

ADP7-06

# Expedition to the Demonweb Pits

A Multi-Round  
D&D<sup>®</sup> LIVING GREYHAWK<sup>™</sup> Adapted Adventure

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Reviewers and Contributors: the Circle

The word is that the drow are on the attack hitting and destroying numerous temples of Corellon and various elven villages throughout Oerth. The strange thing is that no one seems to know where their exact location is or who the main leader is ordering the attacks. Adventurers are pouring in to help with the cause are you willing and able? A multi-round Core Adaptable adventure set on numerous planes for characters level 9-12 (APL 10; Three ARs).

Resources for this adventure [and the authors of those works] include Expedition to the Demonweb Pits [Wolfgang Baur and Gwendolyn F.M. Kestrel] and Magic Item Compendium [Andy Collins]

Based on the original DUNGEONS & DRAGONS<sup>®</sup> rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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## RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the Living Greyhawk campaign—a worldwide, ongoing D&D® campaign set in the Greyhawk setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a Herald-Level™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a Herald-Level GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your Living Greyhawk character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the Dungeons & Dragons Rewards program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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### Players Read No Farther

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

## PREPARATION FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: Player's Handbook, Dungeon Master's Guide, and the Monster Manual. You also need a copy of Expedition to the Demonweb Pits, the adventure to use with this supplement.

Throughout this adventure supplement, text in bold italics provides player information for you to paraphrase or read aloud when appropriate.

Along with this adventure supplement you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a Living Greyhawk Adventure Record (AR).

## LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to Living Greyhawk games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

|              | Mundane Animals<br>Effect on APL | # of Animals |   |    |    |
|--------------|----------------------------------|--------------|---|----|----|
|              |                                  | 1            | 2 | 3  | 4  |
| CR of Animal | 1/4 & 1/6                        | 0            | 0 | 0  | 1  |
|              | 1/3 & 1/2                        | 0            | 0 | 1  | 1  |
|              | 1                                | 1            | 1 | 2  | 3  |
|              | 2                                | 2            | 3 | 4  | 5  |
|              | 3                                | 3            | 4 | 5  | 6  |
|              | 4                                | 4            | 6 | 7  | 8  |
|              | 5                                | 5            | 7 | 8  | 9  |
|              | 6                                | 6            | 8 | 9  | 10 |
|              | 7                                | 7            | 9 | 10 | 11 |

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

## TIME UNITS AND UPKEEP

This is a multi-round Core adapted adventure, set in various planes. All characters pay a total of 32 Time Units.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the Living Greyhawk Campaign Sourcebook.

## ADVENTURE BACKGROUND

As per the adventure Expedition to the Demonweb Pits with the following changes:

- The adventure starts in Greyhawk City as the PCs are approached by a few concerned elves.
- Spidersilk and Thaas are not items of legacy. Only one PC at the table can have access to either of these items (the same PC or different ones). See AR 1 for more details on what they have become.
- If PCs do not play *Expedition to the Demonweb Pits* completely and in order they do not get to use the items they found in previous adventures unless they purchased them. For example if a PC played the first part and used Spidersilk for the adventure then played a Living Greyhawk Core adventure then played the second part he would not keep Spidersilk unless he purchased the item.
- Any item marked with a \* is in Appendix 2: New Rules Items.

## ADVENTURE SUMMARY

The adventure should be run as written, with the exceptions noted below. It is assumed that the adventure will be played in the order presented in Expedition to the Demonweb Pits. The APL of this adventure is 10, and the adventure is recommended for characters of levels 9-13. Characters of 14th level and higher may not find the adventure challenging enough, while 8th level characters and lower will certainly be overwhelmed.

The experience and gold is presented per area in the Experience Point Summary and Treasure Summary below. There is a chance that the PCs could earn more gold than the maximum; however, they can only earn the maximum gold that is listed at the end of this document and on each of the Adventure Records (AR).

Note: This adventure requires approximately 8-12 sessions of gameplay. You should ensure that players are aware of this before beginning, and that multiple sessions are set up to cover the entirety of the adventure. Players may play other Living Greyhawk adventures in between these sessions, though again it is recommended they play this as one continuous adventure.

## PREPARATION FOR PLAY

This is an adaptation of the adventure Expedition to the Demonweb Pits by Wolfgang Baur and Gwendolyn F.M. Kestrel published by Wizards of the Coast. As such you cannot run this adventure without a copy of said adventure.

