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SUBTERRANEAN ENCLAVE: DILATH'S HOLD



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SUBTERRANEAN ENCLAVE: DILATH'S HOLD

The centre of the slave trade in the region, Dilath's Hold is an aberration. Founded by a renegade drow nobleman, within its precincts drow and duergar live (relatively) peacefully. However, all is not well in Dilath's Hold. Among its folk, racial tensions simmer, and the lust for wealth and power corrupt those already perverted by the flesh trade. For now, the ancient treaty binding the two races remains intact, but there are many living in Dilath's Hold that dream of re-writing the compact...in blood.

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Thank you for purchasing *Subterranean Enclave: Dilath's Hold*; we hope you enjoy it and that you check out our other fine print and PDF products.

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DILATH'S HOLD AT A GLANCE

Dilath's Hold was founded 400 years ago when the exiled drow nobleman Dilath Abair of Zaccharine fled the drow city of Zaccharine to escape punishment for treason.

Since then, Dilath's Hold has become the centre of the slave trade in the northern Ebon Realms. Dilath Abair recognized his enclave would not survive without trading with Zaccharine, and he knew Zaccharine would always need slaves. He negotiated complicated treaties with several duergar enclaves nearby, and slowly Dilath's Hold transformed into the only slave market near Zaccharine. Today, Dilath's Hold houses a sizable drow population as well as a large duergar contingent. The ancient treaties are the only thing keeping the two races tolerating each other, and lately there have been whispers of renegotiating the treaties...in blood if need be.

DEMOGRAPHICS

Ruler Geriath Abair

Government Overlord

Population 188 (103 drows, 76 duergars, 7 driders, 2 bugbears)

Alignments CN, NE, CE

Languages Common, Dwarven, Elven, Undercommon

Corruption +1; **Crime** -2; **Economy** -1; **Law** 0; **Lore** -1; **Society** -3

Qualities Notorious, racially intolerant (dwarves and elves)

Danger 10; **Disadvantages** None

NOTABLE FOLK

Most of the population are nothing more than hardworking villagers. A few, however, are of interest to adventurers:

Alianne the Grey (location 3; CE female drider ranger 3) Alianne lead the driders of the Web Labyrinth; she always covers her face with a dark grey hood.

Drugar Stonebelly (location 5; CN male duergar expert 3) An elderly duergar, Drugar's dark eyes and black beard are well known to visitors to Dilath's Hold.

Geriath Abair (location 1; CE male drow fighter 8) A tall, lean drow, Geriath's purple eyes give away no emotions and his body bear the signs of rigorous exercise and more than a few skirmishes with Zaccharine patrols.

Grumtusk the Vile (location 8; CE male duergar wizard [conjurer] 7) Always hiding his face under a heavy cloak, Grumtusk's distinct hoarse whisper is known throughout Dilath's Hold.

High Priestess Naryenn Abair (location 2; CE female drow cleric 6) This beauty has dark blue eyes and stark white hair.

Hyradyth (location 9; NE female drow druid [cave druid] 8) Hyradyth's beautiful features are marred by an infection of small fungi on the left side of her face.

Steinir the Fleshtrader (location 4/6; NE male duergar rogue 6) Steinir runs the largest fleshtrader house in the enclave.

Thanista the Alluring (location 7; NE female half-drow expert 3) Thanista's grey skin and blonde hair sets her apart, but she bears the scars to prove her position in Dilath's Hold is hard earned.

NOTABLE LOCATIONS

Most of the enclave comprises peasant homes. A few locations, however, are of interest to adventurers:

