

DUNGEON A DAY

DRAGON'S DELVE LEVEL: BATTLE FOR BRINDENFORD



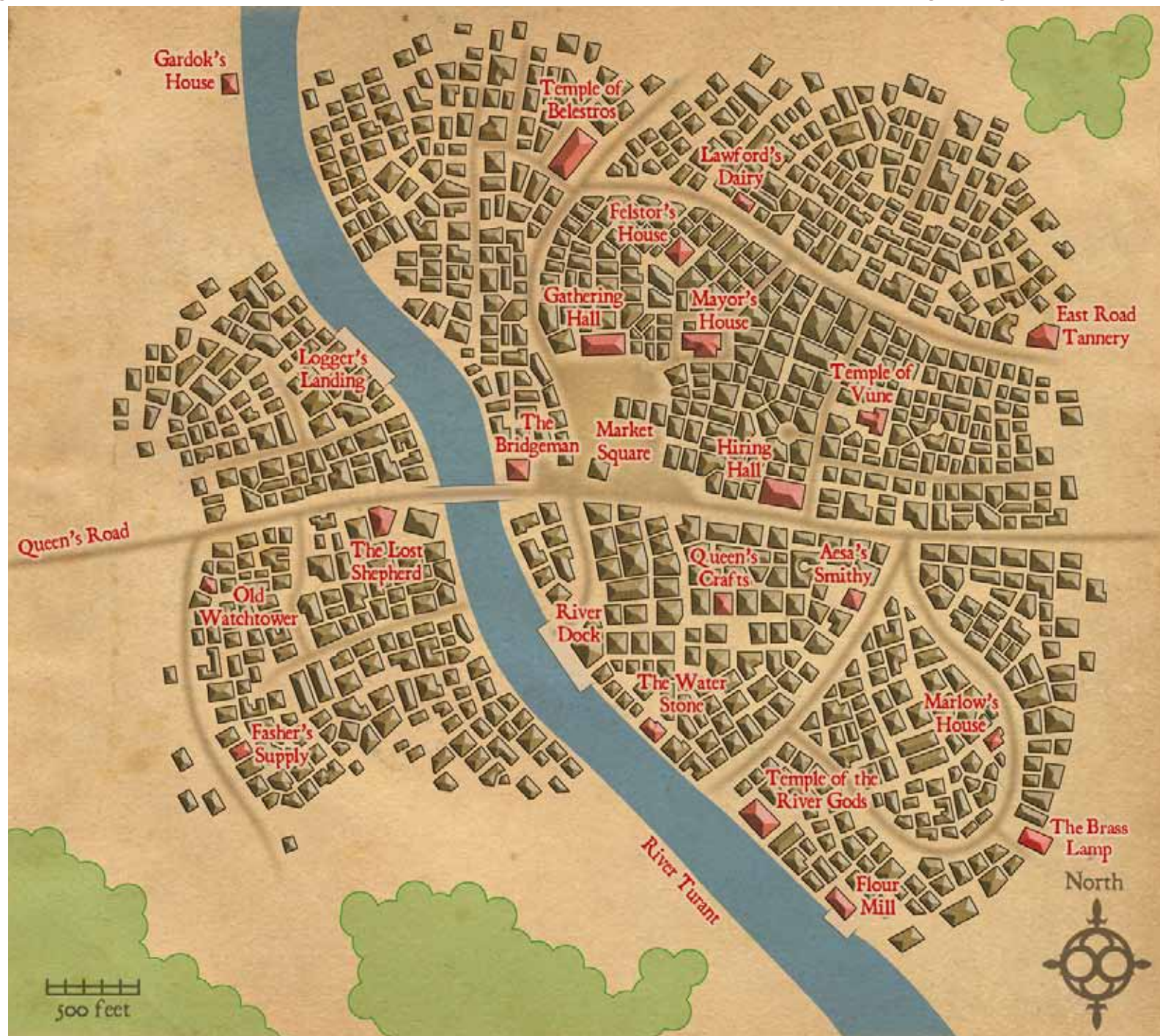
PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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DRAGON'S DELVE

THE BATTLE FOR BRINDENFORD



THE BATTLE FOR BRINDENFORD

The Battle for Brindenford is more an event than a series of areas, though it does all take place within the city of Brindenford - the assumed base of operations for characters exploring the Dragon's Delve. It is designed to give higher-level characters an opportunity to adventure within Brindenford again, and to flesh out the town further for groups that spend a lot of time there. While there is a short plot tying all of the ten entries of the Battle for Brindenford together, GMs running campaigns that aren't ready for the higher-EL encounters of the Battle can still use many of the new characters and locations presented and simply not begin the more dangerous aspects of the struggle to control the town until their PCs are more experienced.

Background: While adventurers come to Brindenford on a regular basis, drawn by the legends of the Dragon's Delve and the lure of gold and magic, most such groups are at best 7th or 8th level. By the time the PCs are plunging into the Tomb of Nibul or facing the Architect, they are among the most powerful adventurers to operate within Brindenford in centuries.

But those very accomplishments mean the PCs are changing Brindenford's importance. If anyone can actually pierce the wards set by the Mages Four, claim the titles of Lords of the Wendways, or potentially even threaten

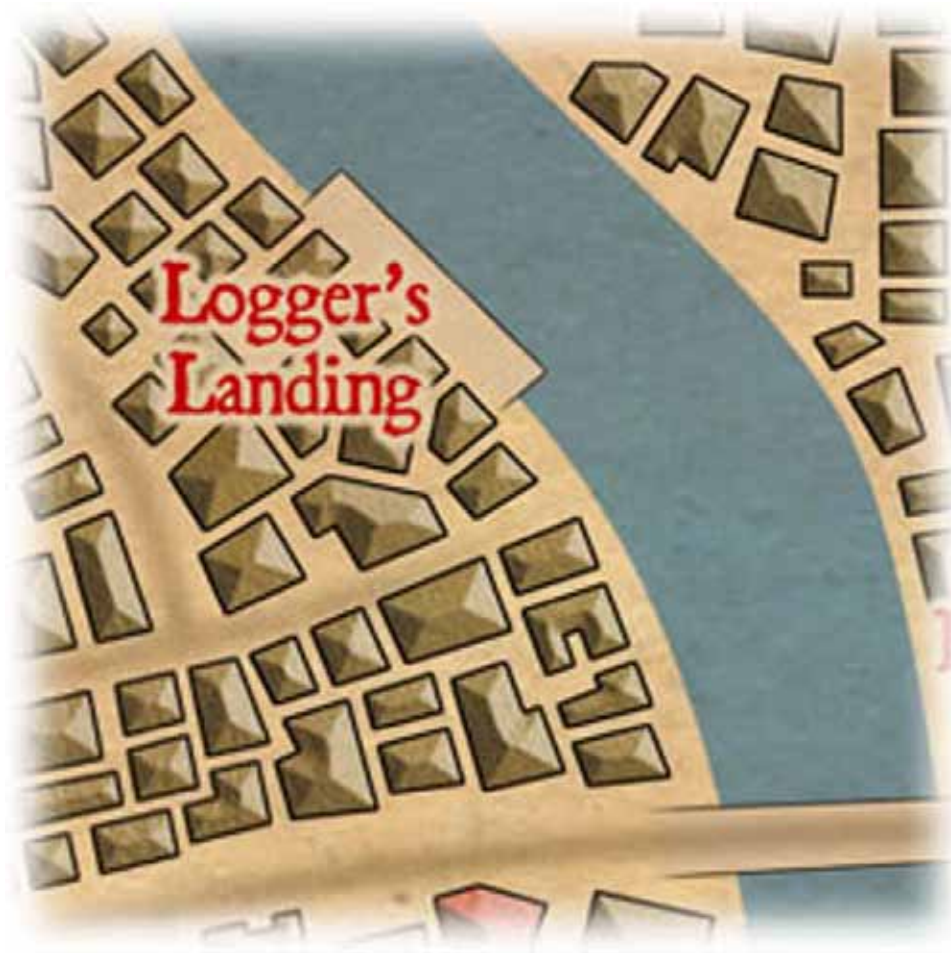
Metterak himself, Brindenford goes from a sleepy little adventuring town to ground zero for potentially world-changing events. And that kind of potential draws those who wish to observe it, those who wish to profit from it, and those who wish to stop it.

As a result, three new visitors have moved into Brindenford while the PCs were delving the depths of Queen Ryssa's Folly. They are all attempting to conceal their true nature and, at least for the moment, their motives. They are also all very interested in learning about the PCs, as the first adventurers in a very long time to have explored the middle and lower levels of the Delve. And, each in their own way, all want to run Brindenford.

The Newcomers: New in town are three individuals of note. The merchant Azure Tandrin, proprietor of The Brass Lamp hopes to observe the town in peace and learn the secrets to becoming a god, and to do so is selling spies to everyone. Traveling freakshow boss the Patchwork Buffoon wants revenge on whoever

has killed his old mentor and ally Scall, troll priest-king of the Bestial Host, while at the same time ensuring the Dragon Prince never accomplishes his goals. And the Lady Delissa wants to take control of Brindenford as the starting point for creating an arisen army to reclaim a duchy she sees as her birthright. As the Battle for Brindenford continues, these characters' goals, plans, and resources will be expanded.

Also see the map of Brindenford, and the Bonus Encounters set in and around Brindenford (Appendix D).



THE BRASS LAMP (EL 15)

Summary: A real, full-service magic shop has moved into town at last. Now the PCs have some place to sell their loot, and buy the magic items they really want. Of course, not all is as it seems. You will need the Azure Tandrin Illustration handout (Appendix C).

Sights and Sounds:

This large, new-looking building has a shiny brass shingle roof, and a single four-story tower over the main entrance with what appears to be a lighthouse beacon at the top. The timber-frame building has bright red and yellow plaster covering most of the outside, and it's thick supporting wooden structure is painted to match. A brightly-colored sign hangs above the front doors, depicting a brass oil lamp. Blue smoke constantly billows forth from the painted lamp, filling the air with the sweet scent of incense, though both smoke and its odor are obviously illusions.

Background: The Brass Lamp wasn't around when the PCs were last in Brindenford. While a building did sit where the Brass Lamp is now found, the original building was an old slaughterhouse that had been built in anticipation of a major boost in the size of Brindenford and a rise in its importance as a trade town and resupply option for caravans and armies alike. When that rise in prominence failed to materialize, the slaughterhouse went bankrupt and was abandoned.

A week before the PCs return to town, a cowed man in indigo robes bought the

building from the Lord Mayor with the blessing of the town elders. All concerned expected the figure was another adventurer, buying a base of operations from which to explore Dragon's Delve. When they woke up one morning to discover a magic shop on the edge of town, they were significantly less pleased. However when they went to investigate, the town elders all came back reporting the situation might be unusual, but all proper rules were followed.

The robed man calls himself Azure Tandrin, and claims he is part of a vast network of merchant-mages who deal in magic items. Each Brass Lantern shop supposedly contains a "Lamp Room" in the back, where a merchant-mage can commune with other Brass Lamp owners to see if a magic item matching a customer's desires exists anywhere in the network. If it does, it is teleported to the Brass Lamp making the inquiry, and then sold (with a 10% surcharge to cover the cost of summoning it). This allows a vast number of magic items to be available for sale, without risking placing such a fortune in one place, or restricting sales to the customers of one shop. (To buy off the agitated town elders, Azure Tandrin gave each a +1 ring of protection).

In truth, Azure Tandrin is not a merchant, and he does not have access to some mythic vast network of related merchants who move magic items among them to increase safety and make profits. He is instead a demi-mortal, a being of great power who like Nibul of the Seven Arches and the Red Saint before him, has taken several steps towards

becoming a deity. This has given him significant unique powers, including the ability to know when the vestiges of the spirit or thoughts of Nibul stir. Once the PCs have interacted with the Tomb of Nibul, Azure Tandrin is drawn by their actions to come. Though he does not know exactly where the events involving Nibul's remaining powers occurred, he does know they happened somewhere near Brindenford, and can guess Dragon's Delve is involved.

Indeed, Azure Tandrin normally doesn't have magic items on hand at all. Instead he uses the true fabricate spell, unique to himself, to create what magic items he sells using the time required to "check with the other Brass Lamps" to cast the spell. As a result he never sells more than two items per day (and rarely more than one), and again blames this on the speed with which



items can be teleported to him. While he can create nearly any magic item that only needs a 15th level caster, he only agrees to sell 85% of the standard items he is asked for and 25% of the custom items. This along with the extra 10% he tacks onto their normal cost, is his way of making sure he doesn't seem too good to be true (thus arousing PCs' suspicions).

Notes for Running Azure Tandrin:

*He does not answer questions about his name. If asked if it is a title, or a family name, he shrugs and says "It is who I am."

*Azure Tandrin is always asking questions, especially about the Dragon's Delve, but tries to frame them in the form of finding out about items he could sell PCs. Thus he does not ask "Have you run into many dragons?," instead asking "If I could find magic items that worked against on kind of creature, what types would you be most interested in?"

*Azure Tandrin is not confrontational. In his persona, it's because he finds violence bad for business. In reality, it's because he assumes he can learn what he needs from spying, and he's not in a rush.

*Azure Tandrin is mostly interested in gathering information on the recent spate of Nibul activity, which he hopes to use to research the path to true divinity. As long as he is allowed to do that, he's happy to leave Brindenford in peace. However, researching Nibul, to him, includes spying on nearly every important person (including

adventurers) in town. Any threat to his ability to do that will be dealt with, often by finding a cursed version of an item the person posing problems would want, and getting it to them somehow.

*If forced to fight, Azure Tandrin claims most of his powers come from his clothes, or his weapons, or his jewelry. He is a magic item merchant, after all.

*If ever driven below 1/2 his hit points, Azure Tandrin teleports away. He can establish a new identity, and attempt to infiltrate Brindenford again another day.

Azure Tandrin (Neutral) CR 15

Medium Outsider (Native)

HD 10d8+20+60 **hp** 125

Init +4 **Speed** 50 ft., **fly** 150 ft. (perfect)

Armor Class 25 (+1 Dex, +14 natural), touch 11, flat-footed 24, or 14 (+1 Dex, +3 deflection), touch 14, flat-footed 13

Base Attack/Grapple +10/+17

Attack +21 melee (2d6+14 plus 1d6 electricity/17-20, +4 keen shocking greatsword) or ranged touch +11 (2d12, light ray)

Full Attack +21/+16 melee (2d6+14 plus 1d6 electricity/17-20, +4 keen shocking greatsword) or ranged touch +11 (2d12, light ray)

SA Light ray

SQ artifice master, darkvision (60 ft.), DR 10/-, hearty, resistance to cold 10 and fire 10, once mine always mine, scry resistance 38, tongues

Fort +9, **Ref** +8, **Will** +10

Str 25, **Dex** 12, **Con** 15, **Int** 16, **Wis** 17, **Cha** 16

Feats Combat Expertise, Improved Disarm, Improved Initiative, Improved Trip

Skills Concentration +15, Diplomacy +5, Escape Artist +14, Handle Animal +16, Hide +14, Knowledge (any two) +16, Listen +16, Move Silently +14, Ride +16, Sense Motive +16, Spellcraft +16, Spot +16, Use Rope +1 (+3 with bindings)

Spell-Like Abilities

At will-*aid*, *charm monster* (DC 17), *color spray* (DC 14), *comprehend languages*, *continual flame*, *cure light wounds* (DC 14), *dancing lights*, *detect evil*, *detect thoughts* (DC 15), *disguise self*, *dispel magic*, *hold monster* (DC 18), *greater invisibility* (self only), *major image* (DC 16), *see invisibility*, *greater teleport* (self plus 50 pounds of objects only); 1/day-chain *lightning* (DC 19), *prismatic spray* (DC 20), *wall of force*. Caster level 12th. The save DCs are Charisma-based.

