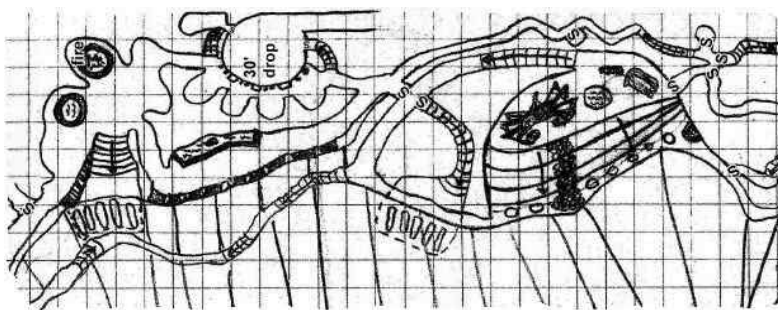


**Drow Hover-Ships** Three of these round craft patrol the upper reaches of the chasm. Controlled by priestess from wall post. (150' diam at base, Fly 90', 1/rnd shoot 10d10 heat ray or 10d10 lighting or 10d10 kinetic force, 300' range/20' area, DC 20 Ref ½ dam.)



**Sample Chasm Wall Caverns** – 10' squares, all doors are secret doors, poison (especially Purple Worm poison) and pit traps proliferate. Chasm a mile long and 1000' deep, filled with drow.

**Drow Warriors** (LE, Fighter 12/Drow, 96 HP each, AC 17/13, Move 30', AB +15/+10/+5, Poisoned Whipblade flicking-whipping attack reach 10' 1d8/18-20 Deathblade Poison initial 1d6 Con/secondary 2d6 Con DC 20 Fort or Poisoned hand repeating crossbow +16/+11/+6 to hit 3-bolt clip 30' range increment 1d4/19-20 Purple Worm Poison initial 1d6 Str/secondary 2d6 Str DC 24 Fort, Saves: Fort +10/Ref +8/Will +10, Darkvision 120', Spell-like Abilities 1/day CL 8: *Dancing Lights/Darkness/Detect Magic/Dispel Magic/Faerie Fire/Levitate/Suggestion*, Cleave, Great Cleave, Blind-fight, Improved Unarmed Strike, Deflect Arrows, Mobility, Lightning Reflexes, Iron Will, Speaks Common/Elf/Undercommon/Drow Sign Language, CR12)

**Drow Zippo Knights Guard Your Treasure/Prisoner/Whatever...**

**Zippo Knights** (As Drow Warriors except 120 HP each, AC 20/16, ride glowing spheres/Fly 120', and each have a powerful magic item...)

- +4 Lawful Evil Composite Bow (Set for Str 20, 2x dam vs clerics, *Detect good*, *Heal* 1/day, Hit cause *Insanity* DC 20 Will.)
- +8 Spear of Death (Pure Evil will completely possess any creature of non-good alignment no save, Wielder automatically attacks creatures of good alignment/Neutrals next, Hit ages 1-100 years, sucks soul at death, *Detect Alignment* at will.)
- +4 Soul-Sucking Daggers (2 Chaotic Evil Daggers, normal +4 daggers if only one is used, if both are wielded: Drains 1 lvl per hit, Wounds continue draining 1 lvl/rnd until *Restorastion* spell is cast, Wielder's alignment changed to Chaotic Evil.

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DESCENT TO THE  
**CHASM**  
OF THE  
**DROW**

**Drow Priestess** (LE, Cleric 14/Drow, 97 HP, AC 22/19 +2 Lightened Mithril Full Plate/Normal move +3 max dex bonus, Ring of Force Shield, Move 30', AB +14/+9, +4 Dancing Light Mace 1d6+6 or Poisoned hand repeating crossbow +16/+11/+6 to hit 3-bolt clip 30' range increment 1d4/19-20 Purple Worm Poison initial 1d6 Str/secondary 2d6 Str DC 24 Fort, Saves: Fort +9/Ref +9/Will +15, Darkvision 120', Gauntlets of Ogre Power, Orb of Storms call *Storm of Vengeance*/protected by Endure Elements, Spell-like Abilities 1/day CL 8: *Dancing Lights/Darkness/Detect Magic/Dispel Magic/Faerie Fire/Levitate/Suggestion*, Spells DC = 18+Spell Lvl: *Bleed/Guidance/Inflict Minor Wounds x2/Read Magic/Resistance/Virtue/Command x2/Divine Favor/Doom/Obscuring Mist/Protection From Good/Sanctuary/Bull's Strength/Death Knell/Hold Person x2/Resist Energy/Silence/Sound Burst/Spiritual Weapon/Bestow Curse/Blindness-Deafness/Contagion/Dispel Magic/Invisibility Purge/Magic Circle Against Good/Wind Wall/Air Walk/Divine Power/Freedom of Movement/Poison/Unholy Blight/Command-Greater/Flame Strike/Slay Living/Spell Resistance/Wall of Stone/Create Undead/Harm x2/Word of Recall/Blasphemy/Mass Inflict Serious Wounds x2*, Cleave, Great Cleave, Blind-fight, Improved Unarmed Strike, Deflect Arrows, Mobility, Lightning Reflexes, Iron Will, Speaks Common/Elf/Undercommon/Abysal /Goblin/Drow Sign Language, CR14)

**Driders & Spiders are found all over cliffs & in caverns.**

**Driders** (CE, 6+18 HD/L, 45 HP each, AC 17/11, Move 30'/Climb 15', AB +6, Dagger 1d6+2/19-20 and Bite 1d4+1 plus Poison initial 1d6 Str/secondary 1d6 Str DC 16 Fort or Shortbow 1d8/x3, Saves: Fort +5/Ref +4/Will +8, Darkvision 60', SR 17, Spell-like Abilities 1/day CL 6: *Dancing Lights* DC 13/*Clairaudience-clairvoyance/Darkness/Detect Good/Detect Law/Detect Magic/Dispel Magic/Faerie Fire/Levitate/Suggestion* DC 16, Sorcerer Spells CL 6 DC 13+Spell Lvl: *Daze/Detect Magic/Ghost Sound/Mage Hand/Ray of Frost/Read Magic/Resistance/Mage Armor/Magic Missile/Ray of Enfeeblement/Silent Image/Invisibility/Web/Lightning Bolt*, 30% Move Quietly, 30% Hide in Shadows, Speaks: Elven/Common/Undercommon, CR 7) **Huge Monstrous Spiders** (N, 8+16 HD/H, 52 HP each, AC 16/11, Move 30'/Climb 20', AB +9, Bite 2d6+6 plus poison 1d8 Str DC 16 Fort, Saves: Fort +8/Ref +5/Will +2, Darkvision 60', Tremorsense 60', Throw web 8/day 50' entangles/break DC 20 Str/14 HP, CR 5)

J.A.S. Drew us into this chasm to rescue something or other. Useful to have something well-guarded, just use shit-bucket numbers of drow!