1. **Abair Manor:** This huge, stately manor house befits the arrogant nobles dwelling within. It is one of the few buildings in Dilath's Hold protected by its own wall.
2. **The Chained Shrine:** Uncountable pairs of manacles decorate the shrine's exterior walls—a stark reminder of the enclave's most lucrative trade.
3. **The Web Labyrinth:** Dark and gloomy caverns, webs and cocoons cover the walls and ceiling; the webs also form rooms and hallways in the caverns.
4. **Caravan Quarter:** This whole quarter of the enclave serves to accommodate visiting caravans.
5. **The Whip and Leash:** The inn is a rambling one-storey building covered in runic graffiti dating back centuries. Here drinks and food are offered at reasonable rates.
6. **Slave Pits:** Here each slave trader has their own pit or cage; conditions are dirty, but the slaves are usually sold very fast or put to work throughout Dilath's Hold.
7. **Cavern of Delight and Pain:** Tapestries with debased themes cover the cavern walls, the air is heavily scented and several small caverns connected to the central cavern ensure privacy should it be needed.
8. **Home of Grumtusk the Vile:** Within the hollowed out shell of a giant fiendish snail dwells the duergar wizard. Rumours speak of several basements and secret rooms, but no one has ever seen the inside of Grumtusk's home.
9. **Garden of Serenity:** This garden contains a variety of fungi; myconid and basidiroids can be seen within the tangled growth. From here, Hyradyth sends her minions into the Conocybe to fetch rare ingredients for spells and poisons.

MARKETPLACE

Resources & Industry Slaves and poisonous fungi

Base Value 800 gp; **Purchase Limit** 3,750 gp; **Spellcasting** 3rd; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

When the PCs arrive in Dilath's Hold, the following items are for sale:

Potions & Oils *knock* (300 gp), *levitate* (300 gp)

Scrolls (Arcane) *charm person* (25 gp), *web* (150 gp)

Scroll (Divine) *cause fear* (25 gp), *hold person* (150 gp)

VILLAGE LORE

A PC making a Knowledge (geography) or Knowledge (local) may know some information about Dilath's Hold. A successful check reveals everything revealed by a lesser check.

DC 10: Dilath's Hold was founded by a drow nobleman 400 years ago. Today it is the centre of the slave trade in the northern Ebon Realms.

DC 15: Dilath's Hold is named after the founder, an exile from Zaccharine. Even today, relations between Zaccharine and Dilath's Hold are strained at best.

DC 25: A small group of driders in Dilath's Hold sell their services if the price is high enough. They prefer payment in slaves or rare gems.

VILLAGERS

Appearance Both drow and duergar take great pains over the appearance—mainly to distinguish themselves from their filthy slaves.

Nomenclature (Drow) *male* Alak, Dwean, Jerat, Vorn; *female* Faeryl, Lilitha, Triel, Veray; *family* Larayne, Sherathan, Vrinn.

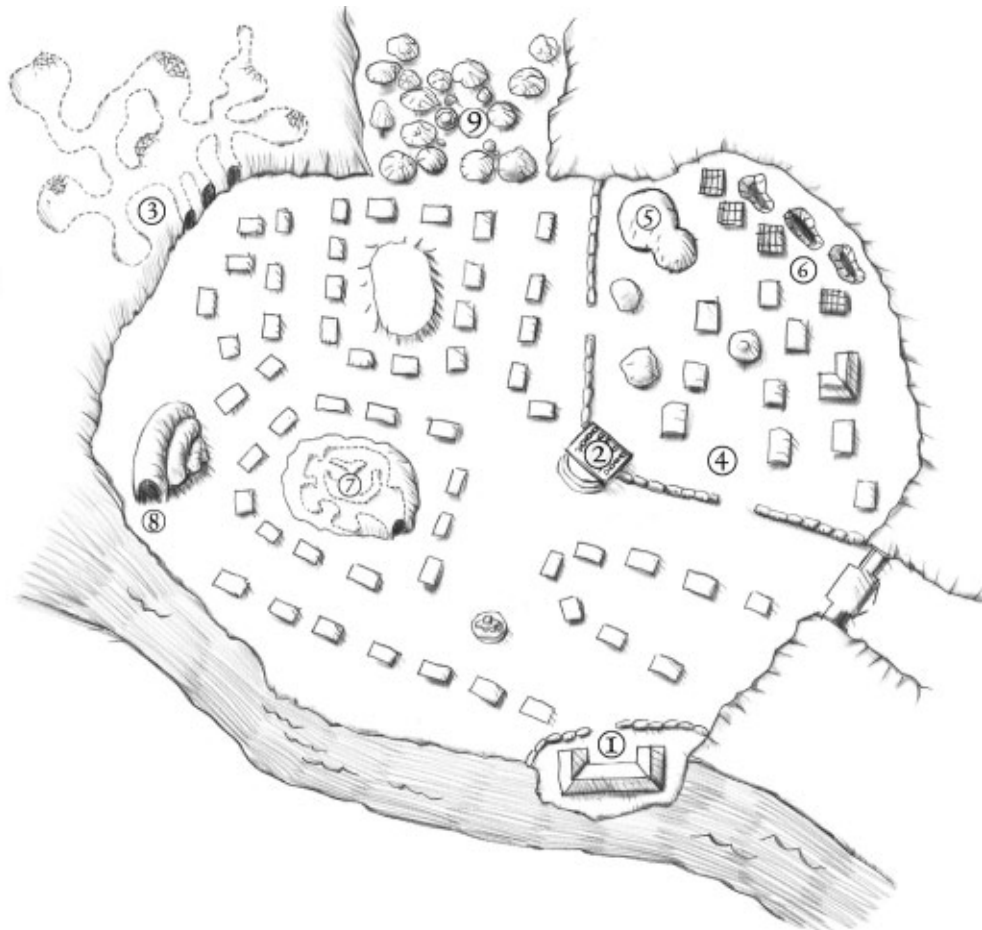
Nomenclature (Duergar) *male* Holgar, Petrok; *female* Herdis, Undri; *family* Feldur, Khorvahr.