Spells

Azure Tandrin can cast divine spells as a 14th-level cleric with the Air and Animal domains.

Typical Cleric Spells Prepared (6/7/7/6/5/4/4/3; save DC 13 + spell level)

0-cure minor wounds, detect magic, guidance, light, resistance, virtue; 1st-bless, calm animals*, command, divine favor, obscuring mist, sanctuary, shield of faith; 2nd-aid, align weapon, bear's endurance, hold animal*, lesser restoration, remove paralysis, zone of truth; 3rd-

daylight, gaseous form, prayer, remove curse, searing light, water breathing; 4th-death ward, dismissal, divine power, restoration, summon nature's ally IV*; 5th-control winds*, flame strike, raise dead, true seeing; 6th-banishment, blade barrier, chain lightning*, heal; 7th-animal shapes*, true fabricate x2.*

*Domain spell. Domains: Air and Animal.

Artifice Master (Su): Azure Tandrin acts as if he had every item creation feat, and has a caster level of 15 for purposes of creating magic items.

Hearty (Ex): As a result of his demi-mortal status, Azure Tandrin gains 60 bonus hit points.

Light Ray (Ex): Azure Tandrin can project light rays with a range of 300 feet. This attack overcomes damage reduction of any type.

Once Mine, Always Mine (Su): Three times per day, Azure Tandrin can know what is being said or can be seen around any magic item he has created. This acts as the clairaudience/clairvoyance spell, except it has unlimited range and is always centered on some item Azure Tandrin has created. If the item is in an area that could not normally be scried on, Azure Tandrin can still scry on it if he makes a caster level check with a DC of 10 + caster level of the effect blocking the scrying.

Scry Resistance (Su): Azure Tandrin has spell resistance 38, but only against divination spells and similar spell-like abilities.

Sense Demi-Mortals (Su): Whenever the remains of a demi-mortal being (such as Nibul of the Seven Arches) stirs, Azure Tandrin is aware of it. He can sense such

events, but has only a vague idea (within a hundred or so miles) of where they occur.

Tongues (Su): Azure Tandrin can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.

NEW SPELL

Azure Tandrin has researched the true fabricate spell, and uses it to create the cover story he is simply part of a vast arcane merchant network. This spell is unique to him, although a GM might decide to treat it as an Arch spell (see area 499).

True Fabricate

Transmutation

Level: Azure Tandrin 7

Components: V, S, M

Casting Time: See text

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to 10 cu. ft./level; see text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You convert material of one sort into a product that is of the same material. Creatures cannot be created or transmuted by the true fabricate spell. Magic items can be, if you have the appropriate item creation feat. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet.

You must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship. Casting requires 1 round per 10 cubic feet (or 1 cubic foot) of material to be affected by the spell.

Material Component

The original material, which costs the same amount as the raw materials required to craft the item to be created.

See the Map of Brindenford.

PATHFINDER CONVERSION

Use the following pathfinder versions of Azure Tandrin and the true fabricate spell.

Azure Tandrin CR 15

N Medium native outsider

Init +5; **Senses** darkvision 60 ft., detect evil, low-light vision, see invisibility; **Perception** +20

DEFENSE

AC 28, touch 16, flat-footed 26 (+4 deflection, +1 Dex, +1 dodge, +12 natural)

hp 136 (13d10+65)

Fort +17, **Ref** +11, **Will** +16

DR 10/-; Immune electricity, petrification; Resist cold 10, fire 10; scry resistance 38

OFFENSE

Speed 50 ft., **fly** 150 ft. (perfect)

Melee +2 *keen shocking greatsword* +20/+15/+10 (2d6+12 plus 1d6 electricity/17-20)

Ranged 2 light rays +14 ranged touch (2d12)

Spell-Like Abilities (CL 13th)

Constant-detect evil, see invisibility

At will-aid, charm monster (DC 17), continual flame, cure light wounds, dancing lights, detect thoughts (DC 15), disguise self, dispel magic, hold monster (DC 18), greater invisibility (self only), major image (DC 16), greater teleport (self plus 50 lbs. of objects only)

3/day-globe of invulnerability

1/day-chain lightning (DC 19), prismatic spray (DC 20), wall of force

Spells Prepared (CL 13th)

7th-true fabricate

6th-banishment (DC 20), heal (DC 20)

5th-flame strike (DC 19), raise dead, true seeing

4th-death ward, dismissal (2) (DC 18), divine power, restoration

3rd-cure serious wounds (3), searing light (2)

2nd-aid, align weapon, bear's endurance, lesser restoration (2)

1st-bless, command (DC 15), divine favor, obscuring mist, shield of faith

0 (at will)-detect magic, purify food and drink, stabilize, virtue

STATISTICS

Str 25, **Dex** 12, **Con** 20, **Int** 16, **Wis** 19, **Cha** 17

Base Atk +13; **CMB** +20; **CMD** 31

Feats Combat Casting, Combat Expertise, Dodge, Improved Disarm, Improved Initiative, Improved Trip, Lightning Reflexes

Skills Diplomacy +19, Escape Artist +17, Fly +25, Handle Animal +19, Knowledge (nature) +16, Knowledge (planes) +19, Perception +20, Sense Motive +20, Spellcraft +19, Stealth +17

Languages Celestial, Draconic, Infernal; truespeech

SQ Artifice master, once mine always mine, sense demi-mortals, tongues

SPECIAL ABILITIES

Artifice Master (Su): Azure Tandrinn acts as if he had every item creation feat, and has a caster level of 15 for purposes of creating magic items.

Light Ray (Ex): Azure Tandrinn can project light rays with a range of 300 feet. This attack overcomes damage reduction of any type.

Once Mine, Always Mine (Su): Three times per day, Azure Tandrinn can know what is being said or can be seen around any magic item he has created. This acts as the clairaudience/clairvoyance spell, except it has unlimited range and is always centered on some item Azure Tandrinn has created. If the item is in an area that could not normally be scryed on, Azure Tandrinn can still scry on it if he makes a caster level check with a DC of 10 + caster level of the effect blocking the scrying.

Scry Resistance (Su): Azure Tandrinn has spell resistance 38, but only against divination spells and similar spell-like abilities.

Sense Demi-Mortals (Su): Whenever the remains of a demi-mortal being (such as Nibul of the Seven Arches) stirs, Azure Tandrinn is aware of it. He can sense such events, but has only a vague idea (within a hundred or so miles) of where they occur.

Tongues (Su): Azure Tandrinn can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.

NEW SPELL

True Fabricate

School transmutation; Level Azure Tandrinn 7
Casting Time see text

Components V, S, M (the original material, which costs the same amount as the raw materials required to craft the item to be created)

Range close (25 ft. + 5 ft./2 levels)

Target up to 10 cu. ft./level; see text

Duration instantaneous

Saving Throw none; **Spell Resistance** no

DESCRIPTION

You convert material of one sort into a product that is of the same material. Creatures cannot be created or transmuted by the true fabricate spell. Magic items can be, if you have the appropriate item creation feat. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet.

You must make an appropriate Craft or Spellcraft check to fabricate articles requiring a high degree of craftsmanship, including magic items. Casting requires 1 round per 10 cubic feet of material to be affected by the spell.

A THUNDER OF LIZARDS (EL 17)

Summary: As the early morning sun first stretches out across Brindenford, a threat thought long-since dealt with charges into town.

Sights and Sounds:

The early morning calm is broken by a low rumble, as though distant thunder is echoing from over the horizon. But the air is calm, with no scent of rain, and a massive pillar of dust is rising from the western edge of town...

Background: Lady Delissa wants to see who the town's main defenders are, so she can bribe, seduce, or kill and reanimate them as part of her bid to take over town. Using some of her fel magic, she has restored life to one of the areas threats that died out centuries ago - the enormous lizards called spike-horns by the locals. She has programmed her creations to destroy part of town, so she can secretly find out who tries to stop the threat and gauge how dangerous those defenders are.

The Stampede: Sixteen spike horns (known to sages as triceratops) returned to life with twisted, violent minds thanks to Lady Delissa, are on a mission to deals damage to Brindenford. Unless the PCs have taken extraordinary measures to defend the town, the first warning they receive of the spike-horns' attack is when the beasts are already at the edge of town, and the local townsfolk are beginning to panic.

The creatures stampede up Queen's Road from the west. Because they are stampeding, they are considered to be taking run actions without losing their Dexterity bonus to AC, but as soon as something breaks up the stampede (the GM must use his best judgement here, but anything that prevents the lead spike-horn from successfully taking a move in roughly a straight line should do the trick) they switch to double moves, charging as often as possible.

The stampede charges past The Lost Shepherd, across the bridge, through Market Square, and smashes into the Gathering Hall. If unchecked, they completely crush that building, then

stampede away back to the west. (Since they were actually brought here through powerful magics they then take up residence in the nearby woods, causing problems for the loggers and quickly becoming the top of the local wildlife threats).

Every 6 rounds the spike-horns are on the loose in Brindenford, something bad happens unless the PCs stop it. In each case, you should announce at the beginning of the round what event seems destined to occur, so PCs have time to head it off. You can make up your own disaster using NPCs and areas the PCs have come to care about, or randomly roll on the chart below.



Stampede Disaster: Roll 1d6

1. Building smashed. Choose a building on the Brindenford map adjacent to one or more spike-horn. It takes 1d6 x 100 gp worth of damage. Any building hit enough to take 1,000 gp of damage is effectively destroyed.
2. Civilian threatened. A Brindenford commoner
3. Elder threatened. As 2, but the person is someone of importance who might normally be found at the Gathering Hall
4. Animal threatened. As 2, but the target is a cat, dog, chicken, mule, or horse owned by a Brindenford native.
5. Fire! A night watch lamp is knocked over, a morning cook fire is kicked up into sparks, or a spike-horn runs through an alchemist's shop. The point is one of the buildings in Brindenford is on fire, and every 6 rounds the fire spreads to an adjacent building, unless the PCs manage to stop it.
6. Lose cannon. A single spike-horn breaks from the main stampede, and begins to run solo through town. Every 6 rounds roll twice on this chart - once for the main stampede, and once for the solo spike-horn - until the solo beast is driven off or put down.

Running the Fight: There's no telling exactly where a group of PCs is going to decide to face off against a pack of 16 Huge creatures. The GM must be prepared to simply give the players access to the map of Brindenford, show them where the stampede is (and where it's going), and deal with the choices the PCs make. A group used to not using

visual aids to keep track of relative position may wish to print the map of Brindenford and at least stick pins in it. Groups who normally use tabletop miniatures and grids may also wish to use a looser pins-in-the-map method, at least until the PCs make a major stand against the whole stampede.

Another trick useful when running a fight with lots and lots of the same monster, is to make sure you use descriptive elements to distinguish them from each other. It can also be useful to help players keep track of which spike-horns have taken what actions and been dealt which damage. By describing the beasts as having unique mannerisms and characteristics, and then using short nick-names based on those descriptions, a GM can reinforce the idea that this is a dynamic fight with varied foes, rather than a lot of the same game-mechanical elements over and over.

To aid with that effort, here are sixteen potential nick-names, each with a short description that can be used when that spike-horn is described to the PCs.

1. Alpha (leads the charge, bigger than the rest, though still Huge)
2. Chomper (constantly working its jaw)
3. Stumps (all three horns broken and jagged)
4. Half-shield (crest is broken halfway off)
5. Pincushion (several crossbow bolts, that did no damage, sticking out of its hide)
6. One Eye (missing an eye)
7. Bellows (constantly roaring)

8. Hatchet (has a halberd, which did no damage, stuck in its shoulder)
9. Scar (old, enormous bite wound visible on its back)
10. Albino (white hide, pink eyes)
11. Frothy (foaming at mouth)
12. Runt (smaller than the rest, though still Huge)
13. Scratchy (skin is covered in boils and lesions)
14. Death-Head (crest has natural coloration that looks like a human skull)
15. The Twins (two spike-horns that look alike, move together, and pick the same targets)
16. The Twins (two spike-horns that look alike, move together, and pick the same targets)

Aftermath: The more damage the stampede does, the more surly natives are toward the PCs for not stopping it. The reverse is also true - the more disasters the PCs head off, the more grateful the town is. Any investigation into the origin of the spike-horns reveals that such creatures did once live here, centuries ago, but none have been seen in living memory. The tracks of this stampede go 5 or so miles to the west, where they just appear in a woods clearing. Lady Delissa left no sign of her own presence.

PATHFINDER CONVERSION

Use the Pathfinder stats for triceratops for the spike-horns. This reduces the EL to 16.

CURSE OF THE BADGER'S LAIR (EL 9)

Summary: A harmless old man seems to have a knack for getting cursed.

Sights And Sounds:

This large building shows signs both of terrible neglect, and recent repair. The chipped stone walls have four different garish colors of peeling paint and the tile roof is made of mismatched tiles, but a new section of roof is clearly a excellent and recent repair. The front door hangs off its hinges and seems incapable of closing, but the shutters on the windows to either side and brand new. Just through the doorway row upon row of shelves, tables, chairs and chests are piled high with clutter. At a glance you can already see a heap of cast-off rope and string, a torn net, several mismatched boots, a barrel filled with axe handles, and a pile of moldy scrap paper.

Background: Badger (Gnome commoner 4/rogue 1) was a homeless rag-man fifteen years ago, surviving by picking up bits of scrap (mostly things left behind by adventurers) and selling them for a few coppers to local crafters and collectors. In the course of this life, he happened to overhear a group of seedy low-level adventurers plot to poison Sirus Craddock. Being naturally stealthy, he managed to sneak into the Craddock's palace and worn the merchant. Surprised, but wary, Craddock held Badger until he could ascertain the truth of the vagrant's claim. When the plot materialized, and was foiled, Craddock offered Badger a favor. Having always desired a shop of

his own, rather than live life on the streets, Badger asked for a business in Brindenford. Craddock agreed, and gave him seed gold and a property in town free of rent.

Badger, of course, had no business experience. He quickly went broke. However, his antics as an unskilled merchant, as well as his tendency to waste adventurer's time searching through piles of junk for some requested rare item, amused the wealthy Craddock. So Craddock lent Badger more money. And Badger went broke again. But by then, Craddock actually held a warm spot for the old man, and loaned him more money. Which also ended in bankruptcy. Eventually, Craddock just asked Badger to limit the speed at which he lost money, which Badger did by only buying things cheap. Very, very cheap. Soon, the Lair was the premiere place in Brindenford to sell useless junk.

However, one man's trash is another's treasure. Craftsmen soon learned they could find some raw materials in the Lair. Seamstresses got trim, buttons and needles. Carpenters could pick up bits of old trim taken from run-down houses. Loggers could pick up a used whetstone, or rusted axe-blade. A few adventuring spellcasters have even discovered learned that any material component without a gp cost is likely on some shelf, somewhere. Slowly, Badger has built up enough of a clientele he actually turned a profit, as his rent is free. (As long as Craddock never wants the money he invested back - and truth be told Craddock is just glad his friend doesn't constantly need more money at this point).