## INTRODUCTION

This adventure begins in Greyhawk. Ask the PCs if they wish to buy anything now before they get started. This adventure does not take place in Greyhawk City so whatever rewards they have tied to Greyhawk City or the Domain of Greyhawk do not apply unless they specifically say state that they apply only if the adventure begins in one of these places.

*Greyhawk City is ablaze with activity this fine summer morn. Many rumors abound about the continued fighting in the Pomarj, along with various Temples of Corellon being razed in the name of Lolth. Most of the citizens here in the city do not seem to care all that much, as they believe the militia is strong enough to protect them.*

If the PCs are traveling together, then read the following boxed text as is. If they are not together, then have them be approached by various concerned elves wishing to speak with them and meet them at the Druid's Gate.

*A few dignified high elves point in your direction. They all nod and walk towards you. A timid smile crosses the face of one of the elves before speaking.*

*"Well met young adventurers. I ... assume you are adventurers? (He waits for a response) My brethren have a vital mission for you all if you wish to hear me out. Excellent, please follow me to the Druid's Gate where we leave the city and tell you of our plight."*

At this time, if the PCs wish to purchase any items they may. The PCs may ask questions while walking but the elves just answer 'in due time'.

Once they pass under the Druid's Gate the elves lead the PCs to a copse of trees just outside the city walls. For PCs not with the main group, or if they were not together at the time, they see the other PCs being led to this spot by elves as well.

*"I am so glad that all of you decided to take us up on this essential mission. Across these lands our Temples of Corellon are being attacked and destroyed by drow. The despicable devils are doing so in the name of their foul mistress of which I do not speak her name. We wish of you to go and seek out the source of these attacks."*

*"Will you do so?"*

Assuming the PCs say yes, the elves thank them heartily and say that they have no form of payment at this time. The only lead they have is that a great many of the attacks are near Sterich. The elves do not have any more information other than the drow leaving no prisoners.

At this point the PCs should continue on to Sterich. If they wish to teleport or use any fantastical means such as that to get there that is fine, but have them camp at night at the Travelers' Rest per the adventure.

Continue with the adventure as normal.

## EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

### A1: DROW ATTACK

Lithara wears the special suit of armor known as Spidersilk. It is not a item of legacy in this adventure, but instead is +2 mithral blinking glamer twilight chain shirt. See AR 1 for more details.

Defeat the drow and her minions:

APL 10: 300 XP

Treasure:

APL 10: Loot: 160 gp; Coin: 58 gp; Magic: +2 mithral blinking glamer twilight chain shirt (2,688 gp), +1 light steel shield (97 gp), ring of protection +1 (166 gp), gloves of dexterity +2 (333 gp), periapt of wisdom +2 (333 gp), +1 greataxe x2 (193 gp each), potions of cure moderate wounds x4 (25 gp each), potion of lesser restoration x4 (25 gp each), +1 breastplate x2 (113 gp each), wand of cure moderate wounds (34 charges) (255 gp)

### A2: LIZARD RIDERS

Defeat the lizard riders.

APL 10: 270 XP

Treasure:

APL 10: L: 30 gp; C: 2 gp; M: +1 spiked chain x2 (193 gp), gloves of dexterity +2 x2 (333 gp), potions of cure light wounds x6 (4 gp)

APL 10: 330 XP

## A3: THE GATE ROOM

If the vrock joins the battle in A2 then combine the treasure from those two encounters. If there is a summoned vrock here in its place it does not have the boots/cloak only the original does.

Defeat the vrock:

APL 10: 270 XP

Treasure:

APL 10: L: 0 gp; C: 0 gp; M: cloak of elvenkind (208 gp), boots of elvenkind (208 gp)

## SIGIL

Everything in the adventure regarding this area applies. If the PCs wish to buy anything here they may as long as they have access to it from their ARs.

Use the 'Motivating the PCs' sidebar if there is any problems with getting the PCs into the adventure.

Also please utilize Gryfalcon and Leshawn Sonj during the first part of the adventure in Sigil. They can be used to give PCs further information or as a hook to get them to continue on.

## B1: RATS THAT TALK

Only award experience if they choose fight the rats. They do not get any experience if they just follow the rat's advice.

Defeating the rats

APL 10: 270 XP

## B2: GUARDIANS OF THE TOWER

Only Humbart has a ring of shooting stars and it is exact same item in the Dungeon Master's Guide. Ignore the entry that it has charges.

