

**To trigger this encounter, read:**

The low-fractured ceiling looks ominously unstable, and it clearly collapsed at some point in the past. The floor is covered with bits of rubble and a layer of dust disturbed by the passage of many feet. Steel poles anchored into the floor and walls seem to hold the ceiling in place. Scattered among the rubble on the floor are a number of large white bones that seem to have been fractured or crushed. Part of a large draconic skull rests in one corner.

The szarkai in Phazeuroth's lair have recently allied with the deep dragon. They belong to a tribe of albino drow that lives several weeks' journey from Erelhei-Cinlu. The members of this tribe call themselves Ul-Ilendeth, which means "drow of destiny" in Elven, and they believe that they are destined to rule all drow one day. For centuries, they have kept their existence a secret from other Underdark races by living in the most hostile environments possible, often near darklight ore lodes. They take precautions to shield themselves from darklight ore poisoning, but generations of mild exposure have caused the Ul-Ilendeth to mutate. As a result, all Ul-Ilendeth appear emaciated and frail, despite their fierce strength, and are sometimes mistaken for undead upon first glance. They also have low Constitution scores, making them prone to the many diseases and toxins of the Underdark. Due to this infirmity, the Ul-Ilendeth are fanatical fatalists and fear nothing.

**3 SZARKAI FIGHTERS****CR 5**

Male albino drow fighter 4

NE Medium humanoid (elf)

Init +3; Senses darkvision 120 ft.; Listen +4, Spot +4

Languages Common, Elven, Undercommon

AC 22, touch 11, flat-footed 21

( +1 Dex, +9 armor, +2 shield)

hp 18 (4 HD)

Immune magic sleep effects

SR 15

Fort +3, Ref +4, Will +3 (+5 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 20 ft. (4 squares)

Melee mwk bastard sword +10 (1d10+6/19–20)

Ranged mwk heavy crossbow +8 (1d10/19–20 plus poison)

Base Atk +4; Grp +8

Atk Options poison (darklight brew, Fort DC 23, 2d6 Con + 1d6 Str/blindness)

Combat Gear 1 dose of darklight brew

Spell-Like Abilities (CL 4th, 40% arcane spell failure): 1/day—*dancing lights, darkness, faerie fire*

Abilities Str 18, Dex 17, Con 8, Int 10, Wis 14, Cha 10

Feats Blind-Fight, Exotic Weapon Proficiency (bastard sword)<sup>B</sup>, Rapid Reload, Weapon Focus (bastard sword)<sup>B</sup>, Weapon Specialization (bastard sword)<sup>B</sup>

Skills Climb –5, Intimidate +6, Jump –5, Knowledge (dungeoneering) +2, Listen +4, Search +2, Spot +4, Survival +4

Possessions combat gear plus +1 full plate armor, heavy steel shield, masterwork bastard sword, masterwork heavy crossbow with 20 bolts

**Light Blindness (Ex)** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. In addition, they take a –1 circumstance penalty on attack rolls, saves, and checks when in bright light.**3 VIOLET FUNGI****CR 3**

hp 15 each; see above

The violet fungi will not leave the cavern. They usually ignore the szarkai, having become used to the presence of the albino drow. However, if combat starts, the fungi grow agitated and flail at anything that comes within reach.

**4. MINE FACE**

Use this encounter when the PCs reach area 4 on the map. This area extends as a 20-foot-wide tunnel for 80 feet off the map to the west before hitting a dead end. When Vatirian originally claimed the lair, it included a mine that had been excavated by drow in search of darklight ore lodes, many generations ago. The location of the mine was lost to the current residents of Erelhei-Cinlu, its presence forgotten. Vatirian remembered, though, and the deep dragon was trying to reopen the mine and extend the excavations when he triggered the cave-in that killed him.

The dark elves of Erelhei-Cinlu still know nothing about the ancient mine, but the Ul-Ilendeth somehow learned of its existence, and that is the reason they now seek an alliance with Phazeuroth. The szarkai have depleted the stores of darklight ore in their homeland and followed divinations to the lair, hoping to reopen the old mine and dig out its ore. They have bribed Phazeuroth heavily, and because the deep dragon cares nothing for the metal that lies beyond the collapsed tunnel, he agreed to let them take as much as they want. The Ul-Ilendeth have only recently finished clearing away enough debris to gain access to the mine.

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At the far end of this recently cleared tunnel is a wall of stone, the mine face where digging ceased. The stone of this wall is different from other stone in the caves. It has a rough, lumpy texture as if it contained tumors, and the bulges flicker with a dim purple glow. Three mining picks lie on the floor in front of the wall, and a wheeled metal hand cart holds a chest loaded with chunks of the strange stone.

The darklight lode causes darklight poisoning (Fort DC 18, 1d6 Con/mummy rot) in anyone who comes within 60 feet of the lode without proper shielding. For more details on darklight poisoning, see the sidebar Underdark Radiations, page 154.

The chest can hold up to 8 cubic feet of stone and is made of 2-inch-thick lead. It seals when closed and can be used to move the darklight ore safely. The chest is extremely heavy, weighing 300 pounds when empty and 700 pounds when full, but the wheeled metal hand cart is strong enough to move it. The cart is just small enough to squeeze through the entrance to Phazeuroth's lair.

**5. TEMPORARY QUARTERS (EL 10)**

Use this encounter when the PCs reach area 5 on the map. This side cavern serves as the campsite for the Ul-Ilendeth while they visit the lair. It is currently inhabited only by the Ul-Ilendeth leader, a szarkai druid, and two violet fungi that he controls through the use of a *command plants* spell (already in effect).