

# Cliffhangers Adventures Into the Forsaken Temple's Crypt

By Ramon Arjona



## Episode One: Gather, Gloom

*Into the Forsaken Temple's Crypt* is a short adventure for four 10th-level characters. The adventure takes place in a buried temple crypt, which has been sealed for centuries. Dungeon Masters can adjust it for higher-level characters by expanding the dead magic areas and increasing the number and power of constructs and undead that inhabit the complex.

### Adventure Background

Some things are best left untouched, and some secrets are best left untold. One such secret is the location of the resting place of the traitor Ellowyn Blacktree. Her body has lain undisturbed for centuries, undead but immobile, in the prison the elves created for her.

The elven histories tell that Ellowyn was a powerful wizard back in a time beyond human reckoning. While others worked diligently to learn magic, Ellowyn's arcane powers came to her quickly. In her youth, she called this a blessing from Corellon Larethian, and she worked diligently to serve him for the good of all elvenkind. In time, she became one of seven female elves entrusted with the care of a *mythal*, or elven place of power, devoted to preserving the balance of magic and nature. But Ellowyn, it is said, kept a terrible secret of her own: She had fallen in love with a drow whom history knows as Orith To'rellen. One dark winter night she betrayed her sisters, Corellon, and all of elvenkind by allowing Orith and the followers of Lolth to overrun and defile the *mythal*. Ellowyn herself was then betrayed by the drow, who abandoned her on the surface near a vampire's lair as they returned to their home in the Underdark, leaving her to face certain death and elven justice alone.

In the depths of their grief and anger, the elves sentenced Ellowyn, perhaps unwisely, to dwell forever in the darkness that she had chosen, thus ensuring that she never followed the normal path of life and death that most elves take. Many elves died at her hands before they could restrain her. With terrible spells rarely seen even in that ancient time, they bound her in an underground crypt far away from any living thing. There, the legends say, she waits, nursing a terrible

### Cliffhanger Features

The Dungeon Master should keep the following points in mind as the players decide what their PCs should do throughout the *Into the Forsaken Temple's Crypt* Cliffhanger series.

### The Elven History

The elves went to a lot of trouble to indicate that the temple is a Very Bad Place and ought not to be disturbed by curious adventurers. Unfortunately, all of their warnings are written in an ancient version of the elven language that, in modern times, can be read only by scholars. Allow any character with Decipher Script to make a skill check to decipher the ancient elven messages they encounter in the crypt. A result of DC 30 or higher means the character can understand all of the message's literal meaning. A result of DC 25 to DC 29 means the character can understand only part of the message's literal meaning. Feel free to be devious in determining which part of the message the character understands. This could be a good way to keep the characters on their toes. Sometimes a little information is worse than no information at all.

### The Drow (EL 14)

The drow present in the crypt are pursuing their own agenda: They want to free the Traitor from her prison. They

hatred against elves, drow, Corellon, Lolth, and especially Orith To'rellen.

## Adventure Synopsis

The PCs enter the tomb and encounter a group of oozes and fungi that have taken up residence during the last hundred years or so. They then encounter a series of warnings and magic traps that the elves intended would discourage adventurers from entering the crypt. It's very possible that they can read these quite easily with the help of magic, but will they heed the warnings? If they fail to heed them, they encounter a clay golem that the elves hoped would be more persuasive in its attempt to discourage intruders. The PCs will also encounter a group of drow who are bent on recovering the traitor's "body" and any knowledge she might possess.

## Maps

This adventure takes place on a single map:

- [Forsaken Temple's Crypt](#)

## Character Hooks

Player characters might hear rumors of a human archaeological expedition that has uncovered an ancient elven ruin. The archaeologists dismiss the elven legends of the Traitor as simple myth and oral tradition. Elven PCs know better, and they may want to help prevent the humans from unleashing something evil upon the world. Other PCs might be lured into the temple's crypt by promises of treasure.

- An elf in the party may start receiving terrible dreams from Corellon Larethian that show a terrible evil arising from the ground, consuming whole forests in its mouth. These dreams guide the PCs to the temple crypt's entrance.
- An earthquake has unearthed an ancient elven crypt. Not even the oldest elves in the region can recall for whom it was built or when it was buried. The PCs are asked to investigate.
- Scouts have seen spider swarms near a section of ground outside the forest, where spiders are not normally common. This could indicate drow activity in the area, and the PCs must discover what the drow are after.

## Gather, Gloom (EL varies)

The adventure begins as the PCs arrive at the entrance to the crypt,

are willing to work with the PCs if this seems expedient. Once they have reached Area 10, however, nothing stops them from trying to wake the Traitor, except maybe the PCs. The drow happily turn on the PCs as soon as their interests start to diverge. This betrayal is more likely to take the form of *charm* spells and subterfuge rather than open combat.

The drow are aware of the legends that surround the Traitor, and they have deciphered some of the messages left by the elves. However, they arrogantly believe that they can recruit the Traitor into the service of Lolth. Should they succeed in waking the Traitor, they aren't expecting the terrible grudge she holds against all of their kind.

The drow share information with the PCs only when they feel it is absolutely necessary to their agenda.

## Doors and Lighting

Player characters find that the crypt is completely unlit unless otherwise specified. Also, all crypt doors have the following statistics unless the area description says differently:

**Strong Wooden Doors:** 2 in. thick; hardness 5; hp 20; AC 5; Break DC 25.

## Loot and Other Important Matters

The most important piece of treasure in this adventure is the equipment buried with the Traitor: her *oathbow*, which was hers before she fell from grace, and the *dagger of venom* given to her by Orith. She was also buried with the gold and gems given her by Orith, which the elves saw as "blood money."

None of the monsters native to the

finding a sealed door that has only recently been freed from rubble of the surrounding temple. Read the following to the players:

Two large doors made of heavily tarnished silver stand closed in front of you. Delicate carvings of tree branches and sleeping woodland creatures decorate the doors. You can also see other strange markings on the door -- possibly ancient writing. A seal made of wax and gold wire is clasped between the doors. It is unbroken.

crypt have any treasure of their own. The drow have the equipment noted in their description.

As always, Dungeon Masters should feel free to adjust the treasure to their campaign levels.

Characters who make a Search check (DC 10) notice that the branches are barren, as though in winter, and the woodland creatures aren't sleeping -- they're dead. This is the first clue that something unpleasant is sealed within the crypt. Characters who succeed at their Decipher Script checks as noted in the sidebar can discern some or all of the following literal meanings from the ancient Elven script etched into the doors:

Dark sepulcher, wasted light. Leave or give your soul to restless night. Come no further.