Defeat the warden archons:

APL 10: 300 XP

Treasure

L: 1333 gp; C: 0 gp; M: ring of shooting stars (4,166 gp), +1 full plate of light fortification x2 (471 gp)

## B3: MERCENARY YUGOLOTHS

Defeat the yugoloths:

Treasure:

L: 283 gp; C: 67 gp; M: +1 trident x3 (193 gp), +2 greataxe (693 gp), oil of keen edge x2 (63 gp each)

## B4: THE JACKAL SCHOLARS

Only if they offend them – they can find various items if they do a quick search and only then they can do that. If the PCs kill the scholars and loot they may find the book, Mystic Journey's. Only one PC at the table may get this item and it's at no cost.

Defeat the jackal scholars

APL 10: 300 XP

Treasure: (only for defeating the scholars)

L: 500 gp; C: 0 gp; M: +1 scimitar x2 (192 gp), scroll of raise dead (510 gp)

## B5: THE LIBRARY OF THE LADY

If the PCs do end up fighting the librarians and goldfeather he does not have the taklif arrows on him.

Defeat or follow the rules of the librarians

APL 10: 360 XP

Treasure:

APL 10: L: 66 gp; C: 0 gp; M: scroll of identify (10 gp), +1 leather armor (96 gp), +1 light steel shield (96 gp), scroll of knock (13 gp), +2 rapier (693 gp), oil of daylight (63 gp), potion of aid (25 gp), oil of slow arrows (63 gp)

## YGGDRASIL

While in Yggdrasil if a PC dies they can be raised as normal. Do not follow the rules set forth by the adventure.

If a PC wishes to catch a star then they may do so. They receive that item on the AR for free.

The DM may use the random encounter chart for Yggdrasil but the PCs receive no experience for defeating the creatures.

Twinkling Star: You managed to grab a star from Yggdrasil! This functions like an ioun stone that radiates as a perpetual daylight spell (CL 12<sup>th</sup>) for 30 days.

## C1: THE RATATOSK TRIBE

Role-playing encounter. The PCs earn no experience if they kill the ratatosk. They receive no treasure as well it all falls over the side of the tree as does the body of Kippenvall.

## C2: THE BRANCH THAT WALKS

Defeat the ironmaw:  
APL 10: 390 XP

Treasure:  
APL 10: L: 0 gp; C: 0 gp; M: cloak of invisibility (1,667 gp), mace of blood (1,333 gp), sword of the planes (1,860 gp), potion of invisibility x4 (25 gp), potion of cure serious wounds x3 (63 gp), potion of neutralize poison x3 (63 gp)

## C3: THE HUNTED

Defeat the displacer beasts:  
APL 10: 240 XP

## C4: THE HUNTER

Defeat the hunter:  
APL 10: 300 XP

Treasure:  
L: 100 gp; C: 0 gp; M: +1 mithral full plate (471 gp)

## C5: GATE GUARDIAN

Change the ring of fire warding to a ring of divergence (fire).

Thaas another weapon of legacy is now changed to be a +1 holy banishing\* chaotic outsider and evil bane longbow. It is fully detailed in AR 1.

Defeat the gate guardian:  
APL 10: 210 xp

Treasure  
L: 4 gp; C: 455 gp; M: brooch of shielding (125 gp), ring of divergence\* (1,500 gp), Thaas: +1 holy banishing chaotic outsider and evil outsider bane longbow (4,198 gp), scroll of greater magic fang (31 gp), scroll of sleet storm (31 gp), scroll of barkskin x2 (13 gp), scroll of bull's strength (13 gp), scroll of goodberry (2 gp), scroll of faerie fire (2 gp), scroll of magic stone (2

gp), scroll of shillelagh (2 gp), scroll of cure moderate wounds x2 (13 gp), scroll of protection from energy (31 gp), scroll of call lightning (31 gp)

## C6: THE DEMON—QUELLING SWORD

All of the planar aspects apply to this encounter.

Defeat the frost giants and the elements:  
APL 10: 330 XP

Treasure:  
L: 5 gp; C: 0 gp; M: Demon-Quelling Sword, +3 mithral evil outsider bane frost mighty cleaving bastard sword (8,673 gp)

## END PART ONE

**Award XP and hand out the Part 1 AR to the players at this time.**

## THE DEMONWEB

There are various teleportation keys that are found either by defeating enemies within the Demonweb or searching in other areas. The keys work when trying to teleport within the Demonweb.