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Dilath's Hold and its surroundings. This takes 1d4 hours and requires a DC 10 check. A PC exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below to determine which rumour(s) the PC learns.

D6	RUMOUR
1	Drugar Stonebelly threw Steinir out of the inn last night after they got into a heated argument over the slave trade. Steinir has vowed revenge.
2	Hyradyth is not what she seems; she is more at home in Conocybe than Dilath's Hold.
3*	Geriath Abair has initiated negotiations with the fleshcrafters of Zaccharine to return to the city.
4	A newly arrived slave is in reality an assassin; his target (and master) remain unknown.
5	Thanista and Naryenn had a bidding war over a slave last week. Naryenn won, but Thanista is looking to free the slave before he becomes a sacrifice.
6	Alianne was once of the same blood as Geriath Abair himself.

*False rumour



NOTABLE LOCATIONS

1: ABAIR MANOR

The manor stands behind a wall of hewn stone; it is built on a ledge overlooking the Black Stream thundering past several hundred feet below. From here, the son of the late founder, Geriath Abair (CE male drow fighter 8) rules Dilath's Hold with an iron fist, something the duergar population have come to resent. When not in the manor, Geriath usually accompanies a patrol around his holdings; the black and blue clad guards are a common sight for anyone travelling near Dilath's Hold.

The Abair house guard (each CE male drow fighter 4) takes care of all duties concerning, guarding, patrolling and keeping the peace in the enclave. The guards only admit drows into their ranks, something that only adds to the duergars' feeling of injustice. The houseguard number 23 members; when needed, trusted mercenaries or adventurers bolster their ranks.

2: THE CHAINED SHRINE

The first problem that arose after the drow and duergar merged in Dilath's Hold was the question of which deities should be worshipped. After several theological discussions ending in bloody violence, Dilath Abair decided only one shrine should stand in the enclave. Thus was founded the Chained Shrine.

In the shrine all the slave-trading races of Dilath's Hold maintain an altar; here they pray to their race's patron of slavery or give thanks at the altar of chains where slavery as an ideological philosophy is worshipped. Some altars are more frequently used than others. The derro altar is rarely visited, and when it is, no one sees anyone worshipping there but High Priestess Naryenn Abair (CE female drow cleric 6) has been surprised more than once by small trinkets left on the altar after a seemingly quiet night.

Naryenn is engaged in a continuous duel with Thanista the Alluring over the acquisition of the best slaves; Thanista wants them for her business, whereas Naryenn wants the finest specimens for her weekly blood sacrifices on the platform overlooking the caravan quarter and the slave pits.