The doors are locked (Open Lock DC 30), reinforced with both iron (just under the silver) and stone (as another set of doors directly behind the silver/iron set).

**Crypt Doors:** 1 ft. thick; hardness 10; hp 60; AC 5; Break DC 45.

Once the characters are through the door, they enter area 1 of the crypt. Read the following boxed text:

The air here is dry and stale, as though you are the first souls to enter this place for untold centuries. A sense of sadness and death pervades the room. You can barely make out strange inscriptions on the walls -- the same sort of writing you saw on the door. To the north end of the room, you see a pair of silver doors hanging open.

The north end of Area 1, as shown on the map, is a dead magic zone. This means that spells and magic items do not function here at all, as if under the effect of an *antimagic field*. Any spellcasters who enter this area feel profoundly uncomfortable. Spellcasters can take a move equivalent action to define the exact boundary of the dead magic zone. (For a more complete description of dead magic zones, see the [Forgotten Realms Campaign Setting](#), page 56.) This area of dead magic was created when Ellowyn betrayed the elves and allowed the drow to shatter the *mythal*.

The teleport marked on the southern portion of the map is where beings emerge after using the teleport square in area 10. This is how the elves escaped after sealing Ellowyn in her tomb. This teleport system only works one way: from Area 10 to Area 1, never the reverse.

If characters try to decipher the script on the walls, they find that the same messages are repeated:

**Message 1:**

Let the corruption remain enclosed here forever. The Traitor shall have no rest here.

**Message 2:**

Save yourself from the corruption.

**Development:** If the PCs decipher the writing on the walls, they should begin to gather that something terrible is imprisoned here. If they decide to turn around, leaving well enough alone, the drow eventually reach Ellwyn and wake her. Ellwyn dispatches the drow and escapes into the world. If left to her own devices, she probably spends weeks wantonly slaughtering all the elves and drow she encounters before she regains enough sanity to consider her situation in a more "tactical" fashion. She may even notice some trace of the PCs who were at the door to her prison and want to track down these strangers who gained entry into her prison.

If the PCs only partially decipher the messages on the wall, they may have a garbled idea of what's going on, or a completely incorrect idea. Message 2, for instance, could be misunderstood to read, "Save us from this corruption" -- possibly a plea for help from the ancient elves who may have been trapped inside the tomb.

If the PCs are going to move forward, they have to contend with the safeguards the elves put in place, as well as some other creatures that have intruded into the crypt.

**Cliffhanger**

The rest of the crypt lies ahead, with unknown dangers in store for the PCs.

# Cliffhangers Adventures

## Into the Forsaken Temple's Crypt

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### Episode Two: A False Tomb

*Into the Forsaken Temple's Crypt* is a short adventure for four 10th-level characters. The adventure takes place in a buried temple crypt, which has been sealed for centuries. Dungeon Masters can adjust it for higher-level characters by widening the dead magic areas and increasing the number and power of constructs and undead that inhabit the complex.

### Adventure Background

The PCs had just entered the Forsaken Temple's crypt in the last episode. Now they can begin to penetrate deeper into the crypt, discovering more of its hidden dangers.

### A False Tomb

As the characters move onward, the air becomes even staler and the temperature drops steadily. This is not enough to injure them, but it could certainly make those susceptible to cold feel uncomfortable. The elves built this tomb to keep Ellowyn in and to keep grave robbers out. Therefore, they built a false tomb in area 3D, hoping to draw would-be looters away from Ellowyn's true resting place. They decorated the door with symbols and writing that, they hoped, would draw the attention of anyone who invaded the crypt.

The elves did not anticipate the oozes and fungus that have taken up residence in this area. These creatures now serve as accidental, but effective, guardians of the Traitor's prison.

### Area 1A (EL 9)

As the PCs enter this area, read the following text:

This large room has a flat ceiling about 20 feet above you. There are carvings and letters on the walls here, as well, but it is difficult to make them out because the walls seem to have eroded in many places. A smaller set of double doors hangs open immediately to the north. In northeast corner of the room, a large black mass jiggles and shudders.

The black mass is an extremely large black pudding. It seeped into the crypt years ago, when it was much smaller, and it has been feeding on shriekers, and sometimes on the floor and walls. The pudding is hungry for real food, such as the flesh of the PCs.

The drow, who have spent years studying the crypt through magic, circumvented this monster by teleporting directly into Area 4.

**Advanced Black Pudding:** CR 9; Gargantuan ooze; HD 20d10+150; hp 290; Init -5; Spd 20 ft., climb 20 ft.; AC 5, touch 1, flat-footed 5; Atk +18 melee (2d8+10 plus 2d8 acid, slam); Face/Reach 10 ft. x 20 ft./10 ft.; SA Acid, constrict 2d8+4 plus 2d8 acid, improved grab; SQ Blindsight 60 ft., ooze traits, split; AL N; SV Fort +12, Ref +1, Will +1; Str 25, Dex 1, Con 23, Int --, Wis 1, Cha 1.

*Skills and Feats:* Climb +15, Hide -17.

**Acid (Ex):** The advanced black pudding secretes a digestive acid that dissolves organic material and metal quickly. Any melee hit deals acid damage. The pudding's acidic touch deals 50 points of damage per round to wood or metal objects. The opponent's armor and clothing dissolve and become useless immediately unless they succeed at a Reflex save (DC 26). The acid can dissolve stone, dealing 20 points of damage per round of contact.

**Constrict (Ex):** The advanced black pudding can crush a grabbed opponent, dealing slam and acid damage with each successful grapple check. The opponent's clothing and armor suffer a -4 penalty on Reflex saves against the acid.

**Improved Grab (Ex):** If the advanced black pudding hits a creature that is at least one size category smaller than itself with its slam attack, it deals normal damage and attempts to start a grapple (grapple bonus +34) as a free action without provoking an attack of opportunity. If it gets a hold, it can also constrict with the same attack. Thereafter, the advanced black pudding has the option to conduct the grapple normally, or simply use its pseudopod to hold the opponent. Each successful grapple check it makes during successive rounds automatically deals slam and acid damage in addition to constriction damage.

**Blindsight (Ex):** An advanced black pudding is blind, but its entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet. Invisibility and darkness are irrelevant, though the pudding still can't discern ethereal beings. The black pudding usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability.

**Ooze Traits:** The advanced black pudding is immune to poison, sleep, paralysis, stunning, polymorphing, and mind-influencing effects and is not subject to critical hits or flanking. The pudding is blind.

**Split (Ex):** Weapons deal no damage to a black pudding. Instead, the creature splits into two identical puddings, each with half the original's hit points (round down). A pudding with only 1 hit point cannot be further split.