However there are a few keys that are no longer in the adventure. These are the keys that teleport the PCs to the following planes: Caer Sidi, Erelhei-Cinlu, Iron Wastes, Red Forest, Spiral Desert, and Truegard. It is also noted within the encounter that these keys are to be taken out of the adventure.

If the PCs fight certain enemies either by assaulted the Fane of Eclavdra then they are no longer in the adventure. They can be changed to be other NPCs if you so choose like if the PCs are having an easy time defeating the creatures.

The standard drow patrol is listed below. PCs can get experience only once from defeating the patrol.

Standard Drow Patrol  
APL 10: 330 XP

Treasure:  
L: 105 gp; C: 60 gp; M: +1 breastplate (113 gp), +1 light steel shield (97 gp)

The rest of the section is to be used per the adventure.

## THE FANE OF ECLAVDRA

This is an unscaled encounter that requires stealth. If they kill all the NPCs then they get all the treasure and experience for doing so.

Defeat or sneak into the fortress of Eclavdra:

APL 10: 540 XP

Each NPC's treasure is listed below by their name if they are defeated.

Eccozt:

Treasure:

L: 0 gp; C: 21 gp; M: +1 leather armor (97 gp), +1 buckler (97 gp), +2 rapier (694 gp)

Heveth, Galgolith, Ingili, Kaarili, Seeudra, and Treason: Treason has a blue cube teleportation key and there is also a bronze teleportation key.

Treasure:

L: 0 gp; C: 904 gp; M: +1 breastplate x6 (113 gp each), +1 light mace x6 (193 gp each), +2 rapier (694 gp), potion of remove disease x6 (63 gp each), potion of remove paralysis x6 (25 gp each),

Subpriestess

Treasure:

L: 565 gp; C: 0 gp; M: potion of cure light wounds x12 (4 gp each)

Artoresz Eilservs

She has a silver sphere teleportation key.

Treasure:

L: 26 gp; C: 57 gp; M: +1 chain shirt (104 gp each), +2 heavy crossbow (696 gp), +1 light steel shield (97 gp), +1 bolts x22 (880 gp total)

## ARRIVAL CHAMBER

Treasure:

L: 33 gp; C: 0 gp; M: 0 gp

## DEMON SHRINE

There is no portal key to the Iron Wastes here.

Treasure:

L: 100 gp; C: 0 gp; M: 0 gp

## D1: CHWIDENCHA

There is no small silver cube icon lying amongst the rubble.

Defeat the chwidenchas:

APL 10: 270 XP

## D2: BLACKLIGHT ROOKERY

There is no small red tree icon.

Defeat the sporebats:

APL 10: 300 XP

Treasure:

APL 10: L: 416 gp; C: 0 gp; M: 0 gp.

## D3: SHIFTING SPIDERS

Defeat the spiders:

APL 10: 270 XP

## D4: PRIESTESS AND ACOLYTES

The PCs do not get the treasure if they talk with Lissondra.

Defeat or use diplomacy with the drow and tiefling:

APL 10: 300 XP

Treasure:

APL 10: L: 0 gp; C: 7 gp; M: +1 breastplate (113 gp), +1 hand crossbow (200 gp), +1 bolts x23 (953 gp total), +1 heavy mace (194 gp), cloak of protection +2 (333 gp), +1 longsword (192 gp)

## D5: ABYSSAL SPIDERS

Defeat the spiders:

APL 10: 150 XP

## D6: SPIDERHOME

There is no small white hammer icon.

Defeat the spiders:

APL 10: 270 XP

## D7: PALRETHEE DEMONS

There is no bronze pyramid portal key.

Defeat the demons:

APL 10: 330 XP

Treasure:

APL 10: L: 0 gp; C: 1,166 gp; M: +1 flaming longsword x2 (693 gp each)

## D8: WHISPERING CORRIDOR

There is no small black sphere icon.

Defeat the demon and allips:

APL 10: 330 XP

## D9: GIANT AT THE BLACK GATE

Defeat the kastighur:

APL 10: 330 XP

Treasure:

APL 10: L: 0 gp; C: 0 gp; M: +2 breastplate (363 gp)

## D10: THE GODDESS COMES!

Defeat the hammer of lolth:

APL 10: 360

Treasure:

APL 10: L: 0 gp; C: 0 gp; M: amulet of health +4 (1333 gp), potion of cure serious wounds x2 (63 gp each)

## ZELATAR

The DM can reward roleplaying experience if PCs think first to get a guide in Zelatar right away. They also can get at the DM's discretion experience on figuring out how to use the portals.