Badger's Lair: Found on the northern edge of Brindenford, Badger's Lair is a dilapidated, stale-smelling, disorganized warehouse stuffed to the rafters with, well, junk. The walls, ceiling, shelves and counters are stuffed with broken weapons, 1-foot sections of rope, half-burned candles, desiccated spider corpses, torn waterskins, ripped clothing, broken pottery, untanned hides, cracked barrels, rotting books, small animal skeletons, and scraps of paper with incomplete recipes and poems. For most people, it's all valueless.

For Badger, a short and balding gnome well past his prime, it's home.

At any given daylight hour, from 1-6 people can be found searching through the piles of refuse for some item too small for other businesses to worry about. Anything with a price of 10 gp can be found in an hour with a DC 20 Search check. Such items are second-hand, with half the hardness and hit points of a new version (and 50% of the time requiring an appropriate DC 10 Craft check to function properly). Badger sells his junk for 1 sp per 5 pounds. Since he buys almost anything, at one cp per ten pounds, and has no rent or repair costs, he manages a small profit (and a huge back-stock).

Badger: A genial man, well pleased with his new lot in life, badger has no prejudices. He also has very little sense of self-preservation. Luckily his business plan these days makes him hard to swindle (there's very little point in finding something to sell him that you can make much money on at 1 cp per 10 lbs.), and the townsfolk of Brindenford are

all quite fond of him. Many of them make a point to buy one or two things from Badger every month, whether they really need to or not. And many adventurers desiring to construct bizarre traps or research new spells are delighted to discover he as a collection of dried bat wings, spider legs, molds, and funguses.

Badger is also a source of gossip and local information. Anyone buying from him more than once in a week gains a +4 circumstance bonus to any Gather Information or Knowledge (local) check regarding Brindenford. (This is true even if they don't ask Badger himself -- buying from Badger earns additional goodwill with all the townsfolk.) The one topic Badger himself won't talk about is anything clearly harmful to Craddock. The town elder can do no wrong in Badger's eyes, and the shopkeeper has nothing to do with any question that seems designed to make trouble for Craddock (and makes sure to mention such inquiries to Craddock himself).

The Curse: It's actually not unusual for Badger to get himself cursed. He buys things without asking many questions, and adventurers sometimes bring cursed items out of Dragon's Delve (or even import them from earlier adventures) and sell them to the old gnome. Indeed, the clerics of the nearby Temple of Vune make monthly checks on Badger (and simply charge Craddock for their services if a remove curse is called for). But recently, the old gnome has been getting cursed almost daily, and the clerics are worried. Their worries have begun to spread,

and there 's a rumor the PCs have sold something to Badger from the lower levels of the Delve that's more dangerous than usual.

How the PCs discover this depends on their relationships within Brindenford. If they have good allies, one of those warns them of the rumors, and points out Craddock would love nothing more than to have a reason to kick them out of town. If they have friendly dealing with the temple of Vune, a younger cleric might come and make polite inquiries as they try to track down the source of Badger's continuous re-cursing. If none of these things are true, merchants eventually stop being willing to deal with the PCs, and when asked why explain they fear the curse Badger picked up, maybe from the PCs.

The truth of the matter has nothing to do with the PCs. Badger has a cursed copper piece (the bad penny, see below) he's keeping on him, but the curse is hard to detect. He got the penny from Alune the Sword-Swallower (one of the performers of the Patchwork Buffoon's freakshow) when she bought some dried herbs from his shop (which she uses to brew a soothing tea for her throat). Alune in turn got it from the Patchwork Buffoon's bedroom. It is one of dozens of such items the Buffoon is planning to flood Brindenford with, once he's sure the townsfolk are responsible for the death of Scrall (or at least allies of the ones responsible). The Buffoon had one penny out to check it's appearance against local cps, and Alune took it without realizing what it was. Badger is keeping it

in his pocket because he thought Alune was pretty, and it reminds him of her.

There are many ways PCs could determine the bad penny is the source of Badger's troubles. If they watch him constantly, they might be present when the penny curses him, allowing a Spellcraft or Knowledge (religion) check (DC 30) to realize where the curse came from. If they question him about recent transactions, a DC 15 Sense Motive check reveals Badger is embarrassed to talk about Alune buying herbs, and follow-up questions can determine he began keeping the coin days before his rash of cursing began. Or, if the PCs are high enough level, powerful magic such as commune or limited wish can give them the answer outright.

Once the PCs realize the coin most likely came from Alune, they are likely to track her back to the Freak House, and thus the Patchwork Buffoon, quite quickly.

Bad Penny: Though this malevolent magic item always seems particularly new and shiny, it otherwise appears to be a common copper piece. However, the bad penny actually has two magic properties. First, it's own magic nature is masked as though it had been the subject of a misdirection spell targeting a common copper piece. Secondly, there is a 25% chance each dawn the bad penny casts bestow curse on the nearest living creature within 30 feet. What curse the bad penny bestows is random.

Faint Necromancy (masked); CL 5th; Craft Wondrous Item, bestow curse, misdirection; Price 7,500 gp + 1 cp; Cost to Create: 3,500 gp + 1 cp + 300 XP.

See the Map of Brindenford.

PATHFINDER CONVERSION

When running this scenario in Pathfinder make the following changes: Finding things in the Badger's Lair requires a DC 20 Perception check. Characters who buy from Badger more than once gain a +4 circumstance bonus to Diplomacy checks made to gather information and Knowledge (local) checks regarding Brindenford. The bad penny does not have an experience point cost to create.

HAUNTED BELL (EL 15)

Summary: People down in the Bell Streets of Brindenford are convinced the area is haunted, and blame it on the arrival of Azure Tandrin. In reality it's not his fault, and it's not quite a haunting...

Sights and Sounds:

The curved street is quiet tonight, a thin mist curling across its cobbled surface. A full moon glares down from above, as though watching with you. Then, in the distance, a man's shrill scream echoes out from one of the picturesque homes.

Background: The area of Brindenford known as the Bell Streets (the area of town south of Aesa's Smithy and east of the Temple of the river Gods) gets its name from the bell-shape its major streets create. Never the most prosperous section of town, in recent years roughly half the buildings have been abandoned as small businesses failed and families moved out of town. The remaining

residents and shop-owners are a hearty lot, who have a strong sense of community.

Recently Azure Tandrin has also moved into the area and opened The Brass Lamp. His arrival, and potential wealth, is seen as a threat by the Patchwork Buffoon, owner of the Freak House and villain with fel plans for all of Brindenford. To prevent Azure Tandrin from gaining the trust and influence that might allow him to rally strong support to defend the town, the Buffoon has ordered one of his agents, Mistress Dweoglaf, to cause trouble in the area. She in turn has unleashed her dream beasts, ethereal creatures able to cause nightmares, to afflict random people living in the Bell Streets except Azure Tandrin. The hope is that as a newcomer, Azure Tandrin will be blamed, and run out of town as a witch (or at least so mistrusted as to be unable to put together any coalition to threaten the Buffoon's plans).

The Bellites: While there are still several shops and families living in the Bell Streets, these are the most prominent. They will all be haunted by the dream beasts, one family each night, until the dream beasts are killed or driven off, or the PCs attract Mistress Dweoglaf's attention and become the new targets.

Green Waves Brewery

The Green Waves Brewery provides most of the temples and taverns in town with all their potable needs, and is one of the oldest businesses in Brindenford and largest buildings in the Bell Streets. It is owned by "Nana" Claire (human female expert 7), the grandmother of the current brewmaster

Morgan Fenn (human male expert 5). Morgan runs the brewery with his lovely wife Darica Fenn (human female expert 5), and her equally-lovely younger sister Becca (human female expert 3). Most of their errands are run by their three boys: 13-year-old Derrican (human male expert 2), 11-year-old Coltan (human male expert 1), and 9-year-old Bromtan (human male rogue 1).

When haunted, only the women and children are ever targeted. This has Morgan convinced that something has gotten into his brewing vats, creating a vapor his "stouter" male constitution makes him immune to. Nana Claire thinks her son is an idiot, and isn't afraid to say so. She thinks an evil cult has taken over one of the temples (she doesn't know which one) and is sending devils to plague their dreams. Oddly, she's closer to right.

Clan Porden

The Pordens are a family of floaters who work for the Logger's Guild and have done so for generations. They own a number of small buildings with adjoining yards, where their old and young maintain small gardens. The adult Pordens all work in some capacity as loggers, men and women both, and are all insular, suspicious, and narrow-minded. As soon as any of them become haunted they blame the Brass Lamp, and begin agitating to burned it down. If the hauntings go on for more than 2 weeks, this results in a mob led by the Pordens running into (and being driven off by) Azure Tandrin.

No one keeps track of all the young or elderly Pordens. The adults are all humans

warrior2/expert 1. The men are Benfued, Dalford, Falgrim, Guggard, Holg, Javven, Lars and Quenfeld. The women (some sisters, some wives, and no one outside the clan seems to know which is which) are Iolt, Kelyss, Mardel, Nardel (twins), Osiel, Ranna, Seff, Tielda, Unna, and Velyss. Of that entire list, the only clan member who doesn't start with an attitude of Unfriendly is Iolt (who is a sister, hoping to get away someday), who is Neutral. Even so, she firmly blames the Brass Lamp for her regular nightmares, and does not much care she has no evidence to back up this claim.

The Criers

The Crier family has, for generations, been in charge of walking the streets of the town and shouting out official announcements. In return for this free service to the mayor and town elders, the Criers have the exclusive right to be paid to holler announcements in public. The Criers are common throughout Brindenford as announcers of special offers, job opportunities, new laws and even public threats between wealthy houses. A Crier can be bought for 1 gp a day, normally at the Crier House (in the Bell Streets). Only people known to Cedric Crier can hire members of the family elsewhere.

The Criers are ruled by their eldest patriarch, Cedric Crier (human male expert 7/bard 2), an overweight and aging man whose voice can still be heard over nine blocks if he bellows at full force. Cedric is a loyal supporter of the mayor, and seeking a replacement he trusts to be just as loyal.

He also actively dislikes Sirus Craddock, though he will work for the man.

Cedric lives simply in a small office in the back of the Crier House, the only member of the family that actually lives in the Bell Streets. He is terrified the dream beast hauntings are the ghosts of those who have died as the result of the various evil factions that have moved into town. As a major source of information about town for the town elders, Cedric blames himself for not realizing when various evils have infiltrated town before. As a result he will aid the PCs in nearly any endeavor that might prove the dream beasts are not, in fact, the haunted souls of those he has failed.

The Dream Beasts: Mistress Dweoglaf's dream beasts are a group of 8 dire tigers native to the ethereal plane. (Treat them as magic beasts with the special abilities noted below and 30 feet of flight on the ethereal plane, but in all other regards they use the dire tiger game mechanics).

Though the dream beasts are ethereal, they can perceive both the ethereal and material planes perfectly. They can force a sleeping target to enter the ethereal plane, where they attack it. However, the target does not fully enter the ethereal plane - it remains asleep and only its dream-self enters the ethereal. This has a number of effects.

1. Only one dream beast can attempt to bring a sleeping target into the ethereal plane at a time. The dream beast must be adjacent to the sleeping target (though still ethereal). The target then receives a DC 35 Will save to resist

the summons into the ethereal plane. However, the target receives a +2 bonus for each time it has been attacked with this power (from any source) in the past 30 days. Characters who are aware a creature may try to force them into the ethereal plane in a dream state receive a +10 bonus to this Will save.

2. All damage dealt by the dream beasts is nonlethal/subdual damage. A creature knocked unconscious by the dream beasts wakes up from a vivid nightmare of combat with the dream beasts, and suffers 1 point of Constitution damage.

3. A creature that destroys a dream beast may choose to wake up, leaving the ethereal plane. A creature whose body is awoken in the material plane also leaves the ethereal plane.

4. Because only their dream-selves are present, creatures brought to the ethereal plane by dream beasts arrive with no gear or equipment at all. They have no magic items, spell component pouches, armor, or other equipment.

5. A creature dragged into the ethereal plane by a dream beast can make a DC 30 Knowledge (planes) check to be aware they have been taken to the ethereal plane in a dream state. A character who suffers this process and then wakes can make another check to realize what has occurred, with a DC of only 20.

6. Creatures who are aware they are in the ethereal plane in a dream state may attempt to call their gear, mounts, animal companions, cohorts or familiars to them.

This requires a DC 25 Will save as a move action for each item. Items that are called appear already equipped (armor is worn, weapons are in-hand, other creatures appear with all their gear in place).

7. Anyone able to travel between the ethereal and material plane may either leave the ethereal (waking normally) or fully enter the ethereal (their physical body leaving the material plane, and combat with the dream beasts becoming a normal ethereal encounter).

Getting Involved: If the PCs are friendly with anyone in Brindenford, they will eventually be asked to look into the Bell Streets Haunting. Failing that, Azure Tandrin will hire them to investigate, as he is being blamed for the sudden dark turn of events, and is truly innocent.

When the PCs do become involved, their obvious competence will cause Mistress Dweoglaf to make them the targets of her dream beasts, who will attempt to pull in all the PCs every night until they leave town (or half of the dream beasts have been killed, at which point they hover around Dweoglaf and refuse to go out).

Upping the Ante: Nearly anything could be a dream beast, using the rules to turn dire tigers into ethereal dream-hunters. Heck, you could use a severely burned death knight with a spiked gauntlet as a dream hunter, if that works better for your campaign.

See the Map of Brindenford.

PATHFINDER CONVERSION

Use the Pathfinder version of dire tigers, giving them the same dream powers as listed above. The rules for combat when entering the ethereal plane in a dream state are unchanged.

FREAK HOUSE (EL 15)

Overview: What appears to be a group of performers is actually a powerful coven... concealed within a group of performers.

Sights and Sounds:

This large old warehouse has been recently repaired with great skill... but no taste. The walls are painted like a jester's motley, with alternating squares of red and blue placed next to colorful stripes and garish polka-dots. The roof has had a brightly-dyed canvas placed over it, simulating the appearance of a large tent. A pile of wagon wheels and a stack of leather harnesses can be seen at one side, and the sounds of singing, chanting, and hard physical exertion can be heard from inside.

Background: The Patchwork Buffoon owns and operates the Freak Show, a touring lowbrow mixture of acts of skill, comedy, and sexual titillation. After a long and hard season the show needs to have all its wagons repaired, and has sent them off to the Logging Camp outside Brindenford where several expert carpenters have been hired to do exactly that. The Buffoon has rented this building, and has the town elder's permission to stay for one season. The Buffoon has made it clear he'd like to

make this a permanent off-season rest-point for the Show, but has not yet received permission to do so.

In truth, the Buffoon and five other of the Freak Show performers are a coven of night hags, long-time allies of Scrall who have been away for years. The Buffoon has been scouting towns and ruins for good places for Scrall to establish new Bestial Host camps. Word that Scrall was dead has taken time to reach the Buffoon, and now the show has returned to exact the Buffoon's revenge.

Getting Here: Of course players might simply be interested in seeing the new entertainment that has moved into town. Or, they may have tracked the bad penny here from the Curse of the Badger's Lair, or followed one of the dream beasts back to Mistress Dweoglaf after investigating the Haunted Bell.

