elf abilities, light weakness

Feats: Improved initiative, Two-weapon fighting, Weapon Finesse

Skills: Climb +2, Handle Animal +3, Hide +10, Intimidate +7, Jump +3, Listen +3, Move Silently +10, Ride +1, Spot +3

Possessions: +1 Shortsword, +1 Dagger, +1 Elven Chain mail, +1 masterwork buckler, Hand Crossbow, 10 poison bolts

Spell-like abilities: (as 2nd level sorcerer, DC: 12 + spell level): Darkness, Dancing Lights, Faerie Fire, Clairaudience/Clairvoyance, Discern Lies, Dispel magic, Suggestion

Drow Female Contingent: two 3rd level fighters

CR 4 ea.; HD 3d10; hp 21; Init +7; Spd 30ft.; Face/Reach: 5'/5' ; AC 21, T: 15, FF: 18; Full Atk 1 at +7 melee +1 Shortsword (1d6 +1) or 2 at +5/+4 +1 Shortsword (1d6+1) & +1 Dagger (offhand 1d4+1); +3 ranged (javelins) (1d6 + poison)/Grapple: +3; Str 11, Dex 16, Con 10, Int 15, Wis 13, Cha 14; AL CE ;

Saves: Fort +3, Ref +4, Will +2 (+4 vs. spells, +6 vs. enchantment magic);

SA/SQ: SR 14, Darkvision 120', immune to Sleep, Magic save bonuses. Elf abilities, light weakness

Feats: Improved initiative, Two-weapon fighting, Weapon Finesse, Weapon Focus (swordsword)

Skills: Climb +4, Handle Animal +3, Hide +10, Intimidate +8, Jump +3, Listen +3, Move Silently +10, Ride +2, Spot +3

Possessions: +1 Shortsword, +1 Dagger, +1 Elven Chain mail, +1 masterwork buckler, 3 poisoned javelins

Spell-like abilities: (as 3rd level sorcerer, DC: 12 + spell level): Darkness, Dancing Lights, Faerie Fire, Clairaudience/Clairvoyance, Discern Lies, Dispel magic, Suggestion

Drow Female Contingent Canon: one 6th level Cleric of Lolth (Domains chosen: Destruction/Evil)

CR 7; HD 6d8; hp 30; Init +6; Spd 30ft.; Face/Reach: 5'/5' ; AC 23, T: 18, FF: 21; Full Atk 1 at +5 melee +1 Heavy Mace (1d8+1); +6 ranged touch (Staff-sling)/Grapple: +4; Str 11, Dex 15, Con 10, Int 15, Wis 17, Cha 14; AL CE ;**

Saves: Fort +5, Ref +4, Will +8 (+10 vs. spells, +12 vs. enchantment magic);

SA/SQ: SR 17, Darkvision 120', immune to Sleep, Magic save bonuses. Elf abilities, Light weakness, Rebuke Undead

Feats: Combat Casting, Improved initiative, Exotic Weapon (Staff-sling)

Skills: Concentration +9, Diplomacy +8, Heal +7, Hide +9, Intimidate +2, Knowledge (Religion) +11, Listen +5, Move Silently +9, Spellcraft +10, Spot +5

Possessions: +1 Heavy Mace, +3 Elven Chain mail, +3 masterwork buckler, Staff-sling**, 3 glass globes***

Spell-like abilities: (as 6th level sorcerer, DC: 12 + spell level): Clairaudience/Clairvoyance, Darkness, Dancing Lights, Detect Good, Detect Magic, Discern Lies, Dispel magic, Faerie Fire, Levitate, Suggestion

Spells Prepared: (5/4+1/4+1/3+1; save DC = 13 + spell level):

0 – *Detect poison, Guidance, Mending, Read Magic, Resistance*
 1st – *Bane, Cause Fear, Cure Light Wounds (x2), *Inflict Light Wounds*
 2nd – *Hold Person (x2), *Desecrate, Resist Energy (she chooses fire if uncertain), Silence*
 3rd – *Animate Dead, Invisibility Purge, *Magic Circle against Good, Remove Disease*

*Domain Spell.

*Sling-staff: Cost: 10gp, Dmg: ---, Crit: ---, Range: 30' (30' min., Max. 90', no hit penalties out to 60'), Wt: 4 lbs., Type: B

*** Glass Globes, Ranged touch attack: Luminous irritant; 10' diameter burst. Those in the burst are automatically illuminated, such that they suffer a loss of 1d4 armor class until the luminous material is washed off, or 20-50 minutes have elapsed. In addition, everyone within the cloud's burst area must make a Reflex save, DC 18, or be both blinded (-2 AC, -4 search, Str and Dex checks, no Dex to ac, foes gain total concealment) and dazed (no actions, but no ac pen) for 1d4+6 turns, due to scratching furiously. If the ranged touch attack misses, use the grenade missiles rules.

Drow Female Contingent Evil High Priestess Vlondril: 9th level Cleric of Lolth (Domains chosen: Destruction/Trickery)

CR 10; HD 9d8+9; **hp** 53; **Init** +7; **Spd** 30ft/Fly 30 ft. (Good); **Face/Reach:** 5'/5' ; **AC** 26, **T:** 20, **FF:** 23; **Full Atk** 2 at +10/+5 melee +4 *Heavy Mace* (1d8+4)/**Grapple:** +6; Str 11, Dex 17, Con 12, Int 15, Wis 18, Cha 14; AL CE;
Saves: Fort +9, Ref +6, Will +10 (+12 vs. spells, +14 vs. enchantment magic)
SA/SQ: SR 20, Darkvision 120', immune to Sleep, save bonuses. Elf abilities, light weakness, Rebuke Undead
Feats: Combat Casting, Improved initiative, Great Fortitude, Spell Penetration
Skills: Concentration +12, Diplomacy +8, Heal +7, Hide +10, Intimidate +2, Knowledge (Religion) +14, Listen +5, Move Silently +10, Spellcraft +14, Spot +5
Possessions: +4 *Heavy Mace*, +4 *Elven Chain mail*, +3 *masterwork buckler*, *Lurker Cloak***
Spell-like abilities: (as 9th level sorcerer, DC: 12 + spell level): *Clairaudience/Clairvoyance*, *Darkness*, *Dancing Lights*, *Detect Good*, *Detect Magic*, *Discern Lies*, *Dispel magic*, *Faerie Fire*, *Levitate*, *Suggestion*

Spells Prepared: (6/5+1/5+1/4+1/4+1/1+1; save DC = 14 + spell level):

0 – *Detect poison*, *Guidance* (x2), *Mending*, *Read Magic*, *Resistance*
 1st – *Bless*, *Cause Fear* (x2), *Cure Light Wounds* (x2), **Disguise Self*, *Protection from Good*
 2nd – *Augury* (x2), *Hold Person* (x2), **Invisibility*, *Silence*
 3rd – *Deeper Darkness*, **Nondetection*, *Prayer*, *Remove Disease*, *Speak with Dead*
 4th – **Confusion*, *Cure Critical Wounds*, *Freedom of Movement*, *Poison*, *Tongues*
 5th – *Cure Light Wounds*, *Mass*, **Inflict Light Wounds*, *Mass*

*Domain Spell.