At the DM's discretion the PCs may visit numerous places in Zelatar. Run this as the adventures says to.

There are no experience points for random encounters as PCs should know to hire a guide.

If the PCs decide to attack and kill the ambassador see encounter F1 for details.

## E1: THE FROGFACED SLAVER

Defeat the hezrou and possibly the armanite guards:

APL 10: 330

Treasure:

APL 10: L: 1,500 gp; C: 2,000 gp; M: 0 gp

## E2: THE VIPER GATE

They only get the treasure if a vroock comes to investigate.

Defeat the elder viper trees:

APL 10: 330

Treasure:

APL 10: L: 0 gp; C: 0 gp; M: cloak of elvenkind (208 gp), boots of elvenkind (208 gp)

## E3: INKHEART AND SABLE

Defeat the shadow demons and possibly the alkilith:

APL 10: 300 (420 if the Alkilith joins in)

Treasure:

APL 10: L: 0 gp; C: 4,916 gp; M: 0 gp

## E4: SUCCUBUS COURTESANS

Defeat the succubi:

APL 10: 330

Treasure:

APL 10: L: 200 gp; C: 0 gp; M: 0 gp

## E5: CHASED OUT OF THE CITY

Defeat the lamias:

APL 10: 390

## E6: CHARNEL HOUND

Defeat the charnel hound:

APL 10: 390

Treasure:

APL 10: L: 200 gp; C: 0 gp; M: 0 gp



## E7: THE NIGHT HAG

Defeat the night hag:

APL 10: 330

Treasure:

APL 10: L: 0 gp; C: 0 gp; M: hearthstone (150 gp)

## E8: TWO GIANT HUNTERS

Defeat the giants:

APL 10: 360

Treasure:

APL 10: L: 50 gp; C: 0 gp; M: 0 gp

## END PART TWO

Award XP and hand out the Part 2 AR to the players at this time.

## THE DEMON COUNCIL

This is the second time the PCs visit the Demonweb.

## F1: THE BONE NAGA AMBASSADOR

Defeat the bone ambassador and ogres:

APL 10: 360

Treasure:

APL 10: L: 4 gp; C: 83 gp; M: candle of truth x2 (208 gp each), ring of protection +1 (166 gp), brooch of shielding 40 points left (0 gp)

## F2: WARLOCKS BEYOND THE GATE

The wand of chain lightning is not in Ruthenoc's possessions.

Defeat the drow warlocks:

APL 10: 300

Treasure:

APL 10: L: 52 gp; C: 6 gp; M: wand of alter self 6 charges (45 gp), wand of slow 13 charges (244 gp), potion of cat's grace (25 gp), potion of invisibility (25 gp), wand of Evards black tentacles 24 charges (840 gp), +2 mithral chain shirt (438 gp)

## F3: THE CARNEVUS AND THE DROW

Swap out the ring of shocking grasps for a ring of thunderclaps. The demons no longer have a wand of lesser spell turning.

Defeat the carnevus demons:

APL 10: 390

Treasure:

APL 10: L: 66 gp; C: 2,040 gp; M: scroll of tongues x2 (58 gp each), scroll of seal portal x2 (138 gp each), scroll of meld into mirror x2 (58 gp each), +2 longsword x4 (693 gp each), ring of thunderclaps\* x2 (500 gp each), +2 mithral chain shirt x2 (438 gp each), +3 heavy steel shield x2 (764 gp each)

## F4: THE HARPOON SPIDERS

Defeat the harpoon spiders:

APL 10: 390

## F5: THE CELESTIAL CYST

Defeat lady katirin:

APL 10: 300

Treasure:

APL 10: L: 16 gp; C: 0 gp; M: divine scroll of daylight (31 gp), divine scroll of consecrate (17 gp)

## F6: SLEEPING BEASTS

Defeat the displacer beast pack lord and the displacer beasts:

APL 10: 390

Treasure:

APL 10: L: 250 gp; C: 0 gp; M: scroll of raise dead (510 gp), +2 dagger (691 gp), wand of magic missile CL 10<sup>th</sup> 12 charges (135 gp)

## F7: SPIDER AND ASSASSIN

Defeat the spiders and the assassin:

APL 10: 360

Treasure:

APL 10: L: 26 gp; C: 982 gp; M: potion of barkskin +5 (100 gp), potion of resist energy (electricity) 20 (58gp), +1 studded leather armor (98 gp), +2 rapier (693 gp)

## F8: CYRSTAL TOWERS

Defeat the yochlols:

APL 10: 360

Treasure:

APL 10: L: 537 gp; C: 0 gp; M: 0 gp

## F9: PRISON OF THE YOCHLOLS

Defeat the yochlol torturer and yochlols:

APL 10: 360

Treasure:

APL 10: L: 270 gp; C: 0 gp; M: +1 halfplate (146 gp), +2 anarchic two-bladed sword (2,725 gp)

## F10: SPIDER GOLEM DOOR

There is no mirror of flying in the room.