The Freaks: There are 16 official "freaks," and about as many support staff (cooks, tailors, drovers and so on). They are the Patchwork Buffoon, Mistress Dweoglaf, Pyrus the Fire Eater, The Living Ooze, the Tiger-Faced Girl, Thump the World's Smallest Giant, Alune the Sword-Swallower, Borf the Bottomless, Epenek Eagle-Eye, Frei Longhair, Gorl the Mighty, Hang-Dog, Jiv the Mosaic, Morguun the Rock, No-Arm Skiff, and Opal.

The Patchwork Buffon is a night hag, as are Mistress Dweoglaf, Pyrus the Fire Eater, The Living Ooze, the Tiger-Faced Girl, and Thump the World's Smallest Giant. In addition to their normal night hag powers, they can all cast misdirection on themselves

at will, and randomly select mortal freaks each day to be the target of this ability. A few additional differences between these horrors and typical night hags are noted below.

The Patchwork Buffoon

(hp 96; skills Acrobatics +12, Bluff +12, Concentration +15, Diplomacy +5, Disguise +1 (+3 acting), Intimidate +14, Listen +15, Sense Motive +13, Spellcraft +11, Spot +15)

The Patchwork Buffoon appears to be a Medium flesh golem stitched together from dozens of different races, with skin in tones of white, peach, brown, black, green, yellow, and even blue. He wears jester's garb.

Mistress Dweoglaf

(hp 54; skills Bluff +12, Concentration +15, Diplomacy +5, Disguise +1 (+3 acting), Intimidate +14, Knowledge (arcana) +11, Listen +15, Sense Motive +13, Spellcraft +11, Spot +15)

Mistress Dweoglaf appears to be an old human woman dresses as a gypsy fortune teller. She offers to interpret dreams for 1 sp, and uses her knowledge of arcana to do some legitimate interpretation. But she also often follows rich patrons home in ethereal form and haunts their dreams, thus giving her new details she can "interpret" as something that requires a charm, which she is more than happy to sell to ward off further bad dreams.

Mistress Dweoglaf also controls the dream beasts from the Haunted Bell, if they have not been destroyed, though they can only assist her on the ethereal plane.

Pyrus the Fire Eater

(standard night hag) Pyrus appears to be a very tall 1/2 elf dressed in the garb of a jungle tribesman. He carries torches, and places them in his mouth, and extinguishes them. (Easy enough to do, given he is immune to fire).

The Living Ooze

(standard night hag) The Living Ooze appears to be a massively obese human male, who wears very little and has covered his skin in oil so to appears more ooze-like. He is an attention-getter, who simply sits in public (in front of the freak house at the moment, but near a road when the show is touring) and directs people to the rest of the show.

The Tiger-Faced Girl

(hp 68; Skills: Bluff +12, Concentration +15, Diplomacy +5, Disguise +1 (+3 acting), Intimidate +14, Listen +15, Perform (oratory) +12, Sense Motive +13, Spellcraft +11, Spot +15)

The Tiger-Faced Girl appears to be a comely female human, with a genuine tiger face. She has a document proclaiming her not to be a rakshasa, from a distant temple of Vune (a claim which is, after all, true enough). She serves as one of the barkers, announcing when events are going to begin, though she also arranges for "private time" between patrons and various freak performers.

Thump, the World's Smallest Giant

(hp 82; Skills: Bluff +12, Concentration +15, Diplomacy +5, Disguise +1 (+3 acting), Intimidate +14, Listen +15, Perform (comedy) +12, Sense Motive +13, Spellcraft +11, Spot +15)

Thump appears to be a frost giant who is 4' 10" tall, just barely big enough to be Medium size. His routine involves trying, and failing to pick up and throw, and later catch, rocks. It's largely a slapstick of physical comedy as Thump fails to do the things real giants can do.

The mortal freaks do not know the true nature of the night hags, just that those 6 freaks have seniority, and own part of the show (and thus often gather to talk "business" alone).

Alune the Sword-Swallower (Elf N female rogue 1/expert 3)

Alune is a very pretty girl with a natural talent for sticking things down her throat (she gets a +5 circumstance bonus to any related Perform check). She can, and does, safely slide rapiers, longswords, and even scimitars down her throat. She also wears as little as local custom allows, sells her private time to patrons after shows, sleeps with the Patchwork Buffoon when not otherwise occupied, and steals whenever she thinks she can get away with it and won't seriously harm others in doing so. Alune knows her good looks won't last forever, and is hoping to find a more secure place in life before they give out. She's not cruel, but tends to think of herself first.

Borf the Bottomless (Dwarf N male commoner 9)

Borf has an amazing Constitution (20) and extensive experience drinking alcohol. His 'act' consists of drinking contests with

patrons, each patron paying 1sp into a “pot” and winning the pot if the patron can out-drink Borf. If a PC gets into a contest with Borf treat it as a Fort save opposed by Borf’s +18 special drinking bonus. Every drink, the DC goes up by 1 for the PC, but only once every 5 drinks for Borf. One failed check and the drinker is fatigued, 2 and he is exhausted, and 3 he is unconscious.

Epenek Eagle-Eye (Elf NG male expert 6)

Epenek is good at guessing height and weight, and will do so within 5% for 1 cp. He has Appraise at +10, and a DC 15 check gives him an accurate answer. He normally takes 10 on this check. Like most freaks his private time after-hours can be rented, and often is by human women with elf fetishes.

Frei Longhair (Human NG female commoner 2)

Frie’s hair grows quickly, and she’s never cut it. It’s now 9 feet long. Her act is to brush it, but for 1 cp patrons can touch it (or even pull it to prove it’s real), and like most freaks her private time after-hours can be rented.

Gorl the Mighty (Human NE male warrior 6)

Gorl has a 19 Strength, and a set of unevenly balanced weights that act as if they were 20% heavier to those not familiar with them (as Gorl is). He lifts things that are marked as heavier than they are, and for 1 sp will engage in a lifting contest. Like most freaks his private time after-hours can be rented,

and if it isn’t he’s likely to attempt to bully another freak or local peasant into spending time with him.

Hang-Dog (Goblin NE male)

Hang-Dog is a goblin with too much skin. Way, way too much skin. It hangs around him in vast wrinkles, and he can literally be hung by folds of it, which is pretty much his act. He has only a 20 ft. move rate because of his wrinkles. He is the constant sidekick to Gorl, often spying on potential low-class women for the strong-man to apply pressure to.

Jiv the Mosaic (Human LN male monk 3)

Jiv is a knife-thrower. He is also entirely covered in tattoos. He has the Deflect Arrow and Snatch Arrow feats, so he sometimes allows patrons to pay 1 sp to throw knives at him. Jiv was kicked out of his monastery for talking back, and has since decided he deserves nothing better than the Freak Show, which he defends fiercely. Like most Freaks his private time after-hours can be rented, and though Jiv never encourages this, he also never complains.

Morguun the Rock (Dwarf NE male warrior 4)

Morguun suffered extreme burns as a child in a forge accident. As a result his skin is hard and cracked (though a heal or similarly powerful spell could fix this, and earn Morguun’s eternal loyalty). As a result he has no sense of touch and is covered in a solid calloused scar. Against nonlethal/

subdual damage (but not normal damage), Morgunn has DR 5/-. His act involves people hitting him to no effect. Unlike most Freaks his time cannot be bought for private events, as he tends to fly into a rage when his lack of touch becomes an issue. Morgunn and Gorl hate each other, and behave only because they both fear the Buffoon.

No-Arm Skiff (Human N male expert 5)

Skiff was born with no arms. His rich merchant parents kept him, and trained him to do most things with his feet. He can handle most things with his feet with just a -2 penalty to any attack roll or skill check involved, but generally must be prone to do so. His show is mostly about doing common things with his feet, like cutting a slice of bread, spreading honey on it, and eating it. He has a very soft spot for Alune. Like most freaks his private time after-hours can be rented, though this isn’t very common.

Opal (Elf CG female adept 5)

Opal is of a rare sub-race of elves with pearlescent skin, but since she was washed overboard as a baby and found by common human fishermen she doesn’t know that. She does minor magic tricks as her act, but the real draw is to see her skin (she wears extensive robes outside her act, and much less when performing her act in a tent at 1 cp per patron). However as she is still very young, unlike most freaks her time cannot be bought for private events (yet). She has a natural talent for magic, which the Buffoon is training, while he tries to decide how best to turn her to evil.

Combat: If any of the freaks are attacked, they yell “Hey, Rube!” as loudly as possible, signaling every other freak to come running to their aid. For a minor scuffle, the night hags conceal their powers. For a major threat they switch to magic missile attacks and other powers as needed, but maintain the appearance of freak characters. All six target the same foe if possible, resulting in 24d4+24 damage to that target per round. A warrior who seems to be dealing significant damage is targeted with one or two rays of enfeeblement early on, to make them more manageable. If pressed they become ethereal and scatter, then haunting the dreams of those who bested them.

The mortal Freaks are severely outclassed by anything other than a minor scuffle, and surrender rather than fight overwhelming odds.

The Plots: The Patchwork Buffoon has 25 coins able to curse people all equal to the bad penny from the Curse of the Badger’s Lair. He believes the coins can, given time, turn Brindenford into a ghost town as people flee the curses. However, he is unwilling to release them until he is sure whoever killed Scrall will be damaged in the act. (By their very nature, the coins are hard to avoid or recover, and the Buffoon does not wish to waste them without harming whoever dealt such a serious blow to the Bestial Host).

To cover his true plans, the Patchwork Buffoon makes a great show about wanting to settle into Brindenford as an off-season home. He will happily confess that “many of his people” are petty thieves, and having

varied and sordid pasts, but (truthfully) claims many have also lived hard lives and have not been treated well. Any actual oddity of the Freak Show (such as the misdirection spells on him and all the night hags) is played off as defenses against petty crimes from hateful locals who simply enjoy hurting freaks.

If the Patchwork Buffoon needs leg-work done, he is sure to send one of the non-hag Freaks to do it. This both protects the coven, and ensures any divination to find out the truth about the exposed Freak reveals nothing but the normal sad life of a dispossessed carnie.

Aftermath: The mortal Freaks genuinely had no idea they were traveling with, and being used by, a group of night hags. They did know the Patchwork Buffoon was more than he appeared, but just assumed he was a wizard stuck in a golem’s body. Without the Freak Show, most will end up as homeless vagrants, cheap manual labor, or full-time prostitutes. The remaining mortal freaks will ask, then beg, the mayor and town elders to be allowed to stay after the night hags have been exposed. However, unless the PCs intervene on the freak’s behalf (and have some positive influence to call upon, such as saving the town from a stampede of spike-horns), the town elders decide the Freak Show must leave, immediately, and their funds for renting the Freak House and repairing their wagons are forfeit.

See the Map of Brindenford.

PATHFINDER CONVERSIONS

Use the Pathfinder version of night hags for the freaks, with the following hit points and skills for those that are not “standard” night hags.

Patchwork Buffoon: hp 128; skills Acrobatics +15, Bluff +16, Diplomacy +11, Disguise +16, Intimidate +14, Knowledge (arcana) +12, Knowledge (planes) +15, Perception +16, Sense Motive +16, Spellcraft +15

Misress Dweoglaf: hp 74; skills Bluff +16, Diplomacy +11, Disguise +16, Intimidate +14, Knowledge (arcana) +12, Knowledge (planes) +15, Knowledge (religion) +16, Perception +16, Sense Motive +16, Spellcraft +15

The Tiger-Faced Girl: hp 92; Skills: Bluff +16, Diplomacy +11, Disguise +16, Intimidate +14, Knowledge (arcana) +12, Knowledge (planes) +15, Perception +16, Perform (oratory) +14, Sense Motive +16, Spellcraft +15

Thump, the World’s Smallest Giant: hp 110; Skills: Bluff +16, Diplomacy +11, Disguise +16, Intimidate +14, Knowledge (planes) +15, Perception +16, Perform (act) +11, Perform (comedy) +14, Sense Motive +16, Spellcraft +15

THE MOON’S TRAITOR (EL19)

Summary: The passing of one of the oldest inhabitants of Brindenford reveals a terrible past.

The Death: Varethen Kel, an elven silversmith, clockmaker, and appraiser has died. He retired from active work decades ago and his once-shop (Tarnished Images) became his

retirement residence. For more than a century he never went out or got involved with local affairs, and Brindenford residents didn't give his existence a second thought. Most had no idea he was even still alive.

And now, he has died, and left his worldly possessions to the PCs, if they will agree to settle his debts. The mayor will take news of this development to the PCs herself, and offer to allow them to sign the papers at their convenience. According to Brindenford records, Varethen Kel has outstanding debts totaling 102 gp, but in case he still has a few old debts, the paperwork granting the PCs all his worldly possessions require they agree to "settle" all his debts. The mayor has no reason to believe there is anything extraordinary about his debts, but confesses she didn't really know him. She doesn't care if the PCs agree or not (if they don't, she'll simply claim his goods in the name of the town, and pay any debts presented to her out of the proceeds until the money runs out or is all spent).

The mayor has no legal reason to allow the PCs to investigate Varethen Kel's house before they agree to sign the papers. However, the papers themselves are a bit odd. The will requires its exact wording be used, and includes the phrase "settle all debts." This, along with the very fact that Kel selected the PCs to become his joint heirs is enough for a DC 15 Diplomacy check to convince the mayor to give the PCs some leeway.

Worldly Possessions: In the old Tarnished Image building (which is itself worth 350 gp, and in need of repair), the PCs can find 7 sp,

3 cp, a collection of masterwork silversmith tools worth 350 gp, a set of clockmaker's tools worth 450 gp, and a strange clock that seems to track only the phase of the moon, the lunaragraph (see below).

After the PCs find the lunaragraph, there is a knock at the door. It is a 12-foot-tall demon, in noble's clothes and wearing spectacles. He introduces himself as Pitch, and asks the PCs which one is going to settle Varethen Kel's debts.

Background: Varethen Kel, an ancient elf who lived in Brindenford for more than two centuries, was the most dangerous, cunning, powerful being no one had ever heard of. Though a simple silversmith with no special powers, he was responsible for cheating a devil, empowering a dragon, and imprisoning a god. And if the PCs are not very careful, he may still get away with it.

Varethen Kel was an excellent appraiser, silversmith, and clockmaker. He was also totally immoral, willing to take any action that advanced his own desires. And because his silverwork (on knives, candlesticks, and the bindings of books of rituals) was in high demand, Kel found he had a vast selection of contacts, both mortal and supernatural, he could call on.

Centuries ago, already at an advanced age, Kel risked making a deal with Pitch, then a much less powerful devil, gaining great wealth in return for promising the devil his soul once Kel died. Though Pitch was a much less powerful devil at the time, he upheld his end of the bargain. Kel was cunning enough to include a clause in his

contract with Pitch to ensure the devil could not, directly or indirectly, take any action to speed Kel's death along. Originally the devil did not care about this safety-clause, as he is immortal and even elves die of old age eventually.

Kel, however, managed to extend his life by centuries over and over. Pitch was close to claiming the old elf's soul 200 years ago, when Kel was already well past the maximum years of his mortal life. Pitch was in a hurry to gain the soul, as he had grown in power and having an outstanding soul on a deal as old as this one with Kel was a political liability in the halls of Hell. He offered to grant Kel one more boon in return for Kel agreeing his life would end at the end of next full moon. Kel accepted, and asked for his thoughts and intentions to be hidden, even from the gods, until he took his last breath. Though such a desire would take considerable power from Pitch, the devil agreed to close an old embarrassment.