***Lurker Cloak:* This cloak allows the user to assume the form of a small Lurker Above (detailed in the City of the Spider Queen web enhancement). The wearer's wing span becomes 2' longer than his height, and he may levitate up or down 20' per round, fly at 30'/round with Good maneuverability and takes half damage from bludgeoning weapons while in this form. When attached to a ceiling in rocky areas with little vegetation, the user gains a +12 bonus to Hide checks. The user's armor class remains unchanged. The wearer is effectively too small to make a real Lurker Above's special Smother or Constrict attacks. Changing to Lurker form is a standard action.

ENCOUNTER ARTEA M12 (EL 10)

(2 Mind Flayers, 12 Wererats, 1 male drow expert (merchant), two poison needle traps)

Poison needled traps, 1 per coffer (CR 6): Attack +8 ranged (1 hp + Wyvern Poison DC 17 2d6 Con Primary, 2d6 Con secondary); Search DC 22, Disable DC 20

Two Mind Flayers

CR 8 ea.; HD 8d8+8; **hp** 43 & 38; **Init** +6; **Spd** 30ft.; **Face/Reach:** 5'/5' ; **AC** 15, **T:** 12, **FF:** 13; **Full Atk** 4 Tentacles +8 (1d4+1)/**Grapple:** +7; Str 12, Dex 14, Con 12, Int 19, Wis 17, Cha 17; AL LE;
Saves: Fort +3, Ref +4, Will +9;
SA/SQ: *Mind Blast* (60' cone, DC 17 Will or stunned 3d4 rds.), Psionics, Improved Grab, Extract, SR 25, telepathy 100'
Feats: Combat casting, Improved Initiative, Weapon Finesse
Skills: Bluff +11, Concentration +11, Diplomacy +7, Disguise +3 (+5 acting), Hide +10, Intimidate +9, Knowledge (Local) +12, Listen +11, Move Silently +10, Sense Motive +7, Spot +11
Possessions: See text.
Mind Blast: 60' cone, DC 17 Will or stunned 3d4 rds.

Psionics: (at will): *Charm Monster* (DC 17), *Detect Thoughts* (DC 15), *Levitate*, *Plane Shift*, *Suggestion* (DC 16)

Improved Grab: On a successful tentacle attack, the Mind Flayer may start a free grapple. If it wins one tentacle is attached. Any round a Mind Flayer starts with one tentacle attached, it may try a single grapple check to get all its tentacles attached. An opponent may try a grapple or escape artist check to break free, but the Mind Flayer gets +2 circumstance bonus for each attached tentacle at the beginning of the victim's round. Only, Small, Medium or Large foes may be attacked with the tentacles, though Huge or larger foes can be attacked this way if the Mind Flayer can somehow reach their head.

Extract: Any round a Mind Flayer has all 4 tentacles attached, he may attempt to make a successful grapple and automatically extract the victim's brain.

Twelve Wererats (1st level warriors, presented in Hybrid Form)

CR 2 ea.; HD 2d8+3; **hp** 12; **Init** +3; **Spd** 30 ft.; **Face/Reach:** 5'/5' ; **AC** 16, **T:** 13, **FF:** 13; **Full Atk** +6 melee +1 *Shortswords* (1d6+2) and -1 melee Bite (1d6+disease)/**Grapple:** +2; Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 8; AL LE;
Saves: Fort +6, Ref +5, Will +4;
SA/SQ: Alternate form, *Curse of Lycanthropy, Damage reduction 10/silver, **Disease, Low-light vision, Rat empathy, Scent
Feats: Alertness, Dodge, Iron Will, Weapon Finesse
Skills: Climb +4, Handle Animal +3, Hide +5, Listen +4, Move Silently +4, Spot +4, Swim +9
Possessions: +1 *Shortsword* and See text.
 * Bite inflicts Lycanthropy on failed Fort DC 12 save;

** Disease: Filth Fever; Fort DC 12, Incubation 1d3 days, damage 1d3 Dex, 1d3 Con.

Male Drow Level 1 Expert (Merchant)

CR 1; HD 1d6; hp 3; Init +3; Spd 30ft.; Face/Reach: 5'/5'; AC 13, T: 13, FF: 10; Full Atk Fist -1 melee/**Grapple: -1**; Str 8, Dex 17, Con 10, Int 14, Wis 10, Cha 12; AL CE;

Saves: Fort +0, Ref +3, Will +2;

SA/SQ: SR 12, Darkvision 120', immune to Sleep, Magic save bonuses. Elf abilities, light weakness

Feats: Diligent (+2 Appraise/Decipher Script Checks)

Skills: Appraise +8, Bluff +5, Decipher Script +8, Diplomacy +5, Forgery +6, Gather Information +5, Hide +7, Knowledge (Underdark Geography) +6, Move Silently +7, Sense Motive +4

Possessions: See text.

KEY-TO THE CAVERNS AND WARRENS OF THE TROGLODYTES

DM'S NOTE: Although many of these encounters are fairly low level, DM's should bear in mind that many of these caverns are fairly close to others, and what might appear to be a fairly easy encounter can turn into a series of ever-enlarging battles, should the characters fail to take the appropriate caution.

1) Entrance to Grand Cavern

B) (EL 4) Three bugbear sentries

CR 2 ea.; HD 3d8+3; hp 16; Init +1; Spd 30ft.; Face/Reach: 5'/5'; AC 19, T: 11, FF: 18; Full Atk Heavy masterwork morningstar +6 Melee (1d8+4) or +5 Ranged (Masterwork throwing spear 1d8+2)/**Grapple: +4**; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9; AL CE;

Saves: Fort +2, Ref +4, Will +1;

SA/SQ: Darkvision 60', Scent

Feats: Alertness, Weapon Focus (Morningstar)

Skills: Climb +0, Hide +2, Listen +4, Move Silently +4, Spot +4

Possessions: Ring mail jacket (acts as studded leather), heavy wood shield, masterwork heavy morningstar, two heavy throwing spears. In the original text, these 'Heavy' morningstars were listed as giving a damage bonus of +2.

D) (EL 3) One 2nd level male drow fighter

CR 3; HD 2d10; hp 15; Init +7; Spd 30ft.; Face/Reach: 5'/5' ; AC 20, T: 14, FF: 18; Full Atk 1 at +4 melee +1 *Shortsword* (1d6) or 2 at +2/+2 +1 *Shortsword* (1d6) & +1 *Dagger* (offhand 1d4); + hand crossbow 5 ranged (1d3+poison)/Grapple: +2**; Str 8, Dex 15, Con 10, Int 14, Wis 10, Cha 12; AL CE;**

Saves: Fort +3, Ref +2, Will +0 (+2 vs. spells, +4 vs. enchantment magic);

SA/SQ: SR 13, Darkvision 120', immune to Sleep, Magic save bonuses. Elf abilities, light weakness

Feats: Improved initiative, Two-weapon fighting, Weapon Finesse

Skills: Climb +2, Handle Animal +3, Hide +9, Intimidate +7, Jump +3, Listen +3, Move Silently +9, Ride +1, Spot +3

Possessions: +1 *Shortsword*, +1 *Dagger*, +1 *Elven Chain mail*, +1 *masterwork buckler*, Hand Crossbow, 10 poison bolts

Spell-like abilities: (as 2nd level sorcerer, DC: 11 + spell level): *Darkness*, *Dancing Lights*, *Faerie Fire*