Defeat the spider golem and corruptor of fate assassin:

APL 10: 360

Treasure:

APL 10: L: 4 gp; C: 0 gp; M: potion of fly (63 gp), wand of daylight 25 charges (188 gp), potion of cure serious wounds x2 (63 gp each), +2 studded leather armor (347 gp), amulet of natural armor +1 (166 gp), ring of protection +1 (166 gp) +1 short sword (193 gp), +1 composite shortbow (str +3) (216 gp)

## F11: THE GREAT MIRROR

There is no helmet of blinking in the room.

Defeat the mirror mephits:

APL 10: 330

Treasure:

APL 10: L: 4 gp; C: 83 gp; M: +1 returning darts x12 (358 gp) +1 chain mail (108 gp)

## F12: AMBASSADOR OF PAZUZU

Defeat the vrock ambassador:

APL 10: 420

Treasure:

APL 10: L: 6 gp; C: 0 gp; M: cape of the mounteback (840 gp), +2 studded leather armor (347 gp), gauntlets of ogre power (333 gp), ring of protection +2 (666 gp), potions of greater magic fang +2 x2 (100 gp each), ring of protection +1 x2 (166 gp each)

## F13: KEEN-EYED OCULUS

There is no ring of seal portal on the demons.

Defeat unsharje:

APL 10: 390

Treasure:

APL 10: L: 0 gp; C: 333 gp; M: +1 unholy longsword (1,526 gp)

## F14: ASPECT OF OBOX-OB

Defeat the aspect of Obox-Ob:

APL 10: 390

Treasure:

APL 10: Treasure: L: 0 gp; C: 0 gp; M: skin of Obox-Ob (333 gp), ring of major spell storing (16,666 gp), scroll of heal (138 gp), +4 tanar'ri bane keen returning javelin (8,192 gp)

## F15: AMBASSADOR OF KOSTCHTCHIE

Defeat Kulli:

APL 10: 330

Treasure:

APL 10: L: 13 gp; C: 0 gp; M: potion of cure serious wounds x3 (63 gp each)

## F16: THE WORD OF DEMOGORGON

Defeat the aspect of Demogorgon:

APL 10: 360

Treasure:

APL 10: L: 33 gp; C: 0 gp; M: potion of fly x2 (63 gp each), potion of cure serious wounds x2 (63 gp each), potion of shield of faith +4 x2 (50 gp each)

## F17: ASPECT OF YEENOGHU

Defeat the aspect of Yeenoghu and his consorts:

APL 10: 360

Treasure:

APL 10: L: 72 gp; C: 0 gp; M: potion of cure serious wounds x3 (63 gp each), +1 large triple flail (as heavy flail) (194 gp), +1 leather armor (97 gp), +1 battleaxe (193 gp), +1 chain shirt (96 gp), cloak of resistance +1 (83 gp), ring of protection +1 (166 gp), scroll of blur (13 gp), scroll of greater invisibility (58 gp), scroll of cat's grace (13 gp), scroll of glitterdust (13 gp), scroll of cure light wounds x4 (2 gp)

## F18: ASPECT OF GRAZ'TZ

Graz'tz does not have his dagger of poison.