Varethen Kel, then approached Metterak through contacts he had made assessing hoards for dragons. He offered the Dragon Prince a bargain - Metterak would see to it Varethen Kel would never be troubled by any outside force, and in return Kel would aid the ancient dragon in capturing Glarias, goddess of the moon. And of course, Kel added a clause ensuring Metterak could not act against Kel.

Metterak contacted Glarias, and claimed to be greatly concerned the Entropy Engine was affecting the timing of the new moon. Glarias was suspicious, but Metterak offered to summon a neutral worshiper

of hers to prove he was right. Of course Metterak summoned Kel (many silversmiths worshiped Glarias in those days), who showed his goddess the lunaragraph, which he claimed showed the new moon was happening a fraction of a minute too soon. Though Glarias was suspicious of the vast power of Metterak, especially coupled with the Entropy Engine, she was convinced she would know if her own worshiper was speaking falsely to her.

Thus Glarias agreed to aid Metterak in using the lunaragraph and the power of the Entropy Engine to re-set the timing of the full moon. Exactly what happened next no mortal will ever completely understand, but when Glarias gave some of her power over the moon to the lunaragraph, Kel spun its dials at random, confusing her. While she was weakened and tied to the Entropy Engine of her own will, Metterak sprung his metaphysical trap. Glarias' power was suppressed until the end of the next full moon, and the Dragon Prince began siphoning her energy away.

The lunaragraph then controlled the phases of the moon. Not wanting to draw attention, Kel allowed the full moon to begin each lunar cycle, but reset the moon just before the full moon ended. As long as Kel reset his lunaragraph a few moments before the full moon ended, preventing the moon ever from reaching the apex of fullness, Glarias would be unable to regain her power and escape, and Kel would not die.

Since Metterak needed Glarias to remain weak, the Dragon Prince used his own magic to ensure the lunaragraph was in perfect working order. Kel sat in happy obscurity in Brindenford, assured he would never die, and would never run out of money. He re-wrote his will whenever a new group of adventurers came into town as a back-up plan (in the hopes if something went wrong they would agree to settle his debts, and Pitch would take their souls), but didn't really think he needed to. And he was right.



Until Glarias grew so weak that even if a full moon ended, she would be unable to escape Metterak. She reached that point months ago. Metterak never acted against Kel, he simply stopped using his own resources to keep the lunaragraph working. And after centuries, it began to run a little fast. And last night, at the full moon, it finished a lunar cycle a few hours before Kel expected.

Kel is now dead. Glarias has her powers back, and the lunaragraph no longer controls the lunar cycle. But Pitch is taking no chances with Kel. Since there is a will out, Pitch is making sure he either gets a PCs' soul, or gets the lunaragraph. If the PCs defeat him, Pitch will decide Kel's soul is good enough, and let the matter drop.

Pitch: Pitch is a pit fiend who can grant a wish (as the spell) to a mortal once per day, but no longer does so (he's learned from Kel's cunning). If the PCs have agreed to settle all Kel's debts, Pitch demands a soul from them. If they have not, he demands the lunaragraph. In either case, he's not leaving without one of the two items, or a fight.

The lunaragraph: Though it no longer controls the lunar cycle, the lunaragraph is now an artifact for having done so for so long. It's connections remain strongest to Glarias. Those who set the ancient timekeeping device to a new moon create a portal in mid-air that appears to be a shimmering disk of pure black. Anyone bold enough to step through this portal is instantly transported to area 495. Those who set it to a full moon create a shimmering silver disk. Those who

pass through it are instantly transported to the Ruined Temple of Glarias.

Also see the Map of Brindenford.

PATHFINDER CONVERSION

Use the stats for a Pathfinder pit fiend for Pitch.

BITTER BREW (EL 12)

Summary: The arrival of a major caravan is normally a time for celebration in Brindenford, but this one may lead to funerals.

Background: The Blue Mountain Caravan has arrived near Brindenford, with 20 massive wagons full of goods for sale and trade. It has come through Brindenford many times before, but never on a set schedule. As purchasers of both local specialties and items dug up from subterranean ruins by high-risk acquisition specialists, the caravan makes little effort to keep a set schedule, and may skip an over-worked region for several years before swinging back through to see if anything interesting and new is being produced. The caravan-mistress, Riona Flinteye (dwarf female fighter 4/expert 4) has set up just east of town by the Queen's Road, and begun selling her wares at dawn.

Unfortunately, most of those wares are poisoned. Sixteen days ago the caravan came across a logging camp where a traveling company of acrobats had settled in to make a few coins from the loggers before moving on. One of the acrobats, a beauty named Le

Sadis, took an immediate shine to one of the assistant quartermasters. The assistant quartermaster, Burgen Kloft (human male warrior 5) spent an entire day away from the caravan in Le Sadis's company, delaying the caravan's departure by several hours. In the time since, he has taken the green lotus extract normally kept in a lockbox for sale to trained apothecaries, and used it to liberally poison much of the caravan's consumable goods. He's done very little to cover his tracks - his scent is on both the lotus lockbox and the poisoned goods. His tracks can be found inside most of the wagons (even those he had no business in), and he still has one dose of green lotus extract on him. Any high-level party can find a way to deduce he was responsible for the poisoning, and when he is discovered he claims he wished to ruin Riona in retribution for the caravan mistress forcing him to leave Le Sadis, his "great love."

Burgen might put up a fight, but as a 5th level warrior he will fail to even begin to challenge high-level characters. This encounter is EL12 because of the resources required to save lives once the mass poisoning has been discovered, not because of any threat posed by Burgen Kloft.

Burgen isn't lying, he believes this was truly his motivation. But in fact Burgen Kloft isn't even really Burgen Kloft. He an arisen, a creature with the memories, skills, and body of Burgen Kloft, but the morals and goals of his creator (see the arise spell). The lithe acrobat Le Sadis was, in fact, Lady Delissa who lured Kloft away, slew him,

and created an arisen servant in his image. As an arisen not-Kloft was her tool, and she convinced him to take revenge on Riona. Lady Delissa's true motivation is to kill off the population of the town.

Lady Delissa had planned to make herself known and offer her services as a healer. Then she could kill people of importance who had been poisoned, and make them arisen with no one realizing they had ever died. However, the fact her spike-horn attack was (presumably) robustly repelled, and the presence of the Brass Lamp and Freak House, have convinced the lady she must be more cautious. Rather than step in, she chooses to continue to watch from the shadows, and see how the town's defenders deal with the new threat.

The Poison: The green lotus is normally used to bring peaceful sleep in vastly diluted doses. Even tiny amounts added to consumables makes them horribly poisonous and deadly.

Green Lotus: Contact or Ingested, Fortitude DC 21, initial and secondary damage 1d4 Con. A creature that fails its first save has all its movement rates reduced to 5 feet until all the Constitution damage is restored. A creature that fails the first and second save must continue to make saves, taking 1d4 Con with each failed save, every 12 hours until the poison is neutralized or the target succeeds at a saving throw.

A creature that sleeps while poisoned with Green Lotus has a 10% chance each night to have a prophetic dream. (Treat this

as a divination spell about a topic of concern to the creature, cast at the creature's level.)

Race Against the Sundial : Brindenford locals are always excited to try out new delicacies brought in by merchants, and the Blue Mountain Caravan has a long reputation of carrying only the best consumables. As a result, even at the beginning of a busy day, numerous people are going to expose themselves to a poisoned material before word can get fully disseminated. This is true even if some general alarm like a central bell is used, as many residents will fear an alarm means danger that might prevent them from enjoying their new purchase, causing several to take a quick bite or swig before answering an alarm, or while running out to warn neighbors just outside town that some kind of alarm has occurred.

On the other hand, not everything being sold is poisoned, and not everyone who buys a tainted food is going to eat it immediately. As a result, from the time the caravan begins selling goods at dawn, every 15 minutes there's a 25% chance someone in or near town is poisoned. Anyone who is alone when the poison kicks in calls out for help loudly, though the GM must decide in which cases said help arrives in time. As more people drop from poison, the chances the PCs get directly involved climb. (As long as the PCs are in town, after a few hours someone will ask for their help if they've been oblivious until then.)

The following people have bought poisoned goods (listed after their names) but have not yet consumed them. The

GM should feel free to add any NPCs the PCs have gotten friendly with to this list, to heighten the drama of trying to find everyone before they poison themselves. Of course if the poison isn't tracked back to the caravan early in the outbreak, many more patrons will buy poisoned goods. If the PCs hope to save lives, they must act quickly.

Alune the Sword-Swallow (eastern orange-chili analgesic mouthwash)

Badger (gnomish fermented cheese)

Bromtan Fenn (honey-taffy) (The whole Green waves brewery is also at risk from some poisoned aromatics they bought to brew with, but those wouldn't be used for weeks)

Brother Hurth (water drawn from seven different rivers along the caravan's route - which any of the priests might use in a ritual)

Dalford Porden (dried onion, which he stole - making it much harder to track him down)

Erro Mansan (turkle - a pressed nut paste - and pickled giant garpike for Rufus, all of which is consumed while on patrol)

Farstow Wick (dried kraken kelp, purchased while in disguise)

Fiorna Lawford (fortified winter wine - she's been drinking quite a bit since the incident with the ghoul worm)

Harrud Nousantal (holy oil made from the boiled hooves of a minotaur)

Sirus Craddock (extremely expensive elven leaf wine)

Tharlu Neesh (Nutmeg, used along with water, rum, and sugar to create a cheap drink called "bumbo" which is popular at the Water Stone - anyone who drinks at the bar might be poisoned)

Teigel Fascher (sweetened lime concentrate)

NEW SPELL

As an anti-druid, Lady Delissa has developed a number of unique spells to assist her in the creation of an army of living, nearly-souless servants. If the PCs seek to understand what turned a peaceful quartermaster's assistant into a poisoning madman, they may use powerful divination magic to reveal the existence of the arise spell, presented below.

Arise [evil]

Level: AntDrd 6

Components: V, S, M, DF

Casting Time: 10 minutes

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

With this spell, you bring back a twisted, crazed version of a dead creature in a copy of its own body, provided that its death occurred no more than one week before the casting of the spell. This spell does not return the soul of the dead creature to the mortal plane, nor prevent other spells from raising the creature normally. However the spell does take a tiny sliver of the soul of the dead creature, and as a result creatures that would

not be willing to have a copy of them made in this way if they were alive receive a saving throw (even though dead) to resist its effects.

Since the dead creature is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be arisen, but the portion receiving the spell must have been part of the creature's body at the time of death. The magic of the spell creates an entirely new young adult body (though appearing the same age as the creature when it died) for the soul sliver to inhabit from the natural elements at hand. This process takes 1 hour to complete. When the body is ready, the subject is arisen.

An arisen creature recalls the majority of its former life and form. It retains any class abilities, feats, or skill ranks it formerly possessed. Its class, base attack bonus, base save bonuses, and hit points are unchanged. However, the new creature is of the same alignment as the caster of this spell, and automatically maintains a Helpful attitude toward the caster, regardless of how the creature is treated. Constructs and undead creatures can't be arisen.

A *wish* or *miracle* spell can restore an arisen character to his original alignment and attitude, and restore its soul to full life.

Material Component

The *arise* spell requires no material components if it is cast within 11 minutes of the target's death. Otherwise, rare oils and unguents worth a total of least 1,000 gp must be spread over the remains.

See the Map of Brindenford.

PATHFINDER CONVERSION

Use the following game rules for the *arise* spell, and green lotus poison.

Arise

School transmutation; Level anti-druid 6

Casting Time 10 minutes

Components V, S, M, DF (oils worth 1,000 gp, see text)

Range touch

Target dead creature touched

Duration instantaneous

Saving Throw Will negates, see text; Spell Resistance yes

With this spell, you bring back a twisted, crazed version of a dead creature in a copy of its own body, provided that its death occurred no more than one week before the casting of the spell. This spell does not return the soul of the dead creature to the mortal plane, nor prevent other spells from raising the creature normally. However the spell does take a tiny sliver of the soul of the dead creature, and as a result creatures that would not be willing to have a copy of them made in this way if they were alive receive a saving throw (even though dead) to resist its effects.

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Green Lotus: Type: Contact and Ingested; Save: Fortitude DC 21; Onset: one minute; Frequency: Once every 12 hours until cured; Effect: 1d8 Con damage and all movement rates reduced to 5; Cure 2 saves.

A creature that sleeps while poisoned with Green Lotus has a 10% chance each night to have a prophetic dream. (Treat this as a divination spell about a topic of concern to the creature, cast at the creature's level.)

LADY IN WAIT (EL 19... EVENTUALLY)

Summary: Lady Delissa makes herself known, but does her best to seem innocent.

Sights and Sounds:

An elaborate carriage rides up the Queen's Road from the east, its exquisite wooden decorations and brass accents covered in dust and mud. The six horses pulling the carriage are clearly war-horses, and look battle-scarred and lean from a long run. Leather sacks and battered chests are lashed to the top and back of the conveyance, further lessening the impact of its glorious craftsmanship. The drover pulls the horses to a stop, and pulls a long brake lever.

While the drover moves toward the door on the carriage's side, it opens before he can reach it. A lithe woman with delicate features kicks free a folding step from within, and hops down into the street. Her garb is much as the carriage itself - clearly of fine quality but having seen many weeks of hard travel. A thin scimitar hangs at her side, and a wide-brimmed hat with a wilted feather sits atop her extensive coiffure. The woman looks both satisfied and a bit bewildered as she looks up and down the street.

Arrival: This is "Lady" Delissa, who has been watching Brindenford from afar for weeks. She has determined she's not going to learn all she needs to know, or gain access to the town's most powerful defenders, without revealing herself. For now, at least, she plans to work behind the scenes and find a way to take control of the town.

Background: Lady Delissa is descended from an elven renegade originally native to the woods near Brindenford, and the youngest daughter of a human merchant with distant blood ties to the Duchy of Chordille. Delissa was raised by her human grandfather for much of her life, and taught she was of noble blood and deserved to rule over the Duchy of Chordille, but that small-minded locals would never allow that. When her grandfather died, her long-lived father took her in and tried to use her as part of a grift to infiltrate a group of elven druids and bards. Delissa hated her time with the "sanctimonious, small-minded, vindictive" elves, but used the time well. She has inherited a book on the ancient order of Khorantian Despoilers from her grandfather, and used what the elves taught her to become a powerful spellcaster, though not the kind the elves had hoped.

In the years since, Delissa managed to kill off her father and every member of the elves who helped train her, destroyed her old identity entirely, and create the persona of "Lady Delissa." When she takes on another identity (easily done with her "a thousand faces" power), she normally creates a name using the letters in Delissa, or Lady Delissa. (Adelsis, Eladda Yssil, Lesda Iss and Selda Silday are all good examples of names she might use). Her one fault in her disguises is that her alternate looks are always strikingly beautiful.

In the long run, Delissa plans to take over Brindenford and use her arise spell to kill the population and replace them with fanatical, soulless, copies. Then it would become her

base of operations to reclaim all of the Duchy of Chordille. Dragon's Delve enters into her plans only tangentially, as a potential source of wealth to fuel her armies, or even the lair of a possible ally in the form of the Dragon Prince. Delissa has no intention to take over the world - just enough of it to be comfortable and safe for the rest of her life. As long as a more-powerful being is willing to let her run the duchy however she wants (and she is convinced it could be trusted) she'll swear allegiance to anything. Even the PCs could become her allies, if she truly believes they'll give her free reign over Brindenford and the surrounding lands.