If the characters attempt to read what's left of the text on the wall, they gather only the following snippets:

Holy power...blight...truth of the forest...save us.

Make sure the characters realize that it is very difficult to try to read ancient writing while a black pudding is trying to devour you.

## Area 2 (EL 7)

As the PCs enter this area, read the following text:

A stone door is to the north, and mushrooms crowd the floor. As soon as you enter the room, however, the mushrooms begin to make a terrible piercing noise.

The mushrooms are shriekers. They feed on the insects and vermin that get into the crypt over time, and the black pudding in turn feeds on them. The shriekers have grown at a rate sufficient to sustain the black pudding so far, but over time it is likely the pudding will outgrow its food source, devour all of the remaining shriekers, and starve.

The sound echoes throughout the crypt. If the drow in Area 5 didn't know they had company before, they do now.

**Shriekers (5):** hp 11, see *Monster Manual*, page 93.

Should the PCs make it through the shriekers to the northern wall, read the following aloud:

The carvings that once decorated the face of the door have been eroded over time, so it is almost impossible to make out what they once represented. They could be branches. They could be roads. They could be veins. It's impossible to tell.

If the characters attempt to flee from the black pudding into this area, it follows them. If they attempt to close the stone double doors behind them, the pudding burns through it in 3 rounds. Since the pudding is so large, it makes this room very crowded if it gets in.

The pudding has tried to burn through the door at the north end of Area 2, but it couldn't due to the magic the elves used to reinforce the door, which makes it immune to acid and other corrosive damage. If the characters can get through this door and shut it behind them, they need not fear the pudding. The doors are locked (Open Lock DC 30).

**Magically Reinforced Stone Doors:** 1 ft. thick; hardness 10; hp 60; AC 5; Break DC 45.

Attempting to pick the lock triggers a trap that floods the floor of this room with a powerful corrosive, creating a puddle 10 feet wide at the base of the door. It seems the elves had a reason for making the door impervious to acid....

**Acid Trap:** CR 9; mechanical; touch; automatic reset; multiple targets (all targets in a 10-ft. by 10-ft. area); acid (Reflex save avoids [DC 16], 10d6); Search (DC 28); Disable Device (DC 30).

Should the characters read the barely legible script on the door, they get the following:

mythal...Corellon...elves...salvation

### Area 3A

As the PCs enter area 3A, read the following:

This is a narrow corridor, with doors to the north, east, west, and south. The doors to the east and west are made of wood and hang on rusted old hinges. The door to the north, however, is made of stone and is covered with more of the same ornate carvings that appeared on the entrance.

The northern door has the same statistics as the door at the entrance to the crypt. The doors are locked (Open Lock DC 30), reinforced with both iron (just under the silver) and stone (as another set of doors directly behind the silver/iron set).

**Crypt Doors:** 1 ft. thick; hardness 10; hp 60; AC 5; Break DC 45.

The other doors are strong wooden doors, but they are not locked. The elves hoped that by making it more difficult to enter Area 3D, persistent looters would be drawn to the false tomb they constructed. If they read the carvings on the door, this is what they learn:

Eternal prison for the Traitor, and vengeance for the blood she shed.

### Areas 3B and 3C

If the PCs wish to advance beyond these empty rooms, they need to succeed at Search checks (DC 30) to find the secret doors in each room.

### Area 3D (EL 9)



If the characters enter this area, read the following text:

A golden sarcophagus sits at the north end of this room. Delicate frescoes decorate the walls, showing woodland scenes from the depth of winter. The face on the sarcophagus seems to be that of a young elven woman. Her arms are folded across her chest and her eyes are closed. Five other sarcophagi stand against the walls. These show the faces of grim elven warriors clasping longswords in their hands.

Should the characters attempt to open any of the sarcophagi, the remaining five immediately open and the the mummies the elves left here as guardians assault the characters. The elves created these mummies from elven warriors who willingly gave their lives to guard the Traitor's resting place. As such, they are of lawful good alignment. Otherwise they conform to the statistics listed in the *Monster Manual*.

The mummies in the sarcophagi against the walls are discernibly elven males, though they wear archaic and molded armor. The mummy in the sarcophagus at the north end of the room is discernibly an elven female.

**Mummies (10):** hp 42; AL LG\*; see *Monster Manual*, page 138.

\*These lawful good mummies can be rebuked or commanded by a good cleric and turned or destroyed by an evil cleric. Neutral clerics who normally rebuke or command evil mummies turn or destroy these mummies, and those who turn or destroy evil mummies command or rebuke these mummies.

The elves left no treasure behind in the false tomb. They hoped that any looters who came this far would be discouraged by having worked so hard for nothing and would leave the crypt without trying to proceed further. If the PCs wish to advance beyond these empty rooms, they need to succeed at Search checks (DC 30) to find the secret door.

The carvings on these walls say the following:

Traitor forever, living and dead, dwell here in torment for the blood of your sisters.

**Development:** At this point, the characters may believe that they've found and destroyed some ultimate evil that inhabited the crypt. They may be put off or they may be misled by the carvings left behind by the elves. If they turn around and leave now, they may proceed with their plan as noted in the last episode. If they want to keep exploring the crypt, the PCs may notice the secret doors that hide narrow passages that lead north from Areas 3B and 3C. These passages are so narrow that Medium-size characters must walk single file to get through them. At some points in these passages, Medium-size characters must turn to their side and squeeze through. Those with plate armor should consider taking it off, in fact. What lies beyond these narrow corridors is the subject of our next episode.

## Cliffhanger

Have the characters found and destroyed Ellwyn Blacktree? Do they dare press further into the crypt? Or will they leave, confident of their victory and unaware of the horror that is about to be loosed on the world?

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# Cliffhangers Adventures

## Into the Forsaken Temple's Crypt

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### Episode Three: Other Guests Arrive

*Into the Forsaken Temple's Crypt* is a short adventure for four 10th-level characters. The adventure takes place in a buried temple crypt, which has been sealed for centuries. Dungeon Masters can adjust it for higher-level characters by widening the dead magic areas and increasing the number and power of constructs and undead that inhabit the complex.

### Adventure Background

The PCs have entered the Forsaken Temple's crypt and started exploring a bit. They may have tangled with a pudding, and further warnings of danger greeted them. Do they dare continue on?

### Other Guests Arrive

If the PCs continue deeper into the crypt, they find more rooms and some interesting visitors.

As the characters enter this area, read the following:

The walls of this room are smooth stone, with no carvings. A thin layer of dust covers the floor.

Allow characters to make a Search check (DC 15) to notice the footprints of four Medium-size humanoid creatures in the dust. If a character with the Track feat makes a successful Wilderness Lore check (DC 5) to track the footprints, he or she discovers that they lead to Area 5.