2) South Gallery (EL 2) 14 Piercers

CR 1/6; HD 1d8; hp 4; Init -3; Spd 5 ft./Climb 5 ft.; Face/Reach: 2.5'x2.5'/0'; AC 16, T: 7, FF: 19; Full Atk Slam +2 Melee (1d6)/**Grapple: +2**; Str 10, Dex 4, Con 11, Int --, Wis 10, Cha 9; AL N;

Saves: Fort +2, Ref -3, Will +0;

SA/SQ: Acid (underbelly causes 1d6 acid if it touches flesh), Darkvision 60', Improved Critical (19-20), Vermin (Immune to mind-influencing spells or affects)

Feats: N/A

Skills: Hide +4 (+19 with natural stone background), Listen +13, Spot +3

3) Glittering Cave (EL 7) One Trapper

CR 7; HD 12d8+48; hp 102; Init +5; Spd 10 ft.; Face/Reach: 15'x15'/10'; AC 16, T: 9, FF: 15; Full Atk Slam +17 Melee (2d4+15)/**Grapple: +27**; Str 30, Dex 12, Con 19, Int 14, Wis 15, Cha 14; AL N;

Saves: Fort +8, Ref +5, Will +10;

SA/SQ: Darkvision 60', Immune to blunt attacks, Fire and cold; Smother (Slam allows free grapple check against target (No attack of opportunity). Success means the foe is wrapped up. Wrapped foes must hold their breath the following round or start to take suffocation damage. Each round, the wrapped victim takes slam damage automatically. An successful opposed grapple or escape artist check will break the hold. Wrapped creatures may only fight with tiny weapons, and only if the tiny weapon was in hand when the grapple occurred. Wrapped foes take full damage from any attacks aimed at the trapper.

Feats: Alertness, Blind Fighting, Improved Initiative

Skills: Hide +20 (+24 against stone background), Listen +12, Move Silently +12, Spot +12

Possessions: See text.

4) Side Cavern (EL 11) 15 Gargoyles

CR 4 ea.; **HD** 4d8+19; **hp** 37; **Init** +2; **Spd** 40 ft./Fly 60 ft. (average); **Face/Reach:** 5'/5'; **AC** 16, **T:** 12, **FF:** 14; **Full Atk** two claws +6 Melee (1d4+2) & one bite +4 melee (1d6+1) & one gore +4 melee (1d6+1)/**Grapple:** +6;

Str 15, Dex 14, Con 18, Int 6, Wis 11, Cha 7; AL CE;

Saves: Fort +5, Ref +6, Will +4;

SA/SQ: Damage Reduction 10/magic, Darkvision 60', Freeze (Spot DC 20 to notice its alive)

Feats: Multiattack, Toughness

Skills: Hide +7 (+15 against stone background), Listen +4, Spot +4

Possessions: See text.

5) Spur Cavern (EL 12) One Purple Worm ("very large")

CR 12; **HD** 16d10+112; **hp** 265; **Init** -2; **Spd** 20 ft./Burrow 20 ft./Swim 20 ft.; **Face/Reach:** 20'/15'; **AC** 19, **T:** 4, **FF:** 19;

Full Atk Bite +25 Melee (2d8+12) & Sting +20 melee(2d6+6+poison)/**Grapple:** +40;

Str 35, Dex 6, Con 25, Int 1, Wis 8, Cha 8; AL N;

Saves: Fort +17, Ref +8, Will +4;

SA/SQ: Improved Grab, Poison*, Swallow Whole**, Tremorsense 60'

Feats: Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (bite), Weapon Focus (sting)

Skills: Listen +18, Swim +20

Possessions: See text.

* DC 25 Fort, Initial 1d6 Str, Secondary 2d6 Str

** Grapple check after grab. If successful, swallowed opponents suffer 2d8+12 crushing damage, and 8 pts. Of acid damage each round. Light slashing/piercing weapon that deals 25 hp to AC 17 gizzard cuts a way free. Gizzard can hold 8 medium sized creatures.

6) Cave (EL 13)

Four male 2nd level fighters, one male 4th level fighter, eight female 3rd level fighters, one female 8th level fighter, one Nightmare

Drow Males: four 2nd level male drow fighters,

CR 3 ea.; **HD** 2d10; **hp** 15; **Init** +7; **Spd** 30ft.; **Face/Reach:** 5'/5' ; **AC** 19, **T:** 14, **FF:** 16; **Full Atk** 1 at +4 melee or 2 at +3/+3 +1

Shortsword (1d6) or +1 *Shortsword* (1d6) & +1 *Dagger* (offhand 1d4); +5 ranged (hand crossbow) (1d3)/**Grapple:** +1;

Str 8, Dex 17, Con 10, Int 14, Wis 10, Cha 12; AL CE ;

Saves: Fort +3, Ref +3, Will +0 (+2 vs. spells, +4 vs. enchantment magic);

SA/SQ: SR 13, Darkvision 120', immune to Sleep, Magic save bonuses. Elf abilities, light weakness

Feats: Improved initiative, Two-weapon fighting, Weapon Finesse

Skills: Climb +1, Handle Animal +3, Hide +10, Intimidate +7, Jump +3, Listen +3, Move Silently +10, Ride +1, Spot +3

Possessions: +1 *Shortsword*, +1 *Dagger*, +1 *Elven Chain mail*, Hand Crossbow, 10 bolts

Spell-like abilities: (as 2nd level sorcerer, DC: 12 + spell level): *Darkness*, *Dancing Lights*, *Faerie Fire*, , *Suggestion*

Drow Male Commander: 4th level fighter

CR 5 ea.; **HD** 4d10; **hp** 26; **Init** +8; **Spd** 30ft.; **Face/Reach:** 5'/5' ; **AC** 22, **T:** 16, **FF:** 18; **Full Atk** 1 at +10 melee or 2 at +8/+6 +2

Shortsword (1d6+1) or +2 *Shortsword* (1d6+1) & +1 *Dagger* (offhand 1d4); +7 ranged (hand crossbow) (1d3 + poison) **Grapple:** +3;

Str 8, Dex 18, Con 10, Int 14, Wis 10, Cha 12; AL CE ;

Saves: Fort +4, Ref +5, Will +1 (+3 vs. spells, +5 vs. enchantment magic);

SA/SQ: SR 15, Darkvision 120', immune to Sleep, Magic save bonuses. Elf abilities, light weakness

Feats: Improved initiative, Rapid Reload (hand crossbow, free action), Two-weapon fighting, Weapon Finesse, Weapon Focus (shortsword)

Skills: Climb +3, Handle Animal +5, Hide +11, Intimidate +8, Jump +0, Listen +2, Move Silently +11, Ride +3, Spot +2

Possessions: +2 *Shortsword*, +1 *Dagger*, +2 *Elven Chain mail*, masterwork buckler, Hand Crossbow, 10 poison bolts

Spell-like abilities: (as 4th level sorcerer, DC: 11 + spell level): *Darkness*, *Dancing Lights*, *Faerie Fire*, *Detect Good*, *Detect magic*, *Levitate*

Drow Female Fighters: eight 3rd level female drow fighters

CR 4 ea.; **HD** 3d10; **hp** 21; **Init** +8; **Spd** 30ft.; **Face/Reach:** 5'/5' ; **AC** 20, **T:** 14, **FF:** 17; **Full Atk** 1 at +8 melee or 2 at +6/+6 +1