For now, however, her plan is to become known to the most important people in and around Brindenford, and establish her cover story. She claims to be primarily interested in Chordille Keep, and states that she hopes to restore and rebuild it. She admits she is a descendent of the old dukes, and hopes to play a major roll in Brindenford, but never suggests she wants to "take over" unless she is convinced her listeners would both support the idea and keep quiet about it. Instead she proposes the growing problems with spike-horns, poisoners, cults, and bestial hosts suggests Brindenford needs a powerful, permanent defender and a castle for its residents to fall back to.

Delissa expects to meet suspicion, and happily admits it. She is, after all, a powerful new comer interested in gaining local influence. She does her best to never seem rushed or greedy. With her timeless body, she expects she has decades before she must

face mortality, and she saw how rushing plans brought down her father. Delissa will use any ruse and play any role that seems likely to gain support. She will happily act as an innocent with good intentions who needs to be educated, a sister-in-arms to warrior-nuns who can aid in the struggle against menfolk, an eager student with great potential, a fearless crusader for the rights of commoners to live in safety, a secret cabalist who will aid in ripping secrets from Metterak's claws, or any other personality that seems likely to win allies. She is certainly more than capable of playing a romantic role if it will get her something she wants and maintaining it as long as it's useful, but always waits until she is sure she can handle the complications such a ruse can bring.

If asked about her apparent invisibility to scrying by someone who she has acted friendly towards she will reveal the power of her amulet of privacy, and claim she spent a small fortune to be free of arcane peeping-toms. She will even remove it and allow an "ally" to examine her without it, as she can depend on her signet to keep her evil nature and foul plans secret. She never willingly removes the signet, though it should appear to be a mundane ring.

Anti-Druid: Lady Delissa is an anti-druid, a divine spellcaster who seeks not to work with nature, but to dominate it and wherever possible replace true nature with parallel forces of her own creation. She is also the only anti-druid she knows of, having learned the art from an ancient tome written by a long-dead cult known

as the Khorantian Despoilers. The lady has considered training acolytes, especially arisen acolytes, but for now is unwilling to share her secrets with anyone.

For any issue not addressed in her stat block, Delissa should be treated like a druid.

Lady Delissa (Neutral Evil) CR 19

Half-elf anti-Druid 19

HD 19d8+38 **hp** 161

Init +3 **Speed** 30 ft.

Armor Class 24 (+3 Dex, +5 armor, +3 natural armor, +3 deflection), touch 16, flat-footed 21

Base Attack/Grapple +14/+13

Attack +19 melee (1d8+1/17-20)

Full Attack +19/+14/+9 melee (1d8+1/17-20)

SQ immune to sleep spells, low-light vision, nature sense, resist nature's lure, stolen shape (6/day, superior shape 2/day), a thousand faces, timeless body, trackless step, venom immunity, wild empathy, woodland stride

Fort +16, **Ref** +12, **Will** +18

Str 8, **Dex** 16, **Con** 14, **Int** 18, **Wis** 19, **Cha** 16

Feats Alertness, Greater Spell Focus (enchantment), Skill Focus (Bluff), Spell Focus (enchantment), Weapon Finesse 2

Skills Bluff +28, Concentration +26, Diplomacy +27, Gather Information +27, Listen +29, Sense Motive +26, Spellcraft +26, Spot +29

Languages: Common, celestial, draconic, druidic, elven, gnoll, infernal

Possessions: amulet of privacy, signet of privacy, +2 keen scimitar, +3 ring of defense, +3 cloak of protection, +3 amulet of natural armor, +3 honeytan leather.

Typical Anti-Druid Spells Prepared (6/7/7/6/5/4/4/3; save DC 13 + spell level)

0- *create water*, *cure minor wounds*, *detect magic*, *detect poison* x2, *light*; **1st-** *charm animal* (DC 17) x2, *charm person* (DC 17) x2, *entangle*, *speak with animals*; **2nd-** *lesser restoration* x4, *soften earth and stone*, *tree shape*; **3rd-** *contagion*, *cure moderate wounds* x2, *dominate animal* (DC 19), *poison*, *speak with plants*; **4th-** *command plants*, *flamestrike* x2, *ice storm*, *scrying* x2; **5th-** *animal growth*, *commune with nature*, *insect plague*, *wall of fire*, *wall of thorns*; **6th-** *antilife shell*, *arise*, *find the path*, *transport via plants*; **7th-** *greater scrying* x2, *heal* x2; **8th-** *earthquake*, *reverse gravity*, *word of recall*; **9th-** *antipathy* (DC 25), *mass cure critical wounds*, *true arise* (new spell, see "Tendrils of Influence, Part Two")

Stolen Shape (Su): An anti-druid can steal the useful traits of other creatures, including their natural weapons, natural armor, and physical powers. The anti-druid can choose to gain any one of the following benefits when using a stolen shape; +2 Str, +2 Dex, +2 Con, +2 natural armor, one bite attack (1d6 for Medium anti-druids), two claw attacks (1d4 for Medium druids), or +20 ft. to move rate.

The effect lasts for 1 hour or until the anti-druid gives up the stolen form. The anti-druid does not lose any of her own abilities or use of her equipment while using stolen shape. Stealing a shape or giving it up is a

standard action that doesn't provoke an attack or opportunity, and each time the anti-druid does either she regains lost hit points as if she had rested for a night.

The anti-druid can use this ability once per day at 1st level, and an additional time per day at 6th, 7th, 10th, 14th, and 18th level.

At 11th level, the value of the benefits increases to: +4 Str, +4 Dex, +4 Con, +4 natural armor, one bite attack (1d8 for Medium anti-druids), two claw attacks (1d6 for Medium druids), or +30 ft. to move rate. At 18th level, the value of the benefits increases to: +6 Str, +6 Dex, +6 Con, +6 natural armor, one bite attack (2d6 for Medium anti-druids), two claw attacks (1d8 for Medium druids), or +30 ft. to move rate.

At 8th level an anti-druid may choose two new benefits; wings with a 30 foot move rate and good maneuverability, or a 30 ft. swim speed and the ability to breathe, speak, and cast spells underwater. At 12th level these benefits increase to wings with a 60 foot move rate and good maneuverability, or a 30 ft. swim speed and freedom of movement under water.

At 16th level, once per day an anti-druid may use superior stolen shape, gaining two benefits when using stolen shape. At 18th level she may do this twice per day, and at 20th level three times per day.

Honeytan: Honeytan leather goods are lighter and more flexible than normal leather or hide materials. This gives the same benefits (and has the same cost) to leather or hide armors as being made of mithral does to metal armors.

Amulet of Privacy

The wearer of this amulet is protected from divination magic as if under the effects of a nondetect spell, but only against effects that attempt to see or hear the wearer through magic, or determine the wearer's alignment, thoughts, intentions, or truth of the wearer's words. Other divinations, such as detect magic, work normally.

Faint abjuration; CL 5th; Craft Wondrous Item, glibness, nondetection; Price 30,000 gp.

Signet of Privacy

The wearer of this minor artifact is protected from divination magic as if under the effects of a nondetect spell, but only against effects that attempt to see or hear the wearer through magic, or determine the wearer's alignment, thoughts, intentions, or truth of the wearer's words. Other divinations, such as detect magic, work normally on the wearer. However, as an artifact, the signet itself does not detect as magic, and cannot have its true nature revealed by anything short of a wish or miracle.

None; CL 20th; Weight -

Combat: If Lady Delissa finds herself in a direct conflict without an overwhelming advantage, she considers herself to have already made a crucial mistake. She may fight for a few rounds if it seems likely she can win, but otherwise she seeks escape immediately. If her word of recall does not work, she is most likely to fly away (sticking close to the ground and using what cover she can to break line-of-sight to her attackers), then dive into

the nearest river. She knows few assailants are at their best underwater, and the river itself can provide cover for her to flee.

PATHFINDER CONVERSION

Lady Delissa CR 18

Female Half-Elf Druid 19

NE Medium Humanoid (Elf, Human)

Init +3; **Senses** Low-Light Vision; Perception +33

DEFENSE

AC 14, touch 14, flat-footed 10 (+3 Dex, +1 dodge)

hp 137 (19d8+38)

Fort +16, **Ref** +12, **Will** +18

Immune sleep, poison; Resist Elven Immunities

OFFENSE

Spd 30 ft.

Melee +2 keen scimitar +19/+14/+9 (1d8+1/17-20)

Spell-Like Abilities *A Thousand Faces* (At will)

Druid Spells Known (CL 19, 13 **melee touch**, 17 **ranged touch**):

9 (3/day) *Antipathy* (DC 26), *Cure Critical Wounds*, *Mass* (DC 24), *True Arise*

8 (3/day) *Reverse Gravity* (DC 23), *Earthquake* (DC 23), *Word of Recall* (DC 23)

7 (4/day) *Heal*, *Greater Scrying* (DC 22)

6 (4/day) *Find the Path*, *Antilife Shell*, *Arise*, *Transport via Plants*

5 (5/day) *Wall of Thorns*, *Insect Plague*, *Animal Growth*, *Commune with Nature*, *Wall of Fire*

4 (5/day) *Scrying* (DC 19), *Ice Storm*, *Flame Strike* (DC 19), *Command Plants* (DC 19)

3 (5/day) *Poison* (DC 18), *Contagion* (DC 18), *Cure Moderate Wounds* (DC 18), *Dominate Animal* (DC 20), *Speak with Plants*

2 (5/day) *Tree Shape*, *Soften Earth and Stone*, *Restoration*, *Lesser x3*

1 (6/day) *Speak with Animals*, *Entangle* (DC 16), *Pass without Trace*, *Charm Animal* (DC 18), *Charm Person x2* (DC 18)

0 (at will) *Detect Poison*, *Detect Poison*, *Light*, *Detect Magic*

STATISTICS

Str 8, **Dex** 16, **Con** 14, **Int** 18, **Wis** 21, **Cha** 16

Base Atk +14; **CMB** +13; **CMD** 27

Feats Alertness, Blind-Fight, Combat Casting, Combat Expertise +/-4, Combat Reflexes (4 AoO/round), Deceitful, Dodge, Druid Weapon Proficiencies, Greater Spell Focus: Enchantment, Skill Focus: Bluff (Adaptability), Spell Focus: Enchantment, Weapon Finesse

Skills Appraise +23, Bluff +35, Diplomacy +25, Disguise +26, Fly +25, Heal +27, Intimidate +22, Perception +33, Sense Motive +28, Survival +7

Languages Common, celestial, draconic, druidic, elven, gnoll, infernal

Possessions *amulet of privacy*, *signet of privacy*, +2 *keen scimitar*, +3 *ring of defense*, +3 *cloak of protection*, +3 *amulet of natural armor*, +3 *honeytan leather*.

SQ Elf Blood, Nature Sense (Ex), Resist Nature's Lure (Ex), Spontaneous Casting, Timeless Body (Ex), Trackless Step (Ex), Wild Empathy +22 (Ex), Stolen Shape (8/day, superior stolen shape 2/day) (Su), Woodland Stride (Ex)

SPECIAL ABILITIES

A Thousand Faces (At will) *Use Alter Self* at will while in your normal form.

Immunity to Poison You are immune to poison.

Resist Nature's Lure (Ex) +4 save vs. effects from Fey and effects using plants.

Spontaneous Casting The Druid can convert stored spells into Summon Nature's Ally spells.

Timeless Body (Ex) You no longer take ability score penalties from aging.

Trackless Step (Ex) You do not leave a trail as you move through natural surroundings.

Wild Empathy +22 (Ex) Improve the attitude of an animal, as if using Diplomacy.

Woodland Stride (Ex) Move through undergrowth at normal speed.

Stolen Shape (Su): An anti-druid can steal the useful traits of other creatures, including their natural weapons, natural armor, and physical powers. The anti-druid can choose to gain any one of the following benefits when using a stolen shape; +2 Str, +2 Dex, +2 Con, +2 natural armor, one bite attack (1d6 for Medium anti-druids), two claw attacks (1d4 for Medium druids), or +20 ft. to move rate.

The effect lasts for 1 hour or until the anti-druid gives up the stolen form. The anti-druid does not lose any of her own abilities or use of her equipment while using stolen shape. Stealing a shape or giving it up is a standard action that doesn't provoke an attack or opportunity, and each time the anti-druid does either she regains lost hit points as if she had rested for a night.

The anti-druid can use this ability once per day at 1st level, and an additional time per day at 6th, 7th, 10th, 14th, and 18th level.

At 11th level, the value of the benefits increases to: +4 Str, +4 Dex, +4 Con, +4 natural armor, one bite attack (1d8 for Medium anti-druids), two claw attacks (1d6 for Medium druids), or +30 ft. to move rate. At 18th level, the value of the benefits increases to: +6 Str, +6 Dex, +6 Con, +6 natural armor, one bite attack (2d6 for Medium anti-druids), two claw attacks (1d8 for Medium druids), or +30 ft. to move rate.

At 8th level an anti-druid may choose two new benefits; wings with a 30 foot move rate and good maneuverability, or a 30 ft. swim speed and the ability to breathe, speak, and cast spells underwater. At 12th level these benefits increase to wings with a 60 foot move rate and good maneuverability, or a 30 ft. swim speed and freedom of movement under water.

At 16th level, once per day an anti-druid may use superior stolen shape, gaining two benefits when using stolen shape. At 18th level she may do this twice per day, and at 20th level three times per day.

WHILE YOU WERE OUT... (EL 0-7)

Summary: Not everything of note that happens in Brindenford does so while the PCs are in town.

Background: Because the Lost Duchy has never been successfully reclaimed by any kingdom, the political power in Brindenford all sits with a few significant individuals. The most powerful of these are the Lord Mayor (Anra Saddana) and the sheriff (Erro Mansan), but they are closely followed by the town elders (Iris Gellow - head of the Temple of Vune, Whedon Rasholt - head of the Logging Guild, Vimble Mirhoffal - proprietor of Queen's Crafts, Val Donage - owner of the Lost Shepherd, and Sirus Craddock - a wealthy merchant). While the Lord Mayor's word is law, no mayor can survive without the support of the elders. As a practical matter, these seven citizens can make nearly any change to Brindenford's affairs with a majority vote. Also of note is the influential, but not acknowledge as a town elder, Tenebrynn Glimmersight - a well-known dilettante.

As Brindenford grows in importance, the PCs relationships with these eight locals becomes increasingly important. Barring the outcome of previous encounters, each of these eight begins with a neutral attitude toward the PCs except Sirus Craddock, who begins with an unfriendly attitude toward any adventurers. While a GM should obviously track any change of attitude for these NPCs when the players are directly

involved with them, there are things that may influence the NPC attitudes even when the PCs aren't directly involved. A number of these encounters are outlined below, designed for the GM to have occur when the PCs aren't in town.

If the PCs have taken pains to make contacts and friends within Brindenford, they'd hear about these events as major news whenever they come back to town, with having to take any special steps to do so. Groups with less of a connection might need to make a DC 15 Knowledge (local) or Gather Information check (or the gather information use of Diplomacy for Pathfinder games) to get the details of what has happened, and how it might effect their standing with the town leaders.