### Area 5 (EL 14)

Four dark-skinned elves with white hair and reddish eyes sit around a wooden table. One of them, a woman, looks up at you and gestures for you to move forward.

The drow are sitting around the table, planning their next move after having been beaten back by the golems that guards Areas 8 and 9. There are currently three of them. The fourth member of their group, a young female cleric of Lolth, is currently a grease spot under the heels of the aforementioned golems. If the shriekers in Area 2 made any noise, the drow heard it and are aware that the characters may be coming.

These drow are not anxious to fight the PCs. Though they spent a lot of time studying the crypt, they have discovered that the magic of the crypt's former creators hid some details from them. In particular, none of their studies using *clairvoyance* revealed the presence of the clay golem guardians, of course, and they were unprepared for this threat. They see the PCs as potential allies, though temporary ones, in dealing with these constructs.

The drow leader, a female cleric called Tolth To'rellen, does everything in her power to convince the PCs that they share a common goal and should work together. If the PCs do not agree, the drow allow them to pass without hindering them, confident that the PCs cannot get past the clay golems alone. If the PCs attack, the drow throw down their weapons and surrender. If pressed, Tolth surrenders a nonmagical ring to the characters, which is worth 200 gp, and as a last resort gives up her *cloak of arachnida*. Under no circumstances does she allow Surya to let go of her scrolls of *control undead*, nor does she force her followers to give up their other magic items. If the PCs leave the drow no other choice, they flee back toward Area 4, using their spells and spell-like abilities to cover their escape.

Tolth is very forthcoming about the clay golems, but more reticent about other details of the crypt. She knows nearly everything outlined in the adventure background, but she gives the PCs whatever information she feels is useful for her agenda only. She does not under any circumstance willingly admit to being the great-great-great-granddaughter of Orith To'rellen, Ellwyn Blacktree's lover. The other drow let Tolth do most of the talking, and they respond only if the PCs address them directly. If the PCs ask a probing or difficult question, these other drow defer immediately to Tolth.

Should the PCs attempt to get past the clay golems and fail, the survivors find the drow still waiting in Area 4. Tolth is still very solicitous in this case, and she again offers to work with the PCs to get past the clay golems.

**Tolth To'rellen:** Female drow Clr10; CR 10; Medium-size humanoid (elf); HD 10d8+20; hp 65; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17; Atk +8/+3 melee (1d8+1/19-20, longsword); SA Rebuke undead 10/day; SQ Drow traits; SR 21; AL NE; SV Fort +9, Ref +3, Will +11; Str 12, Dex 11, Con 14, Int 11, Wis 18, Cha 16.

**Skills and Feats:** Bluff +5, Diplomacy +8, Heal +9, Hide +5, Listen +6, Search +3, Spot +6; Combat Casting, Extra Turning, Leadership, Martial Weapon Proficiency (longsword).

**Drow Traits:** Tolth is immune to magic sleep spells and effects and gains a +2 racial bonus on saves against enchantment spells or effects. She has darkvision 120 ft. and is entitled to a Search check when within 5 feet of a secret or concealed door as though actively looking for it. She also has a +2 racial bonus on Will saves against spells or spell-like abilities. Tolth can use the following spell-like abilities (1/day -- *dancing lights*, *darkness*, and *faerie fire*; caster level 10th). She has light blindness (blinded for 1 round by abrupt exposure to bright light, -1 circumstance penalty on all attack rolls, saves, and checks while operating in bright light) and a +2 racial bonus on Listen, Spot, and Search checks (already figured into the statistics given above).

**Cleric Spells Prepared** (6/6/6/5/5/3; base DC = 14 + spell level): 0 -- *detect magic* (2), *detect poison* (2), *resistance* (2); 1st -- *cause fear*, *inflict light wounds\**, *invisibility to undead* (2), *summon monster I* (2)\*\*; 2nd -- *aid*, *calm emotions* (2), *enthrall*, *invisibility\**, *lesser restoration*; 3rd -- *animate dead*, *negative energy protection* (2), *nondetection\**, *prayer\*\**; 4th -- *death ward*, *inflict critical wounds\**, *restoration* (2), *summon monster IV*; 5th -- *circle of doom\**, *healing circle*, *slay*

*living.*

\*Domain spell. Deity: Lolth. Domains: Destruction (smite 1/day), Trickery (Bluff, Disguise, and Hide are class skills).

\*\*Tolth has so far used both of her *summon monster I* spells to cover her party's flight from the clay golems. She used one of her *prayer* spells during the combat.

*Possessions:* Chainmail, large steel shield, longsword, backpack, *cloak of arachnida*, *potion of heal* (x3), *potion of cure serious wounds* (x2).

As the great-great-great-granddaughter of Orith, Tolth is very familiar with the story of the Traitor. She does not know, however, that it was the drow betrayal that allowed Ellwyn to be captured by the elves. Having finally found the Traitor's prison after decades of searching, she is convinced that she can free Ellwyn and recruit her into Lolth's service once more. Just in case persuasion fails, however, Tolth gave Surya several scrolls of *control undead*, which she commands Surya to use if Ellwyn won't "see reason."

Tolth is normally very composed. However, she has been put off balance by the unexpected appearance of the clay golems. The golems killed her cohort, a young cleric of Lolth named Leirth N'erreden, and forced Tolth to retreat with the rest of her party. Tolth is currently racking her brain, trying to think of a way to get past the golems. Perhaps Lolth has delivered her the tool that she needs in the PCs.

**Turizz Loren:** Male drow Rgr10; CR 10; Medium-size humanoid (elf); HD 10d10+10; hp 65; Init +9; Spd 30 ft.; AC 17, touch 15, flat-footed 12; Atk +10/+5 melee (1d8+2/19-20, longsword) and +11 melee (1d4+2/19-20 plus poison, *dagger of venom*); or +16/+11 ranged (1d8+1/x3, longbow with +1 *undead bane arrow*); SQ Drow traits, favored enemies elves (+3), humans (+2), undead (+1), SR 21; AL LE; SV Fort +8, Ref +8, Will +5; Str 15, Dex 20, Con 12, Int 11, Wis 15, Cha 10.

*Skills and Feats:* Animal Empathy +13, Hide +13, Intuit Direction +9, Knowledge (nature) +13, Listen +15, Search +2, Spot +4; Blind-Fight, Dodge, Improved Initiative, Mobility, Track.