Shortsword (1d6+1) or +1 *Shortsword* (1d6+1) & +1 *Dagger* (offhand 1d4+1); four have+7 ranged (hand crossbow) (1d3)and four have +3 ranged (javelins)(1d6)/**Grapple:** +3;

Str 10, Dex 18, Con 10, Int 15, Wis 13, Cha 14; AL CE;

Saves: Fort +3, Ref +5, Will +2 (+4 vs. spells, +6 vs. enchantment magic);

SA/SQ: SR 14, Darkvision 120', immune to Sleep, Magic save bonuses. Elf abilities, light weakness

Feats: Improved initiative, Rapid Reload (hand crossbow, free action), Two-weapon fighting, Weapon Finesse

Skills: Climb +2, Handle Animal +5, Hide +11, Intimidate +8, Jump +1, Listen +2, Move Silently +11, Ride +2, Spot +2

Possessions: +1 *Shortsword*, +1 *Dagger*, +1 *Elven Chain mail*, Hand Crossbow, 10 bolts

Spell-like abilities: (as 3rd level sorcerer, DC: 12 + spell level): *Darkness*, *Dancing Lights*, *Faerie Fire*, *Clairaudience*/*Clairvoyance*, *Discern Lies*, *Dispel magic*, *Suggestion*

Drow Feale Commander: 6th level fighter

CR 7 ; HD 6d10; hp 37; Init +8; Spd 30ft.; Face/Reach: 5'/5' ; AC 23, T: 18, FF: 19; Full Atk 2 at +13/+8 melee or 3 at +11/+6/+8 +2 *Shortsword* (1d6+4) or +2 *Shortsword* (x2) (1d6+4) & +2 *Dagger* (offhand 1d4+2); or 1 death lance charge attack at +9 (+s for charging added)(1d8+1+1d6 negative energy +*Enervation*)/Grapple:** +6; Str 10, Dex 19, Con 10, Int 15, Wis 13, Cha 14; AL CE ;**

Saves: Fort +5, Ref +5, Will +3 (+5 vs. spells, +7 vs. enchantment magic);

SA/SQ: SR 17, Darkvision 120', immune to Sleep, Magic save bonuses. Elf abilities, light weakness

Feats: Improved initiative, Mounted Combat, Ride-by Attack Two-weapon fighting, Weapon Finesse, Weapon Focus (shortsword), Weapon Specialization (Short Sword)

Skills: Climb +3, Handle Animal +4, Hide +11, Intimidate +10, Jump +4, Listen +2, Move Silently +11, Ride +5, Spot +2

Possessions: *Death Lance* (**Death Spear*, *Lesser*, see below)+2 *Shortsword*, +2 *Dagger*, +2 *Elven Chain mail*, +2 *masterwork buckler*, *Nightmare Mount*

Spell-like abilities: (as 6th level sorcerer, DC: 12 + spell level): *Clairaudience*/*Clairvoyance*, *Darkness*, *Dancing Lights*, *Detect Good*, *Detect magic*, *Discern Lies*, *Dispel magic*, *Faerie Fire*, *Levitate*, *Suggestion*

* Lesser Death Spears (From City of the Spider-Queen) ar +1 *Long spears* that inflict an *Enervation* spell, as well as +1d6 of negative energy damage, on a successful hit. This *Spear* currently holds 6 charges.

Nightmare Mount

CR 5; HD 6d8+18; hp 45; Init +6; Spd 40 ft./fly 90 ft. (Good); Face/Reach: 10'/5'; AC 24, T: 11, FF: 22; Full Atk 2 hooves +9 melss (1d8 +4 +1d4 fire), 1 bite +4 melee (1d8+2)/Grapple:** +14; Str 18, Dex 15, Con 16, Int 13, Wis 13, Cha 12; AL NE;**

Saves: Fort +8, Ref +7, Will +6;

SA/SQ: Astral Projection, Darkvision 60', Etherealness, Flaming Hooves, Smoke (15' cone, usable once each round as free action, all within must save vs. DC 16 Fort or take -2 to attack/damage until 1d6 minutes after leaving the cone. The smoke a Nightmare gives off provides 50% concealment to foes 5'-9" away, and total concealment to foes at 10' or greater

Feats: Alertness, Improved initiative, Run

Skills: Concentration +12, Diplomacy +3, Intimidate +10, Knowledge (the Planes) +10, Listen +12, Move Silently +11, Search +10, Sense Motive +10, Spot +12, Survival +10 (+12 on other planes and following tracks)

Possessions: See text.

7) Sunken Cave (EL 15) 1 Lich

Asberdies the Lich: CR 22; HD 20d12; hp 130; Init +8; Spd 30ft.; Face/Reach: 5'/5'; AC 22, T: 17, FF: 18; Full Atk Touch attack +10/+5 (1d8+5, Will DC 20 for half, + DC 20 Fort save or *permanent paralysis)/Grapple:** +10; Str 10, Dex 18, Con ---, Int 22, Wis 14, Cha 10; (the base stats were taken from the DMG for Wizard (except Dex. To keep closer to the module Lich's AC) and then modified by both level and the Lich template in the monster manual) AL NE;**

Saves: Fort +6, Ref +10, Will +14;

SA/SQ: Damage Reduction 15/bludgeoning and magic, Darkvision 60', **Fear Aura, Immune to cold, electricity, polymorph and mind-affecting effects, Paralyzing Touch, Turn Resistance +4, Undead traits

Feats: Combat Casting, Craft Staff, Craft Wondrous Item, Empower Spell, Extend Spell, Greater Spell Focus (Evocation), Improved Counterspell, Improved Initiative, Maximize Spell, Quicken Spell, Silent Spell, Spell Focus (Evocation)

Skills: Concentration +23, Craft (Alchemy) +27, Decipher Script +19, Diplomacy +2, Gather Information +2, Hide +12, Knowledge (Arcana) +29, Knowledge (Geography) +13, Knowledge (History) +14, Knowledge (Local) +13, Knowledge (Nobility and Royalty) +13, Knowledge (The Planes) +16, Listen +10, Move Silently +12, Search +14, Sense Motive +10, Spellcraft +31, Spot +10

Possessions: +3 Ring of Protection, See text.

* Permanently paralyzed foes appear dead (DC 20 Spot or DC 15 Heal to notice life). The affect cannot be dispelled, but *Remove Paralysis* or magic the can remove a curse will cancel the effect.

**Fear Aura (60' rad.): Creatures under 5 HD must Will DC 20 save or be affected as if by Fear spell. Save = 24hr. immunity.