Defeat the aspect of Graz'tz and his succubi:

APL 10: 360

Treasure:

APL 10: L: 83 gp; C: 0 gp; M: potion of cure serious wounds x2 (63 gp each), +2 greatsword (693 gp), potion of invisibility x2 (25 gp each)

## F19: THE THRONE OF LOLTH

Defeat Lolth's fury and Treason:

APL 10: 330

Treasure:

APL 10: L: 10 gp; C: 24 gp; M: elixir of sneaking (21 gp), potion of cure moderate wounds (25 gp), +2 leather armor (347 gp), elixir of hiding (21 gp), +1 longsword (193 gp), +1 buckler x2 (97 gp each), amulet of health +2 (333 gp), +3 chain shirt (771 gp), +1

morningstar (193 gp), potion of barkskin +5 (100 gp), potion of cure serious wounds (63 gp)

## F20: BEBILITH PORTER

Defeat Gethshuq:

APL 10: 360

Treasure:

APL 10: L: 0 gp; C: 1,416 gp; M: 0 gp

## F21: THE AUDIENCE CHAMBER

Defeat the Envoy of Lolth and the Hammer of Lolth:

APL 10: 420

Treasure:

APL 10: L: 0 gp; C: 0 gp; M: +1 longspear (192 gp), cloak of charisma +2 (333 gp), circlet of persuasion (375 gp), amulet of health +4 (1,333 gp), potion of cure serious wounds x2 (63 gp each)

## CONCLUSION

Follow the conclusions in the adventure depending on how well the PCs did.

If the PCs disrupted the Dark Pact the elven envoy greets them again after a time wherever the PCs are as the drow attacks have stopped.

A group of elves, smiling from ear to ear greet you warmly.

***"It is SO good to see that you have returned from your journey. With guidance from our dear Corellon we have learned of your trials and success! I speak for all my kind in saying that you have our gratitude and are in our debt. Please any time you are near a place of worship of Corellon stop in."***

The PCs have earned the favor 'Thanks of the Elven Community'.

If they succeeded in stopping the pact then Gryfalcon will come to the PCs to offer his thanks and help in the future.

Also, Leshawn Sonj will meet with the PCs and offer her thanks and she will ask if the PCs wish to have her tag along in the future. This means a PC can have Leshawn as a cohort if they meet the requirements. Copy her stat blocks down for the PC that is going to take her as a cohort

**Award XP and hand out the Part 3 AR to the players at this time.**

## EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

|                                              |          |
|----------------------------------------------|----------|
| Discretionary roleplaying award (Part One)   |          |
| APL 10                                       | 945 XP   |
| Total Possible Experience (Part One)         |          |
| APL 10                                       | 4,815 XP |
| Discretionary roleplaying award (Part Two)   |          |
| APL 10                                       | 1,485 XP |
| Total Possible Experience (Part Two)         |          |
| APL 10                                       | 7,485 XP |
| Discretionary roleplaying award (Part Three) |          |
| APL 10                                       | 1,890 XP |
| Total Possible Experience (Part Three)       |          |
| APL 10                                       | 9,390 XP |

## TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this

treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast identify, analyze dweomer or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

|                           |           |
|---------------------------|-----------|
| Treasure Cap (Part One)   |           |
| APL 10:                   | 8,950 gp  |
| Treasure Cap (Part Two)   |           |
| APL 10                    | 12,650 gp |
| Treasure Cap (Part Three) |           |
| APL 10                    | 16,100 gp |

## ITEMS FOR THE ADVENTURE RECORD

### AR 1

#### Item Access

APL 10:

- ❖ Wand of cure moderate wounds (34 charges) (Adventure; DMG; 3,060 gp)
- ❖ Adamantine arrows (Adventure; DMG; 60 gp each; limit 8 per PC)
- ❖ +1 full plate of light fortification (Adventure; DMG)
- ❖ Ring of shooting stars (Adventure; DMG)
- ❖ Scroll of raise dead (Adventure; DMG)
- ❖ Oil of slow arrows (Adventure; DMG; 750 gp; arrows treated deliver slow spell on it as if cast from scroll)
- ❖ Demon-Quelling Sword, +3 large mithral evil outsider bane frost mighty cleaving bastard sword (Adventure; 104,076 gp)
- ❖ Cloak of invisibility (Adventure; DMG; 20,000 gp functions just like ring of invisibility)
- ❖ Mace of blood (Adventure; DMG)

- ❖ Sword of the Planes (Adventure; DMG)
- ❖ Brooch of shielding (Adventure; DMG)
- ❖ +1 mithral full-plate (Adventure; DMG)
- ❖ Ring of divergence (fire) (Adventure; MiC; 18,000 gp)
- ❖ Thaas: +1 holy chaotic outsider and evil outsider bane longbow (Core; see above)
- ❖ Spidersilk :+2 mithral blinking glamered twilight chain shirt (Core; see above)

## AR 2

- ❖ +1 flaming longsword (Adventure; DMG)
- ❖ Cloak of elvenkind (Adventure; DMG)
- ❖ Boots of elvenkind (Adventure; DMG)
- ❖ Hearthstone (Adventure; Monster Manual)