**Drow Traits:** Turizz is immune to magic sleep spells and effects and has a +2 racial bonus on saves against enchantment spells or effects. He has darkvision 120 ft. and is entitled to a Search check when within 5 feet of a secret or concealed door as though actively looking for it. He has a +2 racial bonus on Will saves against spells or spell-like abilities. Turizz can use the following spell-like abilities (1/day -- *dancing lights*, *darkness*, and *faerie fire*; caster level 10th). He has light blindness (blinded for 1 round by abrupt exposure to bright light, -1 circumstance penalty on all attack rolls, saves, and checks while operating in bright light) and a +2 racial bonus on Listen, Spot, and Search checks (already figured into the statistics given above).

**Favored Enemy:** Turizz has selected elves, humans, and undead as favored enemies. He gains a bonus (+3 against elves, +2 against humans, and +1 against undead) on his Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against these types of creatures. He gets the same bonus to weapon damage rolls against these creatures. He also gets the damage bonus with ranged weapons if the target is within 30 feet. The bonus doesn't apply to

damage against creatures that are immune to critical hits.

**Ranger Spells Prepared** (2/2; base DC = 12 + spell level): 1st -- *magic fang* (2); 2nd -- *cure light wounds* (2).

**Possessions:** Leather armor, longsword, *dagger of venom*, longbow, 20 poison arrows (Primary poison damage: unconsciousness for 1 minute; Fortitude save (DC 17) negates; Secondary poison damage: unconsciousness for an additional 2d4 hours; Fortitude save (DC 17) negates, 50 +1 *undead bane arrows*, *potion of haste* (x1), *potion of heal* (x4).

Turizz is a grim and taciturn ranger of the Underdark. Tolth chose him for this excursion because of his experience hunting the undead. Turizz is not enthusiastic about this, but he is not willing to face the consequences of disobedience to a cleric of Lolth. In melee, he always fights with his longsword in his right hand, and his *dagger of venom* in his left. At range, he fires poisoned arrows at living foes, and +1 *undead bane arrows* at unliving ones. He is unrelenting in combat, but he is not above flight if the odds turn against him. If Tolth's cause seems lost, Turizz abandons her to her fate.

**Surya T'leen:** Female drow Wiz6/Ftr4; CR 10; Medium-size humanoid (drow); HD 6d4+6 plus 4d10+4; hp 47; Init +4; Spd 20 ft.; AC 17, touch 12, flat-footed 15; Atk +10/+5 melee (1d8+4/19-20, +1 *longsword*); or +11/+6 ranged (1d8/x3, longbow with poisoned arrow); SQ Drow traits, empathic link with familiar, rat familiar, share spells with familiar, SR 21, touch (via familiar); AL LE; SV Fort +9, Ref +7, Will +8; Str 13, Dex 19, Con 13, Int 19, Wis 15, Cha 9.

**Skills and Feats:** Alchemy +10, Climb +4, Concentration +10, Handle Animal +6, Jump +5, Knowledge (history) +13, Knowledge (religion) +9, Listen +9, Ride (horse) +6, Search +8, Spellcraft +13, Spot +9; Alertness, Brew Potion, Combat Casting, Extend Spell, Maximize Spell, Power Attack, Scribe Scroll, Silent Spell, Weapon Focus (longsword), Weapon Specialization (longsword).

**Drow Traits:** Surya is immune to magic sleep spells and effects and has a +2 racial bonus on saves against enchantment spells or effects. She has darkvision 120 ft. and is entitled to a Search check when within 5 feet of a secret or concealed door as though actively looking for it. Surya has a +2 racial bonus on Will saves against spells or spell-like abilities, and she can use the following spell-like abilities (1/day -- *dancing lights*, *darkness*, and *faerie fire*; caster level 10th). She has light blindness (blinded for 1 round by abrupt exposure to bright light, -1 circumstance penalty on all attack rolls, saves, and checks while operating in bright light) and a +2 racial bonus on Listen, Spot, and Search checks (already figured into the statistics given above).

**Empathic Link (Su):** Surya can communicate telepathically with her familiar at a distance of up to one mile. She has the same connection to an item or a place that the familiar does.

**Share Spells:** Surya may have any spell she casts on herself also affect her familiar if the latter is within 5 ft. at the time. Surya may also cast a spell with a target of "You" on her familiar.

**Touch:** The familiar can deliver touch spells for Surya.

**Wizard Spells Prepared** (4/4/4/3; base DC = 14 + spell level; 30% chance of arcane spell failure):  
 0 -- *detect magic, disrupt undead* (3); 1st -- *charm person, detect undead, identify, true strike*; 2nd --  
*knock* (3), *spectral hand*; 3rd -- *dispel magic, halt undead, lightning bolt*.

**Spellbook:** 0 -- *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*; 1st -- *burning hands, cause fear, charm person, chill touch, comprehend languages, detect undead, identify, ray of enfeeblement, true strike*; 2nd -- *knock, scare, spectral hand, whispering wind*; 3rd -- *clairvoyance, dispel magic, halt undead, lightning bolt*.

**Possessions:** Chainmail, +1 longsword, longbow, scrolls of *control undead* (5)\*, 20 poison arrows (Primary poison damage: unconsciousness for 1 minute; Fortitude save negates (DC 17); secondary poison damage: unconsciousness for an additional 2d4 hours; Fortitude save negates (DC 17)), *ring of feather falling, potion of heal* (x4).

\*Surya may botch the spell (caster level check is DC 14) as per the guidelines on page 203 of the **Dungeon Master's Guide**.

**Ignar:** Male rat familiar; CR -- ; Tiny magical beast; HD 1/4d8 (effective 10d8); hp 23; Init +2; Spd 15 ft., climb 15 ft.; AC 17, touch 14, flat-footed 15; Atk +11 melee (1d3-4, bite); Face/Reach 2.5 ft. x 2.5 ft./0 ft.; SQ Empathic link with Surya, improved evasion, low-light vision, scent, speak with Surya; AL LE; SV Fort +6, Ref +5, Will +7; Str 2, Dex 15, Con 10, Int 8, Wis 12, Cha 2.

**Skills and Feats:** Balance +10, Climb +18, Hide +18, Move Silently +10; Weapon Finesse (bite).

**Empathic Link (Su):** Ignar has an empathic link with Surya out to a distance of up to one mile. Surya cannot see through Ignar's eyes, but the two of them can communicate telepathically. Because of the empathic link between Ignar and Surya, Surya has the same connection to an item or place that Ignar does.

**Improved Evasion (Ex):** If Ignar is subjected to an attack that normally allows a Reflex save for half damage, he takes no damage on a successful save and half damage even if the saving throw fails.

**Low-Light Vision:** Ignar can see twice as far as a human in starlight, moonlight, torchlight, and similar low-light conditions.