Spells Prepared: (4/6/6/5/5/5/5/4/4/4); save DC = 16 (18 for Evocation) + spell level):

0 – *Detect Magic*, *Read Magic*, *Mage Hand*, *Open/Close*

1st – *Burning Hands*, *Charm Person*, *Magic Missile* (x2), *Ray of Enfeeblement*, *Ventriloquism*

- 2nd – *Invisibility, Mirror Image, Resist Energy, See Invisibility, Web (x2)*
 3rd – *Dispel Magic, Fireball, Fly, Lightning Bolt, Major Image*
 4th – *Bestow Curse, Confusion, Charm Monster, Dimension Door, Polymorph*
 5th – *Cloud Kill, Cone of Cold, Hold Monster, Teleport, Wall of Force*
 6th – *Flesh to Stone, Globe of Invulnerability, Repulsion, Shadow Walk, Summon Monster VI*
 7th – *Hold Person-Mass, Limited Wish, Mordenkainen's Sword, Reverse Gravity*
 8th – *Bigby's Clenched Fist, Charm Monster-Mass, Otto's Irresistible Dance, Monster Summoning VII*
 9th – *Meteor Swarm, Power Word: Kill, Prismatic Sphere, Time Stop*

8) Side Cavern (EL 12) 23 Gargoyles

CR 4 ea.; **HD** 4d8+19; **hp** 37; **Init** +2; **Spd** 40 ft./Fly 60 ft. (average); **Face/Reach:** 5'/5'; **AC** 16, **T:** 12, **FF:** 14; **Full Atk** two claws +6 Melee (1d4+2) & one bite +4 melee (1d6+1) & one gore +4 melee (1d6+1)/**Grapple:** +6;

Str 15, **Dex** 14, **Con** 18, **Int** 6, **Wis** 11, **Cha** 7; **AL** CE;

Saves: Fort +5, Ref +6, Will +4;

SA/SQ: Damage Reduction 10/magic, Darkvision 60', Freeze (Spot DC 20 to notice its alive)

Feats: Multiattack, Toughness

Skills: Hide +7 (+15 against stone background), Listen +4, Spot +4

Possessions: See text.

9) Cavern Stable (EL 9) 6 pack lizards

CR 3; **HD** 8d8+40; **hp** 76; **Init** +1; **Spd** 30 ft./climb 30ft.; **Face/Reach:** 10'/ 5'; **AC** 15, **T:** 10, **FF:** 15; **Full Atk** Bite +12 melee (2d6 +10)/**Grapple:** +16; **Str** 25, **Dex** 13, **Con** 21, **Int** 2, **Wis** 12, **Cha** 2; **AL** N;

Saves: Fort +11, Ref +7, Will +3;

SA/SQ: --

Feats: --

Skills: Move Silently +5, Spot +4

Possessions: See text.

10-13) COMPLEX OF LOW CAVES (EL Variable)

10) (EL 10) 32 Ghouls

CR 1 ea.; **HD** 2d12; **hp** 13; **Init** +2; **Spd** 30 ft.; **Face/Reach:** 5'/5'; **AC** 14, **T:** 12, **FF:** 12; **Full Atk** Bite +2 melee (1d6+1+paralysis), 2 claws +0 melee (1d3+paralysis)/**Grapple:** +2; **Str** 13, **Dex** 15, **Con** ---, **Int** 13, **Wis** 14, **Cha** 12; **AL** CE;

Saves: Fort +0, Ref +2, Will +5;

SA/SQ: Darkvision 60', Ghoul fever, paralysis, undead traits, +2 turn resistance

Feats: Multiattack

Skills: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7

Possessions: See text.

Ghoul Fever: DC 12 Fort, incubation: 1 day, damage 1d3 Con, 1d3 Dex

Paralysis: Fort DC 12 or paralyzed 1d4+1 rounds. Elves are immune.

11) (EL 6) 4 Ghosts

CR 3 ea.; **HD** 4d12+3; **hp** 29; **Init** +3; **Spd** 30 ft.; **Face/Reach:** 5'/5'; **AC** 17, **T:** 12, **FF:** 14; **Full Atk** Bite +5 melee (1d8+3+paralysis), 2 claws +3 melee (1d4+1+paralysis)/**Grapple:** +2; **Str** 17, **Dex** 17, **Con** ---, **Int** 13, **Wis** 14, **Cha** 16; **AL** CE;

Saves: Fort +1, Ref +4, Will +6;

SA/SQ: Darkvision 60', Ghoul fever, paralysis, stench, undead traits, +2 turn resistance

Feats: Multiattack, Toughness

Skills: Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8

Possessions: See text.

Ghoul Fever: DC 15 Fort, incubation: 1 day, damage 1d3 Con, 1d3 Dex

Paralysis: Fort DC 15 or paralyzed 1d4+1 rounds. Elves are NOT immune.

Stench: Creatures within 10' DC 15 Fort or sickened 1d6+4 minutes. Successful save = 24 hr. immunity from same Ghost's stench.

Delay or neutralize poison removes the effect (and this won't affect creatures immune to poison at all)

12) (EL 5) 2 Ghosts

Same stats as 11)

13) (EL 6) 4 Ghosts

Same stats as 11)

14) Giant Slug (EL 6) One Giant Slug

CR 6; HD 12d8+12; **hp** 87; **Init** +0; **Spd** 20 ft./Burrow 10 ft.; **Face/Reach:** 20'/ 10'; **AC** 16, **T:** 8, **FF:** 16; **Full Atk** Bite +11 melee (2d6 +6)/**Grapple:** +19; **Str** 19, **Dex** 10, **Con** 12, **Int** -, **Wis** 10, **Cha** 2; **AL** N;

Saves: Fort +9, Ref +4, Will +4;

SA/SQ: Blindsight 60', Immune to Blunt, Spit acid, Vermin traits (not affected by mind-affecting spells/powers). Giant slugs are susceptible to salt, taking 1d8 damage per pound of salt it contacts.

Feats: ---

Skills: Listen +10

Possessions: See text.

Acid: 5'x5'x40' stream, 4d6 damage, Reflex DC17 for ½ damage. Immune to own acid or other slug's acid.

15) 100' High Shelf (EL 7) Two Hieracosphinx

CR 5 ea.; HD 9d10+18; **hp** 67 ea.; **Init** +2; **Spd** 30 ft./Fly 90ft. (poor); **Face/Reach:** 10'/5'; **AC** 19, **T:** 11, **FF:** 17; **Full Atk** Bite +13 melee (1d10+5), 2 claws +8 melee(1d6+2), may rake with each back claw (1d6+2) at +13 melee when pouncing

Grapple: +18; **Str** 21, **Dex** 14, **Con** 15, **Int** 6, **Wis** 15, **Cha** 10; **AL** CE;

Saves: Fort +8, Ref +8, Will +5;

SA/SQ: Darkvision 60', Low-light vision, Pounce, Rake

Feats: Alertness, Cleave, Flyby Attack, Power Attack (to +9)

Skills: Listen +10, Spot +14

Possessions: See text.

16-18) Troll Caves (EL Variable)**16) (EL 13)** 10 trolls

CR 5 ea.; HD 6d8+36; **hp** 63 ea.; **Init** +2; **Spd** 30 ft.; **Face/Reach:** 10'/10'; **AC** 16, **T:** 11, **FF:** 14; **Full Atk** 2 Claws +9 melee(1d6+6), bite +4 melee (1d6+3), automatically rends for 2d6+9 if both claws hit/**Grapple:** +14; **Str** 23, **Dex** 14, **Con** 23, **Int** 6, **Wis** 9, **Cha** 6; **AL** CE;

Saves: Fort +11, Ref +4, Will +3;

SA/SQ: Darkvision 60', Low-light vision, *Regenerate 5, Rend, Scent

Feats: Alertness, Iron Will, Track

Skills: Listen +5, Spot +6

Possessions: See text.

*Fire and acid deal normal damage. Lost limbs re-grow in 1d6 minutes. Severed limbs reattach when held to stump.