In each case, a short description of how the event has affected the PCs standing, and how they might change that, is presented in sections marked "the scoop." If the PCs don't get involved, other NPCs may take the opportunity, gaining greater support within Brindenford.

Baoisgne's Boy

Constable Odhanan Baoisgne's youngest son, 16-year-old Manro Baoisgne, has run off to join the Freak House. Manro (male human Expert 2) is a fair apple-juggler, and believes he can learn to juggle more interesting things like knives, axes, and scorpions to build a Freak House act around. For now he's acting as physical labor for the show, but he certainly has the drive to become a performer in a few months.

The constable (and most people in town, to be honest) assume Manro was lured to join the Freaks by one of their more provocative female members (in most cases, Alune is blamed). In fact, Manro is much more driven by the hope of living a more interesting life, fueled by the stories of the adventurers who have been coming in and out of the Dragon's Delve all his life.

The Scoop: If the Freak House was kicked out of town, Manro is days away by the time the PCs learn of this issue. The constable took time to try to bring his boy back, but Manro refused. Because of this the constable is in a deep depression, and not getting much work done. Normally the sheriff could handle the extra workload, but with the recent troubles he's stretched thin and had to cut back his patrols. Since the PCs arrival marks the beginning of the increase in major problems, the sheriff sees them as a danger, even if they mean well, and his attitude toward them shifts down one just because of the potential danger they represent.

If the PCs spoke on the Freak House's behalf and the mortal performers are still in Brindenford, the constable and the sheriff both blame the PCs for supporting them, and both their attitudes shift down one.

In either case, if the PCs take an interest and convince Manro to go back home, the attitude of constable and sheriff goes back to normal, though members of the Freak Show are likely to be annoyed.

If the PCs do not get involved, the entire council's attitude toward the Freak House goes down one step.

Bryson's Revenge

An outbreak of dysentery (known locally as "Bryson's Revenge") struck the poor and homeless in Brindenford while the PCs were gone, and it took the clerics of Vune considerable time (and expense) to get under control. A short investigation shows the outbreak started with everyone who ate one specific late-night charity meal served by the Temple of Vune. The foods for that meal were donated by Lord Mayor Anra Saddana, and she and Iris Gellow (head priestess of Vune) are furious with each other as the mayor blames poor preparation of the food, and the priestess blames the mayor for selling food that had some hidden defect.

Sirus Craddock has taken this opportunity to suggest both women are to blame, claiming the mayor brought in tainted food and that the priestess was too cheap to pay for quality ingredients for the poor (which Craddock would, of course, be only too happy to sell). Craddock points out the church actually prepared and served this meal outside of the church (true, but only because they don't have room within the church), and even animals seemed upset at the delivery of mayor's food (true, but that's because of a spectre, see below).

In truth, neither woman is to blame. In a way, the disease truly was "Lord Bryson's Revenge," a result of ancient laws the Duke set in place long before his death. Lord Bryson employed a set of four investigators to inspect any group that worshiped a god other than Glarias within his lands. The spirit of one of these is now a spectre, with

the power to spoil food (and without the normal spectre's energy drain attack). The spectre is dormant most of the time, but every few years it stirs, and this year it has decided the clerics of Vune were in violation of its lord's religious wishes, and spoiled their good works. It followed the food delivery to the temple (upsetting nearby animals) and fouled the food without being spotted by anyone (or ever entering the temple). (For Pathfinder games, use the Pathfinder version of the spectre with the same changes.)

While mundane investigation will have a hard time tracking down a spectre (though a kind GM may allow some witness to have spotted it and been too afraid to say so), magic efforts to track it down are unimpeded. If a PC has the signet of Duke Bryson (found in area 242) the spectre can be ordered to stop, or even laid to rest. Otherwise, it's a fight (though not much of one against level 17 PCs).

The Scoop: If the PCs reveal the spectre's involvement, the mayor and high priestess go back to being allies, and both have their attitude toward the PCs increased by one. Because this hurts his political efforts, and it proved adventurers can be useful, this causes Craddock's attitude toward the PCs to go down by one (if that's even possible).

If the PCs do not get involved, Azure Tandrin provides the Temple of Vune with a cauldron which purifies the food cooked in it, and the attitude of the entire council toward him improved by 1 step. Also, Anra Saddana is ultimately blamed for the outbreak, and steps down as Lord Mayor. Unless the PCs

manage to intervene, Sirus Craddock is elected by the town elders to replace her.

The River Riot

Tensions between the Logging Guild and the local fishermen have been high for years. But when a young fisher girl went out to check crawdad traps and her body is later found dead at the river's banks, the fishermen became convinced she was hit by a rogue floating log the loggers didn't watch well enough. When a few loggers came into town later that same day to accuse someone of stealing logs from the edge of their camp for free lumber, the two groups got into a fight, which quickly spread. While no one else was killed, dozens were injured, and hundreds of gp of damage was done to the riverfront.

Several fishermen have gone to Tenebrynn Glimmersight to demand the power of the loggers be curtailed, and he has vocally taken the matter up with the town elders. In support of him, many townsfolk who have dealings with the elves to the north insist he be seated as a town elder.

In fact, the fisher girl was killed by a bugbear left over from the Bestial Host. If the PCs find out about the death and investigate, they can use tracking or similar mundane efforts to hunt down the true culprit, or reveal him with higher-level magic.

The Scoop: If the PCs have publically supported the loggers before, this matter causes Tenebrynn Glimmersight's attitude toward them to go down one step. If they have publically supported the fishermen or worked against the loggers, this matter

causes Whedon Rasholt's attitude toward them to go down one step. If they have done neither both individual's attitudes go down by one as the elf and logger see the PCs as "needless distractions."

If the PCs find and bring back the bugbear killer (dead or alive), they have a new opportunity to make Diplomacy checks with the two men. On successful checks, each man is grateful the issue has been resolved, and their attitudes go back to normal, and then move up one additional step. On a failed check with him, Tenebrynn Glimmersight is angered the PCs have taken away his best chance to be on the council, and his attitude goes down one more step. On a failed check with him, Whedon Rasholt is angered the PCs didn't "take care of the Host earlier" and one of the creatures they should have killed has now caused trouble for his guild, and his attitude goes down one more step.

If the PCs do not get involved, Tenebrynn Glimmersight is seated as an elder after Lady Delissa negotiates a peace, and the entire council's attitude toward her goes up one step.

TENDRILS OF INFLUENCE, PART ONE (EL 18)

Summary: Azure Tandrin is settling into Brindenford, and slowly gaining significant influence within the town.

Background: The demi-mortal Azure Tandrin means no harm to the people of Brindenford, but he also has no intention of allowing their decisions, or even their safety, stifle his desire to learn about Nibul of the

Seven Arches, or that powerful spellcaster's tomb. While there's no conflict between his desires and the town's needs at the moment, Azure Tandrin has long since learned the best way to deal with a problem is to plan for it before it happens. As a result, he has decided to take control of Brindenford, preferably without anyone in town realizing it.

Proxies: Azure Tandrin thinks of people carrying magic items he has created as "proxies," individuals who go places he doesn't have time to, and allow him to observe what is said and done in those locations. While this is clearly a gross violation of the privacy of his proxies, Azure Tandrin doesn't see what he does as evil. Indeed, if a proxy gets into serious trouble the demi-mortal feels compelled to make some effort to help both as a practical matter (dead proxies are less likely to produce useful information) and as a moral one (proxies serve Azure Tandrin, even if unknowingly, and are deserving of reasonable aid from him). Of course he won't put himself in serious risk to aid his proxies, but the fact that becoming an unknowing spy for him gives them any level of protection seems like fair recompense to Azure Tandrin.

Although Azure Tandrin can't scry on all his proxies all the time, he does spend a fair amount of his day watching people of importance and following threads of information thus revealed. He has become quite adept at determining the likelihood someone will be involved in something important, and in following an aside comment from one proxy to the source of

an important issue near a different proxy. This is one reason Azure Tandrin works to get dozens of people to become his proxies even though his scrying power only works 3 times a day - with a wide range of proxies to choose from, he is more likely to have one near any given crucial moment.

Once Azure Tandrin has established himself in an area (normally taking 1-3 weeks), he gains a +4 circumstance bonus to all Gather Information checks (or Diplomacy checks made to gather information for Pathfinder games), Knowledge (local) and Knowledge (nobility & royalty) [or Knowledge (nobility) for Pathfinder games] made in regards to the area, due to the lore he gathers from his proxies.

He also gains a +2 circumstance bonus to all Bluff, Diplomacy, and Sense Motive checks made against one of his proxies (knowing what a person says and does in private is a useful way to learn how they react to negotiation and understand what's important to them). He can increase this bonus to +6 by studying one person exclusively for at least a week, but doing so carries a risk. If Azure Tandrin uses the +6 bonus on a check against someone and fails, they automatically realize he is using information there is no reason he'd be privy to. This does not automatically allow them to realize he is scrying on them in particular (there are, after all, lots of mundane ways to get hold of secrets), but it does give the newly-suspicious proxy a +4 circumstance bonus to Sense Motive checks made against Azure Tandrin.

In addition to making sure at least one PC has an item he has created, Azure Tandrin works to get at least minor magic items into the hands of each of the town's rulers, at least one priest in each of its temples, a selection of places frequented by adventurers, important sources of information found in or near town, and a broad selection of businessfolk and notable citizens.

Growing Influence: With the ability to listen in on private conversations and create goods faster and cheaper than any mundane craftsman, Azure Tandrin can leverage his ability to influence town decisions quite quickly. Because he senses it's impossible to be seen as an ally of both Teigel Fascher and Sirius Craddock, and Craddock seems the more politically powerful of the two men, Azure Tandrin has set out to make Craddock his ally despite his obvious connection to the adventurers Craddock so loathes. He does this by positioning himself as a "simple merchant," and the extravagant security he claims the Brass Lamp employs, an expensive necessity for doing business with dangerous, greedy, immoral folks like adventurers. He also works to ally himself with Badger before approaching Craddock, seeing the old gnome as a good stepping-stone to the suspicious merchant.

A GM can map Azure Tandrin's growing influence as a series of improvements in the attitude of people in power toward him. Unless PCs interfere, Azure Tandrin can manipulate circumstances to improve the attitude of one named NPC one step in his favor each week he is in Brindenford.

He starts with Badger, then moves to Sirius Craddock, then the Lord Mayor, the leader of each Temple, and then the other elders in town (with the exception of Fascher). The GM can have these NPCs drop subtle hints to the PCs that they are more and more helpful to Azure Tandrin. Some examples of such events are listed below.

*Badger might regularly tell PCs seeking something in his Lair that "Honestly, Azure's more likely to have summtin' like that."

*Sirius Craddock might vaguely threaten the PCs that they need to be sure not to "make trouble" for the Brass Lamp.

*The Lord Mayor casually mentions she'd like to keep her post until Azure Tandrin has been in town long enough to be seen as a town elder and can take over the job (though she laughs it off as a joke if pressed.)

*Roman Buevias of the Lost Shepherd is overheard having meals sent to the Brass Lamp free of charge, to "Thank A-T for taking care of things for us."

*Brother Harrud mentions Azure Tandrin as a "paragon of self-reliance" in one of his sermons, while mocking the Lord Mayor and sheriff for being weak and unable to defend the town.

Plan B: While Azure Tandrin would prefer for his manipulation of town elders and dignitaries to go unnoticed, he is too experienced not to realize that secret plots and adventurers don't mix. If he is called out on his growing political power or ability to act on information he shouldn't have, he has a patsy ready to take the fall.

Shortly after arrival in Brindenford, Azure Tandrin used a book bought from an adventurer at his previous home to summon a demon, the succubus Ellilah. He acted as though he has no idea the book would summon a demon, claimed he just wanted to be safe, and "allowed" Ellilah to "trick" him into a deal. She moves through town once a month (her polymorph keeping her from drawing attention), and uses her ability to detect thoughts and charm monster to seek any threat to Azure Tandrin. In return, he must make a custom magic item for her each month.

If pressed for an explanation of his hidden source of lore, Azure Tandrin explains he "accidentally" summoned a demon, she decided to entrap him, and then reveals the true nature of his deal with her. The shopkeeper claims he's terrified of crossing the succubus, especially as she has threatened to bring her "big sisters" if he doesn't keep up his end of the bargain. With the exception of having planned this out in advance, everything he says is true. Of course if a group of powerful PCs is willing to fight the demon-sisters of Ellilah he'll happily cross the succubus. He can even allow the PCs to pick when and where such a conflict will take place. And if they succeed, he'll reward each of them with a custom magic item he makes himself...

Ellilah (succubus, hp 51)

Nagath and Querika (Ellilah's "big sisters") (marilith)

See the Map of Brindenford.

PATHFINDER CONVERSION

Use the Pathfinder version of the succubus for Ellilah (hp 100), and the Pathfinder marilith for her two big sisters.

TENDRILS OF INFLUENCE, PART TWO

Summary: Lady Delissa eventually plans to kill everyone in town and replace them with her arisen slaves. And she's not going to wait long before she gets started...

Background: Lady Delissa plans to take over Brindenford, kill its inhabitants, and turn them into the beginnings of an arisen army under her control. Once she has successfully introduced herself to the PCs and town elders, she begins the work of growing her army.

However, Lady Delissa isn't an idiot, and she's noticed the PCs tend to win at... well... everything. As a result while she doubts she can make them her allies (unless a significant number of them are evil, or at least neutral, they are likely to object to her methods) she does want to put off any confrontation with them for as long as possible. As a result when she begins her project to kill and arise townsfolk, she carefully avoids anyone who has even a moderate tie to the PCs, even as annoyances.

Instead, Lady Delissa works to replace the backbone of Brindenford, it's most important working-class citizens. Once she has established herself in a house within the town she can easily create legitimate business needs to call such folk to her home,

and there kill and replace them in privacy. She seeks people she sees as "lynchpins," who have access to (and are trusted by) town leaders. By slowly building a network of lynchpins, Lady Delissa can influence the events and attitudes within Brindenford to grant herself a position of power. Only then, when she feels her position is unassailable, will she dare move openly. If she has to work behind the scenes for months or even years she's willing to do so, as long as she can continue to make progress.

The Lynchpins: Lady Delissa moves slowly and carefully, If at all possible, she takes no more than one lynchpin each week, making sure the action goes unnoticed before daring to claim another victim. As she replaces lynchpin townsfolk, the lady uses their knowledge and positions to form plans to worm her way into the good graces of town leaders. Below are the first four lynchpin targets Lady Delissa intends to kill and use the arise spell on to create replacements fanatically loyal to her. While none of the natives of Brindenford will notice her early moves towards dominance, Lady Delissa doesn't realize that Azure Tandrin of the Brass Lamp is also insinuating tendrils of influence into Brindenford. While the two masterminds are unaware of the true nature of the other, that is a state of affairs that cannot last long.

Cealinien Dead-Eye (elf male ranger 4/expert 3). Cealinien is an older elf who was once one of the foremost hunters in Brindenford. An unfortunate incident with a blood-red owlbear (known as the Summer

Duke) years ago left Cealinien's left eye blind and dead-white. Lacking proper depth perception Cealinien retired from hunting to become a bowyer and fletcher. He is capable of making masterwork bows of all kinds, and can make composite bows able to handle up to a +6 Strength bonus. Cealinien still hopes to trap the Summer Duke someday, and rather than sell bows to the sheriff and his constables, Cealinien trades them his wares for their time setting traps for the crimson owlbear. Replacing him with an arisen servant allows Lady Delissa to increase the attitude of the sheriff, his constables and their deputies toward her by one step. (Replacing Cealinien also causes his ruined eye to be restored to normal function and appearance, though as long as he continues to wear an eyepatch, that's unlikely to be noticed.)