3: THE WEB LABYRINTH

Alianne the Grey (CE female drider ranger 3) rules his cavern maze, with absolute authority. Even the Abair family do not venture inside, and all dealings with Alianne and her vile kin usually take place outside the caverns. Webs fill the caverns. Some are mundane while others form intricate patterns, whose meaning escapes all but the driders themselves. Alianne and her kin are responsible for retrieving runaway slaves. They specialize in returning the slaves in pristine shape, but they relish the instances where the value is second to the retrieval; these instances are reserved to the most persistent of the escapees,

when their owners have tired of them. Rumours say Alianne is the sister of Geriath and Naryenn, but due to some unknown transgression on her part she was transformed into a drider. Today, perhaps in shame, she hides her face under a black silk hood, showing only her purple eyes.

4: CARAVAN QUARTER

Behind the wall stands the ostentatious building housing the various slave traders and the drabber buildings where the caravan crews stay while their masters conduct their foul business. Drow, duergar, derro and even troglodytes from Fanghome can be encountered here.

Steinir the Fleshtrader (NE male duergar rogue 6) runs The Broken Souls, the biggest slavetrading house in Dilath's Hold. He used to co-own it with Drugar Stonebelly, but he outsmarted his companion by setting up contracts and deals without Drugar's

HOUSE GUARD

CR 3 (XP 800)

Black-skinned and slender, this elf moves with deadly grace.

Male drow fighter 4

CE Medium humanoid (elf)

Init +4; **Senses** darkvision 120 ft.; Perception +5, Sense Motive +1

Speed 30 ft.; **ACP** 0; Climb +6, Stealth +11

AC 20, touch 15, flat-footed 15; **CMD** 20; Dodge (+4 armour [mwk chain shirt], +4 Dex, +1 dodge [Dodge], +1 shield [mwk buckler])

Immune *sleep*; **Weakness** light blindness

Light Blindness (Ex) A drow exposed to bright light is blinded for 1 round and dazzled while within the area of bright light.

Fort +5, **Ref** +5, **Will** +2 (+3 vs. fear); +2 vs. enchantments; **SR** 10

hp 33 (4 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +5

Melee mwk short sword +10 (1d6+3/19-20)

Ranged mwk hand crossbow (range 30 ft.) +9 (1d4/19-20 plus drow poison [DC 13 Fortitude {1 save}; *frequency* 1/minute for 2 minutes; *initial effect* unconscious for 1 minute; *secondary effect* unconscious for 2d4 hours])

Atk Options poison use

Spell-Like Abilities (CL 4th; concentration +4)

1/day—*dancing lights*, *darkness*, *faerie fire*

Combat Gear bolts (20), drow poison (2), *potion of cure moderate wounds* (2), *potion of invisibility*

Abilities Str 13, Dex 18, Con 12, Int 10, Wis 12, Cha 10

SQ armour training (1), bravery (+1), weapon familiarity

Feats Dodge, Skill Focus (Stealth), Weapon Finesse, Weapon Specialisation (short sword), Weapon Focus (short sword)

Skills as above plus Linguistics +1

Languages Drow Sign Language, Elven, Undercommon

Gear as above plus 6 gp

knowledge. Eventually everything went through Steinir and Drugar was pushed out of the Broken Souls. Steinir takes every opportunity to tell Drugar how smart he was when he acquired ownership of the business from him. Steinir and Drugar hate each other. When it was all his, Steinir coined a new motto for the business, "Buy your flesh here, no questions asked." The Broken Souls live up to the motto, they sell to everyone and care not if the slaves end up as sacrifices or food or worse.

5: THE WHIP AND LEASH

The peculiarly-shaped stone building houses the Whip and Leash; the only inn in Dilath's Hold. It comprises twelve private rooms of various sizes and a large common area set about a stage for performing bards. Drugar Stonebelly (CN male duergar expert 3) owns the inn; he bought it from the previous owner a decade ago after he had lost control of the Broken Souls to Steinir. Drugar and his small staff of duergar bartenders and cooks tend to their guests' needs; the five slaves he has bought over the years do all the serving and cleaning. Drugar is a harsh owner and has never forgotten his time in the slave trade. In particular, he has never forgotten Steinir's betrayal and yearns for revenge, but he is afraid to do it himself and has not yet found any suitable pawns to exact his revenge.