17) (EL 14) 16 trolls

Same stats as the trolls in Area 16.

18) (EL 15) 18 trolls

Same stats as the trolls in Area 16.

19-23) Cave Warren (EL variable)

The bugbears in these areas have been equipped with the equivalent of chain shirts and masterwork morningstars.

19) (EL 5) 8 bugbears

CR 2 ea.; HD 3d8+3; **hp** 16; **Init** +1; **Spd** 30ft.; **Face/Reach:** 5'/5'; **AC** 18, **T:** 11, **FF:** 17; **Full Atk** Masterwork morningstar +6 Melee (1d8+2)/**Grapple:** +4; **Str** 15, **Dex** 12, **Con** 13, **Int** 10, **Wis** 10, **Cha** 9; **AL** CE;

Saves: Fort +2, Ref +4, Will +1;

SA/SQ: Darkvision 60', Scent

Feats: Alertness, Weapon Focus (Morningstar)

Skills: Climb +2, Hide +3, Listen +4, Move Silently +5, Spot +4

Possessions: Ring mail jacket (acts as studded leather), light wood shield, masterwork morningstar.

20) (EL 5) 8 bugbears

Same stats as Area 19.

21) (EL 5) 8 bugbears

Same stats as Area 19.

22) (EL 6) 12 bugbears

Same stats as Area 19.**23) (EL 6)** 14 bugbears**Same stats as Area 19.****19) Huge Cave (EL Variable)** 10 bugbear warriors, 45 female bugbears, 62 young bugbears10 bugbears, **Same stats as Area 19.**45 female bugbears (based loosely on hobgoblins) **CR 1/2; HD 1+1; hp 5; Init +; Spd ft.; Face/Reach: / ; AC 14, T: 11, FF: 13; Full****Atk** Bite +1 melee (1d4+1)/**Grapple:** +2; Str 13, Dex 12, Con 13, Int 10, Wis 10, Cha 9; AL CE;**Saves:** Fort +1, Ref +2, Will +0;**SA/SQ:** Darkvision 60'**Feats:** Alertness**Skills:** Climb +1, Hide +1, Listen +2, Move Silently +5, Spot +2**Possessions:** No armor or weapons & See text.

62 young (based loosely on goblin stats)

CR 1/4; HD 1; hp 4; Init +1; Spd 30 ft.; Face/Reach: 5'/5'; AC 14, T: 11, FF: 13; Full Atk Bite +0 melee (1d3)/**Grapple:** 0+; Str 10,

Dex 13, Con 10, Int 10, Wis 9, Cha 9; AL CE;

Saves: Fort +0, Ref +2, Will +1;**SA/SQ:** Darkvision**Feats:** Alertness**Skills:** Climb +0, Hide +1, Listen +1, Move Silently +5, Spot +1**Possessions:** None & See Text.**25) Chief's Den (EL 6)** Grubblik the chief, his son, 2 large females (fight as males), one spider.Grubblik the chief (4th level warrior)**CR 5; HD 7d8+14; hp 49; Init +5; Spd 30ft.; Face/Reach: 5'/5'; AC 20, T: 11, FF: 19; Full Atk** Masterwork morningstar +12/+7Melee (1d8+4)/**Grapple:** +10; Str 18, Dex 12, Con 14, Int 10, Wis 12, Cha 12; AL CE;**Saves:** Fort +7, Ref +5, Will +5;**SA/SQ:** Darkvision 60', Scent**Feats:** Alertness, Weapon Focus (Morningstar), Improved Initiative, Iron Will**Skills:** Climb +1, Hide +1, Intimidate +8, Jump +4, Listen +4, Move Silently +3, Spot +4, Swim +3**Possessions:** Chain Shirt, Heavy steel shield, masterwork morningstar.

Bruzblid the chief's son (3rd level warrior)

CR 4; HD 6d8+12; hp 42; Init +5; Spd 30ft.; Face/Reach: 5'/5'; AC 19, T: 11, FF: 18; Full Atk Masterwork morningstar +10 (1d8+3)/**Grapple:** +10; Str 17, Dex 12, Con 14, Int 10, Wis 11, Cha 12; AL CE;**Saves:** Fort +6, Ref +5, Will +2;**SA/SQ:** Darkvision 60', Scent**Feats:** Alertness, Weapon Focus (Morningstar), Improved Initiative, Power Attack (to +5)**Skills:** Climb +1, Hide +2, Intimidate +7, Jump +3, Listen +4, Move Silently +4, Spot +4, Swim +2**Possessions:** Chain Shirt, Light steel shield, masterwork morningstar.

2 large females

CR 2 ea.; HD 3d8+3; hp 16; Init +1; Spd 30ft.; Face/Reach: 5'/5'; AC 18, T: 11, FF: 17; Full Atk Masterwork morningstar +6 Melee(1d8+2)/**Grapple:** +4; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9; AL CE;**Saves:** Fort +2, Ref +4, Will +1;**SA/SQ:** Darkvision 60', Scent**Feats:** Alertness, Weapon Focus (Morningstar)**Skills:** Climb +2, Hide +3, Listen +4, Move Silently +5, Spot +4**Possessions:** Ring mail jacket (acts as studded leather), light wood shield, masterwork morningstar.

Hidden tiny spider (Hidden in lid, roll Hide Check vs. searchers Spot check)

CR 1/4; HD 1/2d8; hp 2; Init +3; Spd 20 ft./Climb 10 ft.; Face/Reach: 6"/0'; AC 15, T: 15, FF: 12; Full Atk Bite +5 melee (1d4-3 +poison)/Grapple: -12; Str 3, Dex 17, Con 10, Int --, Wis 10, Cha 2; AL N;

Saves: Fort +2, Ref +3, Will +0;

SA/SQ: Darkvision 60', *Poison, Tremorsense 60', Vermin traits (immune to mind-affecting effects)

Feats: Weapon Finesse

Skills: Climb +11, Hide +15, Jump -4, Spot +4

Possessions: See text.

*The poison on this little vermin is exceedingly deadly for its size, requiring a DC 18 Fort save or the victim suffers 1d6 Con for both primary and secondary (1 min later) damage.

26) (EL 6) 12 bugbears

Same stats as Area 19.

27) (EL Sub-Chief's Cave

Ruddik the Sub-chief (4th level warrior)

CR 5; HD 7d8+7; hp 42; Init +5; Spd 30ft.; Face/Reach: 5'/5'; AC 20, T: 11, FF: 19; Full Atk Masterwork morningstar +11/+6 Melee (1d8+4)/Grapple: +9; Str 17, Dex 12, Con 13, Int 10, Wis 12, Cha 12; AL CE;

Saves: Fort +6, Ref +5, Will +5;

SA/SQ: Darkvision 60', Scent

Feats: Alertness, Weapon Focus (Morningstar), Improved Initiative, Iron Will

Skills: Climb +0, Hide +1, Intimidate +8, Jump +3, Listen +4, Move Silently +3, Spot +4, Swim +2

Possessions: Chain Shirt, Heavy steel shield, masterwork morningstar.