**Scent (Ex):** Ignar can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

**Speak with Master:** Ignar and Surya can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Tolth chose Surya for her combination of necromantic knowledge and fighting skills. She was initially enthusiastic about the opportunity to study ancient elven magic up close, but she has since become more skeptical since their encounter with the clay golems.

## Cliffhanger

Will the PCs ally themselves with the drow, or will they choose to go it alone? Is the ominous drow priestess telling them the truth or lying to them? What will the characters discover as they probe further into the crypt?

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# Cliffhangers Adventures

## Into the Forsaken Temple's Crypt

By Ramon Arjona



### Episode Four: The Silent Guardians

*Into the Forsaken Temple's Crypt* is a short adventure for four 10th-level characters. The adventure takes place in a buried temple crypt, which has been sealed for centuries. Dungeon Masters can adjust it for higher-level characters by widening the dead magic areas and increasing the number and power of constructs and undead that inhabit the complex.

#### Adventure Background

The PCs have entered the Forsaken Temple's crypt and started exploring a bit. They had the opportunity to work with some drow, who warn of some clay golems ahead. Now they face the very golems that killed a drow cleric.

#### The Silent Guardians

The PCs move deeper into the crypt, perhaps with their newfound drow "friends." They know they're going to confront a pair of clay golems who guard the Traitor's final resting place. The crypt holds other dangers, though, and they are probably not yet aware of the statue of Corellon Larethian that also serves to dissuade would-be tomb robbers.

#### Area 6 (EL 9)

As the characters enter Area 4, read the following boxed text.

Atop a raised dais in the northeast corner of this room stands a statue of a tall elven man in chainmail. His right hand rests on the pommel of his longsword, which is sheathed. He holds a large round shield up, as though defending himself against an attacker. More ancient writing decorates the shield and the steps of the dais.

Elven characters recognize this immediately as a statue of Corellon Larethian. The writing on the dais steps is a final warning to turn back. If the characters succeed in reading it, they gain the message below. The "writing" on the shield is in fact an intricately carved *symbol of persuasion*. Tolth is aware of this, and if the PCs look like they might try to read the writing on the shield, she warns them to stop. She makes up whatever lie she thinks will keep the PCs from triggering the *symbol*, probably trying to convince them that it is actually a *symbol of death*.

**Dais Message:** The golden thread binds the great evil. Turn back lest it unravel or entangle you.

**Symbol of Persuasion:** CR 9; once read, all creatures in 60-foot radius become neutral good for 1d20x10 minutes and fall under a *charm person* spell as if cast by an 18th level wizard -- see spell description; Will save negates (DC 26); Search (DC 33); Disable Device (DC 33).

Touching or looking at the *symbol* will not trigger its effect, only attempting to read it will. Characters affected by the *symbol of persuasion* are much more receptive to the warnings posted here and elsewhere in the crypt, and they heed them immediately to the best of their ability. If the PCs have only partially understood the messages, they try to heed what they believe the messages mean rather than what they actually do.

If Tolth herself is unaffected by the *symbol*, a likely outcome with her high Will save and spell resistance, she encourages Surya and the PCs to use *dispel magic* spells to counter the effect of the *symbol*, or she waits until the effect wears off.

If Tolth is affected by the *symbol*, her sudden change of alignment gives her a completely new perspective on her situation. She immediately tells the PCs everything she knows about the Traitor, and then she confesses that she and her companions came to the crypt to free her. She deeply regrets this, and now she is committed to destroying the Traitor so no other misguided souls can attempt this again. She is now even more committed to getting past the clay golems. Surya and Turizz, if unaffected by the *symbol*, both assume that Tolth is playing a clever ruse. Once the effect of the *symbol* wears off, Tolth may continue to play along as if her "change of heart" were permanent, if this serves her agenda.

It is simple for any Medium-size or smaller creature to squeeze past the statue of Corellon and get through the door he is guarding. This door is slightly ajar from the drow's hasty escape from the golems.

## Area 7, 8, 9 (EL 12)

As the characters enter Area 7, read the following:

The temperature rises sharply as the stench of burning tar fills the air. A stone bridge stretches across a boiling tar lake. At the other end of the bridge stands a pair of tall elven statues formed out of brown clay. They begin to move slowly toward you.

These guardians have a more elegant shape than the average clay golem because of their elven manufacture, but otherwise conform to the statistics listed in the *Monster Manual*. They cross the bridge and attack characters in Area 7, but they do not pursue characters back to Area 6. If the golems engage in melee while on the bridge (Area 6), they shift their tactics somewhat. Instead of trying to pummel their opponents, they sometimes try to trip them. Player characters who fall into the tar take 1d6 points of damage the first round. They must then make a Swim check (DC 20) to avoid sinking. A character who has sunk into the tar takes 10d6 damage each round and must make a Swim check to struggle back to the surface. A character at the surface may escape the tar with a successful Climb or Escape Artist check. Due to the sheer heavy and clinging consistency of the tar, those attempting to pull characters out of the tar must make successful Strength checks (DC 20) to do so.

The characters should be expecting the golems and have likely had opportunity to discuss strategy beforehand. One possible plan of attack is to collapse the bridge while the golems are standing on it, then use some other means, perhaps magical, to get across the boiling tar. There is a weakened section of bridge near the middle, which PCs might notice, that would be the ideal target for this tactic. Use the rules for causing a cave-in on page 114 of the ***Dungeon Master's Guide***. If the clay golems fall into the tar, either because the bridge was destroyed under them or through some other means, they sink like, well, large lumps of clay and are not heard from again.

Under normal circumstances, Tolth is not above sacrificing the PCs or her own followers (with Surya being the only exception) if it will get her past the clay golems and into the Traitor's tomb.

<b>Clay Golems(2):</b> hp 60; see <i>Monster Manual</i> , page 110.
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### Ad Hoc XP Adjustment

Because of the bridge, the golem encounter decreases by 20%. Additionally, if the drow help the PCs, you should award the resulting XP from the encounter to the group plus the drow.

### Cliffhanger

The entrance to the Traitor's tomb lies ahead. The final secrets of the crypt may be uncovered, but will the PCs withstand the evil they are about to encounter?

# Cliffhangers Adventures

## Into the Forsaken Temple's Crypt

By Ramon Arjona



### Episode Five: Ellwyn Blacktree the Traitor

*Into the Forsaken Temple's Crypt* is a short adventure for four 10th-level characters. The adventure takes place in a buried temple crypt, which has been sealed for centuries. Dungeon Masters can adjust it for higher-level characters by widening the dead magic areas and increasing the number and power of constructs and undead that inhabit the complex.

#### Adventure Background

The PCs have entered the Forsaken Temple's crypt and started exploring a bit. They had the opportunity to work with some drow to get past clay golems. Now they face a greater danger, but maybe they'll turn back before it's too late.