6: THE SLAVE PITS

The pits and cages here are dirty and generally unfit for living creatures. South of the slave pits stands a large building which serves as the auction house. Here the slaves are prepared for sale in small rooms, before being let into the large auctioning hall. Especially rare or sought after slaves are usually kept in small cells in the cellar away from the common scum of the pits.

Steinir can be found when he is not keeping an eye on the Broken Souls, or tarrying at the Whip and Leash to remind Drugar of his place in Dilath's Hold, something he has done for almost a decade now.

7: CAVERN OF DELIGHT AND PAIN

The northernmost pillar in Dilath's Hold hides the Cavern of Delight and Pain—a small network of caves wherein every vice can be found for the right price. The caves are heavily perfumed and the smell is carried far from the cavern; sometimes those trapped in slave pits can smell roses or other more exotic scents waft from the cavern.

The owner, Thanista the Alluring (female half-drow expert 3), is one of the more secretive personages in Dilath's Hold. She is always flanked by her two bugbear bodyguards, and keeps to herself when not playing the hostess at the cavern. Her origins are the source of much gossip, from the plausible theory she is the daughter of an illicit affair between a noble and a pleasure slave in Zaccharine, to the more outlandish that she is a bugbear

sorceress in disguise searching for her lost love. The latter is mostly whispered amongst the drunken patrons of the Whip and Leash after the fungi mead has flowed for hours. Whatever the truth, Thanista refuses to discuss her past and the scars visible under her, at times, revealing outfits.

8: HOME OF GRUMTUSK THE VILE

After passing through the gate to Dilath's Hold, the first thing visitors see is an enormous snail shell; this is the home of the duergar wizard Grumtusk (CE male duergar wizard [conjurer] 7). Deep in the bowels of his home, which is rumoured to stretch deep below the snail shell, he binds demons and beasts from beyond time and space. Grumtusk hides his frail frame under a heavy cloak; decades of compacts with otherworldly powers have taken their toll on his body, but Grumtusk considers it a small price to pay for his magical powers. What is not known is that Grumtusk has long wanted to rule Dilath's Hold, but before he unleashes his demonic minions on the Abair family, he needs to deal with his rival Hyradyth who lairs in the north of the enclave. These two have been engaged in a secret war for over a decade. They have so far taken great care that their minions only fight outside Dilath's Hold, but lately they have both started attacking the other in a more direct fashion. Grumtusk has started investigating the creation of golems in a bid to possess minions able to withstand the environment of the Conocybe and more specifically the Garden of Serenity.

9: THE GARDEN OF SERENITY

It soon becomes clear to visitors that the name of Hyradyth's Domain is ironic at best or at worst a cruel joke to lure folk to their doom. In this fungoid garden, where all manners of plant creatures dwell, Hyradyth (NE female drow druid [cave druid] 8) experiments with various fungi and their application. While most believe her to be a harmless druid if she is not crossed, some have started to see the danger in letting her lair in Dilath's Hold.

Her garden basically forms the southern tip of the fungi forest of Conocybe. While most in the Ebon Realm shun this poisonous area, Hyradyth seems to be able to traverse the Conocybe without fear. She uses her plant minions to collect extracts and fungi from deeper inside the Conocybe, which she then purifies and sells to the merchants visiting Dilath's Hold. Hyradyth dreams of ruling Dilath's Hold and turning it into an experiment in fungi infestation and the glorious rise of a fungoid empire with her as the queen. It is clear to anyone speaking to Hyradyth she holds nothing but contempt for Geriath Abair and the rest of the Abair family, but no one has been able to find out why. Hyradyth stays out of most of Dilath's Hold but she has been seen sneaking into the Web Labyrinth. The reason for her visits remains unknown, but it must be a dark and terrible reason indeed.

LIFE IN DILATH'S HOLD

The drow and duergar of Dilath's Hold continue the endless cycle of slave trading. However, centuries of relatively peaceful coexistence might be coming to an end; more and more duergar speak of crushing the drow but they lack a strong leader, something Geriath knows, and counts on.