## AR 3

- ❖ Candle of truth (Adventure; DMG)
- ❖ Brooch of shielding (Adventure; DMG)
- ❖ Wand of Evard's black tentacles (24 charges) (Adventure; DMG; 10,080 gp)
- ❖ Wand of slow (13 charges) (Adventure; DMG; 2,925 gp)
- ❖ Wand of alter self (6 charges) (Adventure; DMG; 540 gp)
- ❖ +2 mithral chain shirt (Adventure; DMG)
- ❖ Ring of thunderclaps (Adventure; MiC; 6,000 gp)
- ❖ Scroll of seal portal (Adventure; Expedition to Demonweb Pits; 1,650 gp)
- ❖ Scroll of meld into mirror (Adventure; Expedition to Demonweb Pits; 375 gp)
- ❖ Scroll of raise dead (Adventure; DMG)
- ❖ Wand of magic missile 9<sup>th</sup> level (12 charges) (Adventure; DMG; 1,620 gp)
- ❖ Potion of barkskin +5 (Adventure; DMG)
- ❖ +2 anarchic two-bladed sword (both sides are the same) (Adventure; DMG)
- ❖ wand of daylight (25 charges) (Adventure; DMG)
- ❖ +1 returning dart (Adventure; DMG)
- ❖ cape of the mounteback (Adventure; DMG)
- ❖ potion of greater magic fang +2 (Adventure; DMG)
- ❖ +4 evil outsider bane keen returning javelin (Adventure; DMG; 98,301 gp)
- ❖ Skin of Obox-Ob (Adventure; see above)
- ❖ Scroll of heal (Adventure; DMG)
- ❖ Ring of major spell storing (Adventure; DMG)
- ❖ Elixir of hiding (Adventure; DMG)
- ❖ Elixir of sneaking (Adventure; DMG)
- ❖ Circlet of persuasion (Adventure; DMG)

## APPENDIX: NEW RULES ITEMS

### Ring of Divergence

Magic Item Compendium 122

Price: 18,000 gp (14<sup>th</sup>)

Property: Ring

Caster Level: 13<sup>th</sup>

Aura: Strong; (DC 21) abjuration

Activation: - and immediate (mental)

Weight: -

A ring of divergence provides resistance 10 against a specific type of energy (acid, cold, electricity, fire, or sonic) determined when created.

Once per day, if you are targeted by a spell of 3<sup>rd</sup> level or lower with the same descriptor as the energy type the ring protects against, you can activate the ring as an immediate action to reflect the spell back at the caster, as if spell turning had been cast upon you.

Prerequisites: Forge Ring, resist energy, spell turning.

Cost to Create: 1,500 gp, 120 xp, 18 days

### Banishing

Magic Item Compendium 28

Price: +2 bonus

Property: Weapon

Caster Level: 13<sup>th</sup>

Aura: Strong; (DC 21) abjuration

Activation: Free (command)

When you strike an extraplanar creature of 26 Hit Dice or fewer while wielding a weapon that has this property, you can activate the weapon to banish that creature back to its home plane (Will DC 20 negates). A creature so banished cannot return for at least 24 hours. A creature that succeeds on its save cannot be banished by the same weapon for 24 hours.

If the creature struck has damage reduction that requires a particular weapon alignment or special material to overcome, increase the save DC by 2 for each such property shared by the weapon. For example, if you use a holy banishing cold iron weapon against a hezrou (damage reduction 10/good), the save DC would increase by 2, while against a marilith (damage reduction 10/good and cold iron), the save DC would increase by 4.

The banishing property can be activated three times per day.

Projectile weapons bestow this property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, banishment.

Cost to Create: Varies

### Ring of Thunderclaps

Magic Item Compendium 127

Price: 6,000 gp (10<sup>th</sup>)

Property: Ring

Caster Level: 7<sup>th</sup>

Aura: Moderate; (DC 18) evocation

Activation: See text

Weight: -

You can activate this ring as a swift (command) action to make a melee touch attack before the end of your turn that deals 1d8+5 points of electricity damage if successful. This ability functions three times per day.

Once per day, upon successfully using the ring to damage a target, you can activate a second ability of the ring as a free (command) action to create a powerful thunderclap that mimics a shout spell.

Prerequisites: Forge Ring, shocking grasp, shout.

Cost to Create: 3,000 gp, 240 xp, 6 days