#### Ellwyn Blacktree the Traitor (EL 13)

As the characters enter Area 10, read the following.

The wooden door creaks open slowly and a rush of cold air escapes from the chamber beyond. Gold coins and gems lay scattered on the floor of the room beyond. An elven woman rests on a platform in the center of the room as if asleep, with a golden rope tied around her shoulders. She holds a longsword in her left hand. A longbow and a quiver of arrows rest next to her.

The woman on the platform is Ellwyn Blacktree -- the Traitor. She is conscious, but immobile.

**Golden Rope of Temporal Stasis:** This golden rope acts as a *temporal stasis* spell when knotted around any part of a being's body. The rope itself has only 3 hit points and can be burst with a successful Strength check (DC 24). It is a single-use only item with a duration that ends when the rope is unknotted, cut, or otherwise altered.

*Caster Level:* 17th; *Prerequisites:* Craft Wondrous Item, *temporal stasis*; *Market Price:* 15,300 gp; *Weight:* 5 lb.

If the PCs are accompanied by the drow, Surya -- if she's still alive -- sets Ignar down so the rat can begin to surreptitiously chew through the rope. If Ignar or Surya is dead, Tolth takes a more direct approach. She charges the platform and cuts the rope with her longsword. She fully expects the Traitor to rise and help her destroy the PCs.

If the PCs were not accompanied by the drow, but got past the clay golems anyway, Tolth and her companions are close behind them. The drow know of the PCs' success because Surya set Ignar on their trail. They arrive in 1d3 rounds and attempt to set the Traitor free.

If the Traitor is set free, she shows no gratitude to the drow. Instead, she gives a piercing scream and flies into a rage. She focuses her attacks on the male drow, mistaking him for Orith. Once the male drow is dead, she shifts her priorities toward escape. If possible, she attempts to reach the teleport square. She remembers the command word to activate it well, since it was the last word she heard one elf speak before he left the room.

If it is night outside the crypt, Ellowyn runs out the main entrance and disappears into the darkness. If it is daylight, she attempts to elude the characters until nightfall, when it is safe for her to travel outdoors.

**Ellowyn Blacktree:** Female gray elf vampire Wiz10; CR 12; Medium-size undead; HD 10d12; hp 65; Init +9; Spd 30 ft.; AC 21, touch 15, flat-footed 16; Atk +8 melee (1d6+4, slam); or +9 melee (1d8+5/19-20, +1 *longsword* or 1d4+4/19-20, *dagger of venom*); or +11 ranged (1d8+1/x3, *oathbow*); SA Blood drain, children of the night, create spawn, domination, energy drain; SQ Alternate form, cold resistance 20, DR 15/+1, electricity resistance 20, elf traits, fast healing 5, gaseous form, spider climb, turn resistance +4, undead traits; AL CE; SV Fort +3, Ref +10, Will +11; Str 16, Dex 20, Con -, Int 16, Wis 14, Cha 20.

**Skills and Feats:** Bluff +13, Concentration +18, Hide +13, Knowledge (arcana) +13, Listen +14, Move Silently +13, Profession (any) +9, Search +13, Sense Motive +10, Spellcraft +16, Spot +14; Alertness, Brew Potion, Combat Casting, Combat Reflexes, Dodge, Empower Spell, Improved Initiative, Iron Will, Lightning Reflexes, Scribe Scroll, Silent Spell, Still Spell.

**Blood Drain (Ex):** Ellowyn can suck blood from a living victim with her fangs by making a successful grapple check (grapple bonus +8). If she pins the foe, she drains blood, inflicting 1d4 points of Constitution drain per round that the pin is maintained.

**Children of the Night (Su):** Once per day, Ellowyn can call forth a pack of 4d8 dire rats, a swarm of 10d10 bats, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve her for up to 1 hour.

**Create Spawn (Su):** A humanoid or monstrous humanoid slain by Ellowyn's energy drain attack rises as a vampire spawn 1d4 days after burial. If she instead drains that victim's Constitution to 0 or below, the victim returns as a spawn if it had 4 or fewer HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under Ellowyn's command and remains enslaved until her death.

**Domination (Su):** Ellowyn can crush the will of an opponent within 30 feet just by gazing into his or her eyes. This is similar to a gaze attack, except that she must take a standard action, and those merely looking at her are not affected. Anyone she targets must succeed at a Will save (DC 20) or fall instantly under her influence as though by a dominate person spell (caster level 12th).

**Energy Drain (Su):** A living creature hit by Ellowyn's slam attack gains 2 negative levels.

**Alternate Form (Su):** Ellowyn can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph self* spell (caster level 12th), except that she can assume only one of the listed forms. She can remain in that form until she assumes another or until the next sunrise.

**Elf Traits:** Ellowyn is immune to magic *sleep* spells and effects, and she has a +2 racial bonus on saves against enchantment spells or effects. She has low-light vision (can see twice as far as a human in low-light conditions) and is entitled to a Search check when within 5 feet of a secret or concealed door as though actively looking for it. Ellowyn also has Martial Weapon Proficiency (composite longbow, composite shortbow, longbow, longsword, and rapier) as bonus feats and a +2 racial bonus on Listen, Spot, and Search checks (already figured into the statistics given above).

**Fast Healing (Ex):** Ellowyn regains hit points at a rate of 5 per round so long as she has at least 1 hit point. If reduced to 0 hit points or below, she automatically assumes gaseous form and attempts to escape. She must reach her coffin home within 2 hours or be utterly destroyed. Once at rest in her coffin, she regains 1 hit point after 1 hour, then resumes healing at the rate of 5 hit points per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a creature to regrow or reattach lost body parts.

**Gaseous Form (Su):** As a standard action, Ellowyn can assume gaseous form at will, as the spell (caster level 5th), except that she can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

**Spider Climb (Ex):** Ellowyn can climb sheer surfaces as though with a *spider climb* spell.

**Turn Resistance (Ex):** When resolving a turn, rebuke, command, or bolster attempt, Ellowyn is treated as a 14-HD undead.

**Undead Traits:** Ellowyn is immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, mind-influencing effects, and any effect requiring a Fortitude save unless it also works on objects. She is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Negative energy heals her, and she is not at risk of death from massive damage but is destroyed at 0 hit points or less. She has darkvision 60 feet. She cannot be raised, and resurrection works only if she is willing.

**Wizard Spells Prepared\*** (4/5/5/4/3/2; base DC = 13 + spell level): 0 -- *detect magic* (2);

**Spellbook:** 0 -- *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*; 1st -- *alarm, burning hands, cause fear, color spray, expeditious retreat*; 2nd -- *alter self, blur, cat's grace, knock*; 3rd -- *clairaudience/clairvoyance, hold person*; 4th -- *confusion, summon monster IV*; 5th -- *teleport*.