The Sub-chief's two personal guards (2nd level bugbear warriors)

CR 3 ea.; HD 5d8+5; hp 31 ea.; Init +1; Spd 30ft.; Face/Reach: 5'/5'; AC 19, T: 11, FF: 18; Full Atk Masterwork morningstar +6 Melee (1d8+2)/Grapple: +4; Str 16, Dex 12, Con 13, Int 10, Wis 10, Cha 9; AL CE;

Saves: Fort +2, Ref +4, Will +1;

SA/SQ: Darkvision 60', Scent

Feats: Alertness, Weapon Focus (Morningstar), Power Attack (to +4)

Skills: Climb +2, Hide +3, Listen +4, Move Silently +5, Spot +4

Possessions: Scale mail jacket (acts as studded leather), heavy steel shield, masterwork morningstar.

28-30) (EL variable) Troglodyte Caves

T= Unit Den (EL 1) 1 male, 1 female and 2 hatchlings:

Trog Male CR 1; HD 2d8+4; hp 13; Init -1; Spd 30 ft.; Face/Reach: 5'/5'; AC 15, T: 9, FF: 15; Full Atk Club +2 melee and claw -1 melee (1d4) and bite -1 melee (1d4); or: 2 claws +1 melee (1d4) and bite -1 melee (1d4);/Grapple: +1;

Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10; AL CE;

Saves: Fort +5, Ref -1, Will +0;

SA/SQ: Camouflage, Darkvision 90', Stench,

Feats: Multiattack, Weapon Focus (Stone Club)

Skills: Hide +5 (+13 in rocky/underground settings), Listen +3

Possessions: Stone club

Trog Female CR 1/2; HD 1d8+2; hp 6; Init -1; Spd 30 ft.; Face/Reach: 5'/5'; AC 15, T: 9, FF: 15; Full Atk 2 claws +1 melee (1d4) and bite -1 melee (1d4)/Grapple: +0; Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10; AL CE;

Saves: Fort +4, Ref -1, Will +0;

SA/SQ: Camouflage, Darkvision 90', Stench,

Feats: Multiattack

Skills: Hide +5 (+13 in rocky/underground settings), Listen +3

Possessions: None

Trog Hatchling CR 1/4; HD 1d8; hp 4; Init -1; Spd 30 ft.; Face/Reach: 5'/5'; AC 15, T: 9, FF: 15; Full Atk 2 claws +1 melee (1d4-1) and bite -2 melee (1d4-1)/Grapple: -1; Str 9, Dex 9, Con 11, Int 8, Wis 9, Cha 10; AL CE;

Saves: Fort +2, Ref -1, Will -1;

SA/SQ: Camouflage, Darkvision 90', Stench,

Feats: Multiattack

Skills: Hide +5 (+13 in rocky/underground settings), Listen +2

Possessions: None

All Troggs have Stench: All living non-troggs within 30' must save vs. Fort DC 13 or be sickened (-2 to all attacks, damage, saves, skill and ability checks) for ten rounds. A save = 24 hr. immunity to that trogg's stench. Delay Poison or Neutralize Poison will remove the effect immediately. Creatures immune to poison are unaffected and those with poison resistance get whatever bonus is applicable to their poison saves.

28) Long Cave (EL 7) 36 Male Troggs

Young Trog Male CR 1; HD 2d8+4; hp 13; Init -1; Spd 30 ft.; Face/Reach: 5'/5'; AC 15, T: 9, FF: 15; Full Atk Battleaxe +1 melee (1d8) and claw -1 melee (1d4) and bite -1 melee (1d4); or: 2 claws +1 melee (1d4) and bite -1 melee (1d4); Javelin +2 ranged (1d6)/Grapple: +1; Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10; AL CE;

Saves: Fort +5, Ref -1, Will +0;

SA/SQ: Camouflage, Darkvision 90', Stench,

Feats: Multiattack, Weapon Focus (Javelin)

Skills: Hide +5 (+13 in rocky/underground settings), Listen +3

Possessions: Steel battleaxe, 1 masterwork javelin

29) Gen Leaders (EL 5) (four 1st level Trog warriors, two 2nd level Trog warriors)

Four Trog Male 1st level warriors CR 2 ea.; HD 3d8+9; hp 26; Init +3; Spd 30 ft.; Face/Reach: 5'/5'; AC 15, T: 9, FF: 15; Full Atk Great Axe +4 melee (1d12+3) and bite +2 melee (1d4+1); or: 2 claws +4 melee (1d4+2) and bite +0 melee (1d4+1); Javelin +4 ranged (1d6+2)/Grapple: +4; Str 14, Dex 9, Con 16, Int 8, Wis 10, Cha 10; AL CE;

Saves: Fort +7, Ref -1, Will +0;

SA/SQ: Camouflage, Darkvision 90', Stench,

Feats: Improved initiative, Multiattack, Weapon Focus (Great Axe)

Skills: Hide +5 (+13 in rocky/underground settings), Intimidate +5, Listen +3

Possessions: Steel bardiche (treat as Great Axe)

Two 'Elder' Trog Male 2nd level warriors CR 3 ea.; HD 4d8+12; hp 33; Init +3; Spd 30 ft.; Face/Reach: 5'/5'; AC 15, T: 9, FF: 15; Full Atk Great Axe +6 melee (1d12+4) and bite +3 melee (1d4+1); or: 2 claws +6 melee (1d4+3) and bite +4 melee (1d4+1); Javelin +6 ranged (1d6+3)/Grapple: +6; Str 16, Dex 9, Con 16, Int 8, Wis 10, Cha 10; AL CE;

Saves: Fort +8, Ref -1, Will +0;

SA/SQ: Camouflage, Darkvision 90', Stench,

Feats: Improved initiative, Multiattack, Weapon Focus (Great Axe)

Skills: Hide +5 (+13 in rocky/underground settings), Intimidate +6, Listen +3

Possessions: Steel bardiche (Great Axe)

30) Communal Cave (EL 1) 8 female Troggs

Stats are the same as females in 'T' above.

31) Eastern Cavern (EL variable) Shrieker and Violet Fungus

1d4 Shriekers CR 1 ea.; HD 2d8+2; hp 11; Init -5; Spd 0 ft.; Face/Reach: 5'/0'; AC 8, T: 5, FF: 8; Full Atk N/A/Grapple: -4; Str -, Dex -, Con 13, Int -, Wis 2, Cha 1; AL N;

Saves: Fort +4, Ref --, Will -4;

SA/SQ: Low-light vision, Plant Traits, Shriek

Feats: N/A

Skills: N/A

Possessions: See text.

Shriek: Movement or light source within 10' causes the shrieker to emit a piercing sound for 1d3 rds.

1d4 Violet Fungus CR 3 ea.; HD 2d8+6; hp 15; Init -1; Spd 10 ft.; Face/Reach: 5'/10'; AC 13, T: 9, FF: 13; Full Atk 4 tentacles +3 melee (1d6+2 + poison)/Grapple: +3; Str 14, Dex 8, Con 16, Int -, Wis 11, Cha 9; AL N;

Saves: Fort +6, Ref -1, Will +0;

SA/SQ: Low-light vision, Plant Traits, Poison

Feats: N/A

Skills: N/A

Possessions: See text.