LAW AND ORDER

The Abair house guards are the only organised warrior group in Dilath's Hold; they take care of everything from guard duty to repelling invaders, and battling any monster wandering into the enclave from the Conocybe. Several mercenaries and adventuring groups occasionally serve with the guards.

TRADE AND INDUSTRY

Apart from Hyradyth's small trade in fungi, the overshadowing business in Dilath's Hold is the slave trade; everyone in Dilath's Hold is involved in said business in some way.

EVENTS

While the PCs are in Dilath's Hold, one or more of the below events may occur. Choose or determine randomly:

D6	EVENT
1	Thanista the Alluring needs help: for undisclosed reasons she wants a specific slave brought to the Cavern of Delight and Pain.
2	Weird lights can be seen deep inside the Conocybe. Hyradyth assures everyone it is normal, but not everyone is so easily convinced.
3	Something goes awry in the snail shell of Grumtuski the Vile. He needs someone to deal with an unbound demon that has escaped his influence.
4	A small theological discussion between several different races in the Chained Shrine spills over into violence. The guard quickly intervene, but now the mood in Dilath's Hold is akin to a storm brewing.
5	Steinir the Fleshrader was almost killed by a raging slave. He suspects something more than an isolated incident; if Dilath's Hold is flooded with berserk killers, it could spell the end of the enclave. Steinir wants to know who is responsible.
6	A massive slave uprising begins. The slaves soon control the whole Caravan Quarter and demand their freedom or they will burn down the quarter. There are patrons trapped in the Whip and Leash who needs rescuing, but the house guard are busy with containing the slaves.

HYRADYTH

CR 8 (XP 4,800)

This drow woman has filthy hair and skin marred with small fungoid infections. Her violet eyes hint of the malign intelligence behind her face. She carries a club and wears armour fashioned from the hide of some exotic plant creature.

Female drow druid (cave druid) 8

NE Medium humanoid (elf)

Init +7; **Senses** darkvision 120 ft.; Perception +17, Sense Motive +7

Speed 30 ft., lightfoot, tunnelrunner; **ACP** -2;

Lightfoot (Ex) Hyradyth cannot be detected with tremorsense.

Tunnelrunner (Ex) Hyradyth can move through rubble and narrow passages that require squeezing at her normal movement rate.

AC 21, touch 15, flat-footed 17; **CMD** 22

(+5 armour [+1 *hide*], +1 deflection [*ring of protection* +1], +3 Dex, +1 dodge [Dodge], +1 shield [darkwood buckler])

Immune *sleep*

Fort +9, **Ref** +7, **Will** +12; +2 vs. enchantment spells; +2 vs. the special abilities of oozes and aberrations; **SR** 18

hp 63 (8 HD)

Space 5 ft.; **Base Atk** +6/+1; **CMB** +8

Melee club +8 (1d6+2)

Ranged sling (range 50 ft.) +9 (1d4)

Atk Options poison use

Special Actions wild shape (2/day; *beast shape II*, *elemental body I*)

Druid Spells Prepared (CL 7th; concentration +11; plant)

4th—*command plants*^D (DC 18), *dispel magic*, *flame strike* (DC 18), *giant vermin*

3rd—*contagion* (DC 17), *cure moderate wounds*, *plant growth*^D, *poison* (DC 17), *speak with plants*

2nd—*barkskin*^D, *owl's wisdom*, *resist energy*, *spider climb*, *summon swarm*

1st—*cure light wounds*, *entangle*^D (DC 15), *hide from animals* (DC 15), *longstrider*, *obscuring mist*, *speak with animals*

0—*detect magic*, *know direction*, *read magic*, *resistance*

Combat Gear bullets (10)

Abilities Str 14, Dex 16, Con 12, Int 12, Wis 18, Cha 10

SQ *cavesense*, resist subterranean corruption, wild empathy +7 (+3 vs. oozes)

Feats Augment Summoning, Dodge, Improved Initiative, Toughness

Skills as above plus Heal +12, Intimidate +8, Knowledge (dungeoneering) +13, Knowledge (nature) +9, Survival +16

Languages Drow, Duergar, Druidic, Undercommon

Gear as above plus *cloak of resistance* +2, spell component pouch, small bag containing dried mushrooms, 72 gp

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