**Possessions:** *Oathbow, +1 longsword, dagger of venom.*

*\*Ellowyn expended several of her spells before she fell under the effect of the rope. Many elves*

*died at her hands before they could knot the rope.*

**Tactics:** This encounter can probably turn into a free-for-all quickly. The drow want to keep the PCs from destroying the Traitor. The PCs probably want to destroy the Traitor by this point and so are fighting her and the drow. The Traitor, meanwhile, concentrates her attacks against the male drow but fights back against anyone who tries to harm her. She avoids melee if she can, but fights with her longsword if she must. She is not yet used to being undead, and so she will not try to use her slam attack unless she is otherwise unarmed. The Traitor uses her dominate ability to try to turn the characters against each other.

Tolth realizes that it is useless to talk with Ellowyn and commands Surya to use a scroll of *control undead* on her. If Tolth dies, the other drow attempt to flee.

### Ad Hoc XP Adjustment

Since the vampire doesn't have full use of her capabilities, decrease the experience award by 20%. Additionally, if the drow help the PCs more than they hinder the PCs, you should award the resulting XP from the encounter to the group plus the drow.

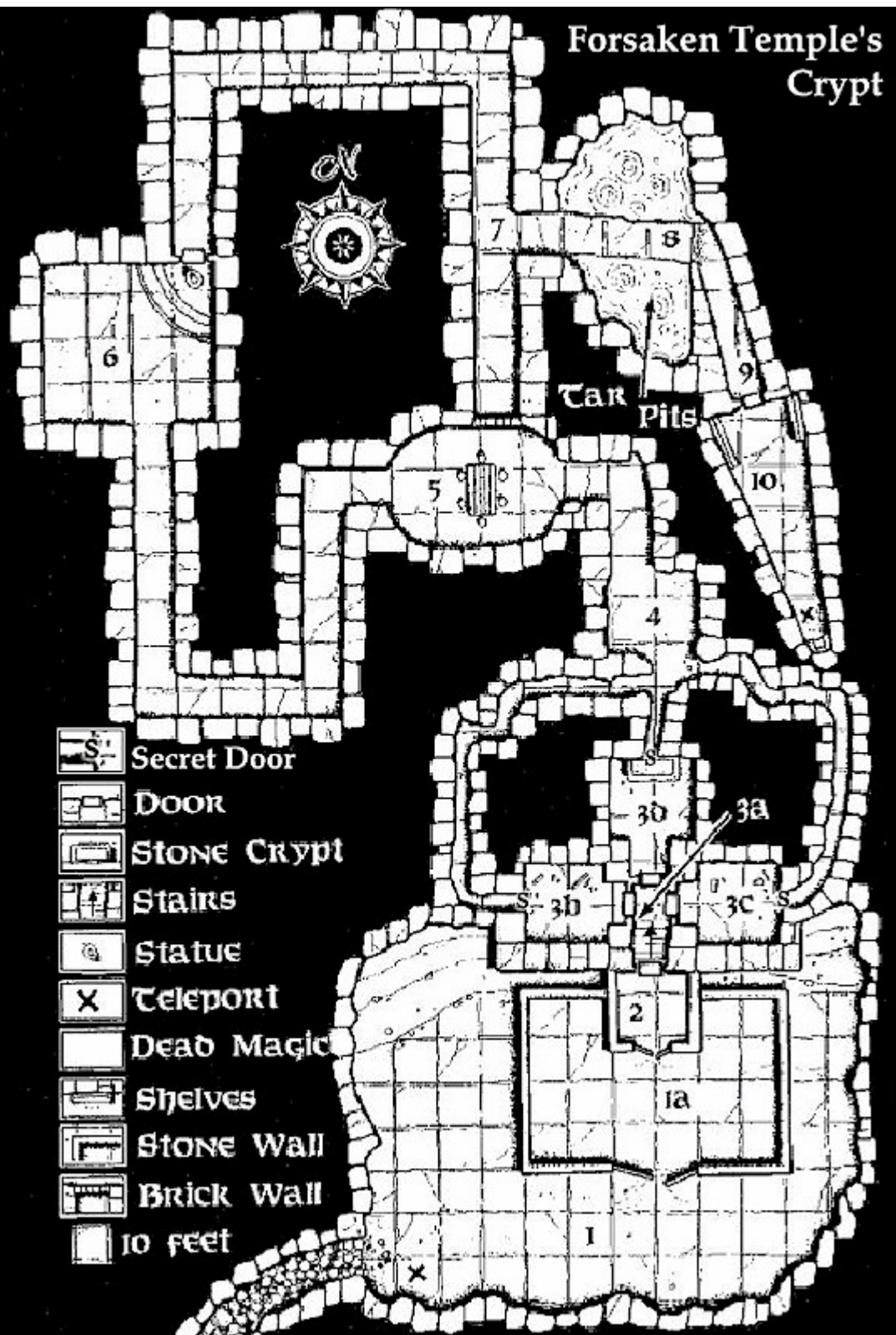
### Continuing the Adventure

There are coins worth 1,200 gp, and 10 aquamarine gems worth 300 gp each in Ellowyn's crypt.

If Tolth is still alive, she and the other drow try to flee. Tolth realizes that her efforts have been wasted, and she was woefully unprepared for this undertaking. She is not likely to resurface from the Underdark for at least a century or so while she licks her wounds.

The Traitor is another story, however. Ellowyn may escape and find a new lair if the PCs don't attempt to stop her. Once Ellowyn finds a new lair, her first priority is to wreak vengeance on all elves and drow for her suffering. Ellowyn can afford to be patient about this, but her vengeance may not be subtle. She could become a recurring nemesis for the PCs if they don't take care of her, or the PCs may feel that it is their responsibility to destroy her immediately.

# Forsaken Temple's Crypt





Based on the original **Dungeons & Dragons®** game by E. Gary Gygax and Dave Arneson and on the new edition of the **Dungeons & Dragons** game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison. **D&D**, **Dungeons & Dragons**, and **Forgotten Realms** are registered trademarks owned by Wizards of the Coast, Inc. All Wizards characters, character names, and the distinctive likenesses thereof are trademarks owned by Wizards of the Coast, Inc. This material is protected under the laws of the United States of America. Any reproduction of or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. This Wizards of the Coast game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 System License, please visit [www.wizards.com/d20](http://www.wizards.com/d20). ©2001 Wizards of the Coast, Inc. All rights reserved. Made in the U.S.A.

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