Poison: Injury/Fort DC 14 or suffer 1d4 Con and 1d4 Str initial, 1d4 Con and 1d4 Str secondary

32-35) Trolls Dens (EL variable) (Scent Check DC 10 to smell troll-stench over the reek of Fungus for areas 33-35)

32) Chief's Den (EL 11) Chief and five consorts

The Chief, 2nd Level Troll Fighter CR 7; HD 6d8+48 + 2d10+16; hp 106; Init +6; Spd 30 ft.; Face/Reach: 10'/10'; AC 16, T: 11, FF: 14; Full Atk 2 Claws +13 melee(1d6+8), bite +8 melee (1d6+4), automatically rends for 2d6+12 if both claws hit

Grapple: +18; Str 26, Dex 14, Con 26, Int 6, Wis 10, Cha 12; AL CE;

Saves: Fort +14, Ref +4, Will +4;

SA/SQ: Darkvision 60', Low-light vision, *Regenerate 5, Rend, Scent

Feats: Alertness, Cleave, Improved Initiative, Iron Will, Power Attack (to +6), Track

Skills: Intimidate +6, Jump +8, Listen +6, Spot +6

Possessions: See text.

*Fire and acid deal normal damage. Lost limbs re-grow in 1d6 minutes. Severed limbs reattach when held to stump.

Five 1st level Female Troll Fighters CR 6 ea.; HD 6d8+36 + 1d10+6; hp 79 ea.; Init +6; Spd 30 ft.; Face/Reach: 10'/10'; AC 16, T: 11, FF: 14; Full Atk 2 Claws +11 melee(1d6+7), bite +6 melee (1d6+3), automatically rends for 2d6+10 if both claws hit

Grapple: +16; Str 24, Dex 14, Con 23, Int 6, Wis 9, Cha 10; AL CE;

Saves: Fort +13, Ref +4, Will +3;

SA/SQ: Darkvision 60', Low-light vision, *Regenerate 5, Rend, Scent

Feats: Alertness, Improved Initiative, Iron Will, Power Attack (to +5), Track

Skills: Intimidate +5, Listen +5, Spot +6

Possessions: See text.

*Fire and acid deal normal damage. Lost limbs re-grow in 1d6 minutes. Severed limbs reattach when held to stump.

33) (EL 12) Eight Trolls

CR 5 ea.; HD 6d8+36; hp 63 ea.; Init +2; Spd 30 ft.; Face/Reach: 10'/10'; AC 16, T: 11, FF: 14; Full Atk 2 Claws +9 melee(1d6+6), bite +4 melee (1d6+3), automatically rends for 2d6+9 if both claws hit./Grapple: +14; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6; AL CE;

Saves: Fort +11, Ref +4, Will +3;

SA/SQ: Darkvision 60', Low-light vision, *Regenerate 5, Rend, Scent

Feats: Alertness, Iron Will, Track

Skills: Listen +5, Spot +6

Possessions: See text.

*Fire and acid deal normal damage. Lost limbs re-grow in 1d6 minutes. Severed limbs reattach when held to stump.

34) (EL 13) Ten Trolls

Same stats as the trolls in Area 33.

35) (EL 13) Ten Trolls

Same stats as the trolls in Area 33.

36-38) Additional Troglodyte Warren (EL variable)

T= Unit Den (EL 1) 1 male, 1 female and 2 hatchlings, see Area 28-30 for stats.

36) Guard's Quarters (EL 6)

Four large Trog Male 1st level warriors CR 2 ea.; HD 3d8+9; hp 26; Init +3; Spd 30 ft.; Face/Reach: 5'/5'; AC 15, T: 9, FF: 15; Full Atk Battleaxe +4 melee (1d8+2) and bite +2 melee (1d4+1); or: 2 claws +4 melee (1d4+2) and bite +0 melee (1d4+1); Javelin +5 ranged (1d6+2)/Grapple: +4; Str 14, Dex 9, Con 16, Int 8, Wis 10, Cha 10; AL CE;

Saves: Fort +7, Ref -1, Will +0;

SA/SQ: Camouflage, Darkvision 90', Stench,

Feats: Improved Initiative, Multiattack, Weapon Focus (Battleaxe)

Skills: Hide +5 (+13 in rocky/underground settings), Intimidate +5, Listen +3

Possessions: Metal Battleaxe, one masterwork javelin

37) Guard's Quarters #2 (EL 6)

4 large trogs (same stats as Area 36)

38) Trog Chieftain's Lair (EL 4)

The Chief, Trog Male 4th level warrior CR 5; HD 6d8+18; hp 48; Init +3; Spd 30 ft.; Face/Reach: 5'/5'; AC 15, T: 9, FF: 15; Full Atk +2 Bastard Sword +10 melee (1d10+5) and bite +6 melee (1d4+3); or: 2 claws +8 melee (1d4+3) and bite +6 melee (1d4+3); Masterwork javelin +9 ranged (1d6+2) or *Javelin of Lightning* (5d6, Reflex DC 14 for half)/Grapple:** +8; Str 17, Dex 9, Con 16, Int 8, Wis 12, Cha 12; AL CE;**

Saves: Fort +10, Ref +0, Will +2;

SA/SQ: Camouflage, Darkvision 90', Stench, magic javelins

Feats: Exotic Weapon (Bastard Sword), Improved initiative, Multiattack, Exotic Weapon (Reach Flail), *Spirited Charge

Skills: Climb +4, Hide +5 (+13 in rocky/underground settings), Intimidate +7, Listen +3

Possessions: +2 *Bastard Sword*, four masterwork javelins, two *Javelins of Lightning* (roll 1d6, on 1-2, his first cast is a Javelin of Lightning, as he does not know the difference yet), access to two-handed flail, see below; also: See text.

*When mounted on his wyvern and wielding the two handed flail from Area #39, the trog chief's close empathy with his mount grant him a bonus feat equivalent to Spirited Charge, such that his flail will inflict double damage when his mount performs a Flyby attack. With such a charge, the Trog Chief gets one attack, at +11, and inflicts 2d10+6 damage.

The chief does not gain any of the other feats that normally are required for Spirited Charge. Thus he may not block damage to his mount, as with Mounted Combat, and he must ready his action to strike when the wyvern does its Flyby attack (i.e. the wyvern is in charge in mid-air, as the chief does not have the ride-by attack feat).

39) Side Gallery (EL 7) Two Wyverns

CR 6 ea.; HD 7d12+14; hp 59; Init +1; Spd 20 ft./ fly 60 ft.; Face/Reach: 10'/5'; AC 18, T: 10, FF: 17; Full Atk Sting +10 (1d6+4 + poison) and Bite +8 melee (2d8+4) and 2 Wings +8 melee (1d8+2) and 2 Talons +8 melee (2d6+4)/Grapple:** +15; Str 19, Dex 12, Con 15, Int 6, Wis 12, Cha 9; AL N;**

Saves: Fort +7, Ref +6, Will +6;

SA/SQ: Darkvision 60', Improved Grab, Immunity to sleep and paralysis, Low-light vision, Poison, Scent

Feats: Ability Focus (poison), Alertness, Flyby attack, Multiattack

Skills: Hide +7, Listen +13, Move Silently +11, Spot +16

Possessions: *Masterwork Heavy 'huge' (Reach) Flail & see text.

Poison: DC 17 Fort, Initial & Secondary 2d6 Con each.

*This masterwork Huge Reach Heavy Flail is a unique weapon belonging to the Trog Chief. It weighs 13 lbs. and has a reach of 10' and inflicts 1d10 points of damage.