Cooper Wren (female human expert 7). Wren is the eldest daughter of the Aerie Clan of wood-workers (of which the patriarch, Wainwright Kestrel, is old and wise enough to begin to be considered for possible inclusion as a town elder). Though her name is officially "Wren," most folks use her trace-title Cooper when referring to her. Cooper, and the entire Aerie family, are close allies of the Logger's Guild, but also friends and trade-partners with the elves

Murten Haolf (male human expert 3). The best launderer, bleacher, and dyer in town. He works out of his home near the Gathering Hall, and isn't currently taking any additional clients. He has strong connections to the Lord Mayor and Sirius Craddock, as he cares

for their formal clothes. Replacing Murten with an arisen servant allows Lady Delissa to increase the attitude of both these NPCs toward her by one step.

Pahc (female half-orc commoner 9). Pahc is one of the few half-orcs in town, and the best-liked among those. She is a porter, pulling a 2-wheeled cart with her own hands throughout Brindenford. She makes numerous deliveries from large cargos that come in along the river or Queen's Road, taking smaller shipments to individual homes and businesses. She is well-liked and trusted by both Teigel Fascher and Brother Harrud. Replacing Pahc with an arisen servant allows Lady Delissa to increase the attitude of both these NPCs toward her by one step.

NEW SPELL

While Lady Delissa can normally meet her goals with the use of the 6th level arise spell, occasionally she needs to resort to more powerful magic. If the PCs discover her growing plot and use high-level divinations to better understand her powers, they might uncover the existence of the true arise spell, presented below.

True Arise [evil]

Level: AntDrd 9

Components: V, S, M, DF

Casting Time: 10 minutes

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

With this spell, you create a twisted, crazed version of a creature (living or dead) in a copy of its own body. This spell does not return the soul of a dead creature to the mortal plane, nor prevent other spells from raising or killing the original creature normally. However the spell does take a tiny sliver of the soul of the original creature, and as a result creatures that would not be willing to have a copy of them made in this way receive a saving throw (even if dead) to resist its effects. You cannot make an arisen copy of an arisen creature - it lacks enough soul to donate a sliver to make a copy of itself.

Since the arisen creature has a new body, all physical ills and afflictions of the original creature are repaired. The condition of the piece of the original creatures used for this spell is not a factor. So long as some small portion of the creature's body still exists, it can be arisen. The magic of the spell creates an entirely new young adult body (though appearing the same age as the creature when the bit of its body was taken) for the soul sliver to inhabit from the natural elements at hand. This process takes 1 hour to complete. When the body is ready, the subject is arisen.

An arisen creature recalls the majority of its former life and form. It retains any class abilities, feats, or skill ranks it formerly possessed. Its class, base attack bonus, base save bonuses, and hit points are unchanged. However, the new creature is of the same alignment as the caster of this spell, and automatically maintains a Helpful attitude toward the caster, regardless of how the

creature is treated. Constructs and undead creatures can't be arisen.

A *wish* or *miracle* spell can restore an arisen character to its original alignment and attitude, and restore its soul to full life.

Material Component

Rare oils and unguents worth a total of at least 2,000 gp must be spread over the remains.

Plan B: If Lady Delissa is confronted about her arisen servants by foes who seem unlikely to be either talked off, or slain and replaced in secret, she falls back on her Plan B. She uses her a thousand faces ability to take the form of Alune the Sword-Swallower, laughs loudly, and says she's amazed she's managed to keep her true nature a secret this long after the rest of her coven fell. She engages in one or two rounds of combat before cursing at her attackers, claiming they'll never find the "real" Lady Delissa before she (not-Alune) kills her, then flies off.

If possible, she then goes and kills Alune, replaces her with an arisen servant, and tells the new not-Alune to tie her (Lady Delissa) up and waits for her earlier attackers to come "rescue" her. When saved, Lady Delissa will claim she was grabbed and captured by "Alune" a few days after arrival, and that the evil witch-Alune has been questioning her about the secrets of her family ever since.

If any part of that plan doesn't work, Lady Delissa goes to Plan C - she flees, then comes back in secret to slay Rochele Deibar (human female Aristocrat8) (see "Lord of the Ring" below) and takes her place using her a thousand faces ability. As the new Rochele

Deibar, Lady Delissa begins her plans again, this time explaining any sudden activity as being spurred to action after seeing what happens when people show up claiming to be related to Duke Bryson Chordille.

Lord of the Ring

A stranger rides into town, a pair of clearly experienced bodyguards (male human fighter9) at her side. The woman is Rochele Deibar (human female Aristocrat8) and she is the great granddaughter of the cousin of Duke Bryson Chordille. This makes her the closest living heir to the family that once ruled the region. She keeps her identity secret from most, however, because she fears the assassins of the high king of Kelmanosh who would not react well to the news that there was someone who rightfully controlled this land that he has long claimed. Plus, Rochele is leery of the tales that there is a curse upon the duchy, the ruined keep, and her family because of what went on so long ago. Rochele is interested to find out if there is any the truth to the rumors. She is also interested in finding the Duke's signet ring and any remaining artifacts or legacies of the family. She visits the ruined keep and sees for herself that it holds little, but she also knows that the dungeons beneath are vast. Yet she is no dungeon delver.

After she's been in town for a while, Rochele will quietly approach the PCs and ask them for their help recovering information or items relating to her family. In particular, she is interested in the duke's ring, the symbol of his power. The ring,

of course, lies on Level 7. However, it also will prove useful to the PCs on Level 8 and beyond, so they may find themselves in a quandry if they promise it to Rochele. She will pay them 5,000 gp for the ring, and more for other items or information (at the discretion of the DM).

THE GREAT FIRE (EL 15)

Summary: It's going to be a hot time in the old town tonight.

Sights and Sounds:

A crimson glow silhouettes nearby buildings, and thick columns of smoke coil up to the sky from a dozen locations. The smell of burning wood and sound of roaring bonfires is mixed with the stench of charred meat and hot metal, and the screams of panic and cries for help. Brindenford is on fire, and the conflagration has already spread to multiple structures.

Background: As a town of abandoned wooden buildings, heavy lumber trade, and multiple sources of magic power, Brindenford is ripe for a major fire. With hidden factions vying for power within that setting, this moment may even have been inevitable. But no one was prepared for this, and without quick action on someone's part, the town is going to burn.

In many ways, the cause of the fire doesn't matter, but powerful PCs may use divination magic to reveal it anyway. A group of local kids has begun to wonder if Brindenford is being infiltrated by some kind of evil cult, possibly connected to one of the new personalities in town. Those

children, offspring of the town elders and other noteworthy Brindenford natives, have been meeting in an abandoned house every third night, to discuss their findings. And last night, they didn't fully put out the fire in the makeshift clubhouse's stove. A single spark leaped free and smoldered. Hours later, the floor caught. Even so no one noticed until much later.

Normally, the townsfolk keep an eye out for fires. Each neighborhood has a few locals who patrol it's streets a few times a day, making sure everything is in order. That informal arrangement has prevented any official system of fire-watch from being established. But with the recent troubles, from stampedes to cursed coins, the informal neighborhood watches have been too busy discussing potential extraordinary threats to be vigilant about mundane ones. The fire charred the inside of the abandoned house, then burst into massive flames. It caught the nearby buildings on fire in minutes, and only now does anyone realize what's going on.

The Fire: It doesn't matter exactly which building in town is the source of the fire, but it should conform to a few rules. First, it shouldn't be adjacent to the river, or any other named building in town (including any buildings the GM and players have made important in the course of play). It shouldn't be on the edge of town or a major road, either. Whichever building you choose as the source of the town fire, it's now in cinders. The four buildings around it are engulfed, but something might be salvaged if they are extinguished.

From the time the event begins, the GM should track it in 5-minute turns. Each turn, any structure that is at least smoldering has a 50% chance to move one step worse on the Conflagration Chart (below), and any structure that is next to a burning or engulfed structure has a 25% chance to begin smoldering. The GM may want to print a copy of the Brindenford map, and use colored push-pins to mark what state each building is in. While the townsfolk are obviously working to put out these fires, their efforts are already included in the listed percentages.

The Conflagration Chart

Extinguished: The building is not burning.

Smoldering: So far it's only a few smoking spots, but if someone doesn't stop it the building will soon be burning.

Burning: Significant damage, and anyone who doesn't flee will die.

Engulfed: The building's contents and wooden components are 90% gone, but the stone frame and some of the metal contents might be salvaged if it can be put out.

Cinders: Everything is gone, nothing can be salvaged. If a building is brought a step either better or worse from cinders, it's extinguished.

Fighting the Fire: If the PCs don't intervene, the fire keeps going until 20 buildings are in cinders. At that point, Azure Tandrin and Lady Delissa each manage to put together enough support to save half the town. This also causes those two NPCs to investigate

the other, resulting in them becoming aware of the other's long-term plans (though not their methods).

If the PCs do get involved (and any good-aligned group should), the GM must determine how well they are doing at their efforts. Every 5 minute turn, a PC may make one firefighting check to attempt to decrease one structure's level on the Conflagration Chart. If the check total is 20 or less, it has no impact on the spread of the fire. A check of 21-30 ensures the building being targeted does not set any nearby buildings on fire. A check of 31 or greater also moves a targeted building one step on the Conflagration Chart. Any natural die roll of 1 means the player making the check suffers 4d6 fire damage.

A number of potential skills could assist in putting out a burning building, trying to fireproof surrounding buildings to stop the spread of the fire, or organizing the townsfolk to fight the fires more effectively as a group. Examples include using Diplomacy to get people to sacrifice buildings that cannot be saved to concentrate on those that can, Knowledge (engineering) to cover or remove the most flammable parts of a building, Knowledge (local) to direct the dance of manpower/buckets/water wells to best form bucket-brigades, Knowledge (nature) to predict the spread of the fire and focus effects where it is most likely to spread, or even Profession (fire warden) to draw together the specific skills needed to fight an urban fire. A character with no applicable skill may make any of these untrained with no skill rank bonus. (The GM may allow any

skill that seems reasonable as a firefighting skill - if a player somehow comes up with a good way to fight fires using Bluff or Sense Motive, there's no reason to forbid it.)

Similarly, there are numerous spells and special abilities that could be used to fight a town fire. Some, such as quench, have specific rules for how big a fire they can put out and don't really need any further guidelines to help a GM determine if they can extinguish a burning building. Most, however, are only going to apply to fires through creative applications by players. While it's impossible to predict every use every player will attempt to claim for every spell, a few guidelines are given below.

If a spell covers an area at least 20-foot in radius and creates a condition detrimental to fires (rain, ice, vacuum, and so on) casting it gives the PC a bonus to his next firefighting check equal to 1 plus triple the spell's level.

If a spell covers a smaller area, or doesn't seem as useful to firefighting (most wall spells, using fire spells to suck out oxygen in the hopes the existing fire will smother, summoning creatures to help carry water, and so on), casting it gives the PC a bonus to his next firefighting check equal to 1 plus double the spell's level.

If a spell is both of questionable usefulness and doesn't cover the minimum area, casting it gives the PC a bonus to his next firefighting check equal to 1 plus half the spell's level.

Since the fire is fought in five-minute turns, a spellcaster can use multiple spells to gain bonuses to his firefighting check in the same round. However, the spellcaster is

still restricted to making a check for a single building - it's just not practical to focus on more than one building every 5 minutes in the chaos of a burning town.

Side Effects: While most of the town's (and presumably the PCs') efforts during this crisis will go towards stopping the fire, the fact that two factions are vying for political control within the city might cause unexpected side-effects the player characters could notice. For example, Azure Tandrin might know something through one of his proxies that's important enough for him to mention despite it putting his intelligence-gathering network at risk. Any of Lady Delissa's lynchpins might take unusual actions to save the lady's holdings while ignoring their own homes and those of family and friends.

To see if players notice that Azure Tandrin has volunteered the info that a new shipment of varnish is sitting in the Logger's Guild meeting-hall and pose a significant threat of explosion (though he has no legitimate reason to know that) or that Cooper Wren is ignoring her family's efforts to save their woodworking shop in favor of wetting down Lady Delissa's carriage even though it's a mile from the fire, have PCs make DC 35 Sense Motive checks. On a successful check, oddities of this type are noticed even during the panic of a town fire. If a PC is specifically forgoing firefighting to investigate the actions of people in town during this time, lower the DC to 30.

See the Map of Brindenford.

GUESS WHO'S COMING TO BATTLE (EL 19)

Summary: An old foe comes to Brindenford to get even. It's really not the PCs' fault this time, but they're likely to get caught in the middle.

Sights and Sounds:

A booming voice thunders through town, as though a stormcloud is shouting. "Come, Lords of the Arches. Come, stealers of secrets. Come and answer to Mythalene for your deeds or I will flatten this mortal dwelling and salt the earth where it once lay!" A few seconds later, gasps of horror and panicked screams echo through the streets.

Background: The booming voice belongs to Mythalene, a mighty titan who is a thousand years old and has spend the past several centuries in a magic sleep, recovering from battle with Nibul of the Seven Arches over possession of an indestructible dragon-tooth. (Nibul won, and used the tooth as a material component for a spell to destroy itself, which was one of his tests of godhood). While Mythalene was sleeping, a cult of Despoilers from the Isle of Khorant stole secrets about life, death and resurrection from his sleeping-vault. Now that he is awoken and restored, he plans to get revenge on the followers and allies of the foes who dared defeat and steal from him - Nibul and the Despoilers.

As an ancient near-god himself, Mythalene has prophetic, guiding dreams. (There is no game specific mechanism for these dreams, other than to push Mythalene towards whatever the plot requires of him.

In this regard he's much like the weather - it rains when the plot needs it to rain, not because there's a game rule determining how likely it is for thunderstorms to hit a plains region in the summertime.) His dreams have told him that Brindenford is a place of growing importance and gathering power, and that both the inheritors of Nibul and the Despoilers are now there. Not caring enough to gather details, Mythalene has come to call out and defeat his foes.

The Challenge: While Mythalene knows from his dreams that those who have benefitted from his defeat and loss are in Brindenford, he has no idea what their names or appearances are. The actual cause of his dreams are detailed below, in case the PCs use powerful divinations to reveal them.

The Lords of the Arches: Mythalene is referring to Azure Tandrin, who seeks to follow the same path to divinity Nibul of the Seven Arches once took. Of course, since the PCs should have recently run through the Tomb of Nibul, there's every reason for them to believe Mythalene is calling them out. And since Azure Tandrin has no intention of going to face a titan unless he has no other choice (he'd flee Brindenford before he'd cross blades with Mythalene), no one is likely to correct the PCs' assumption.

Stealers of Secrets: The last Despoiler is Lady Delissa, though even she has no idea her skills as an anti-druid were taken in part from a titan. Like Azure Tandrin, she has no interest in facing off against something as big or powerful as Mythalene.

If the PCs present themselves to Mythalene he assumes they are his foes, regardless of their explanations. If they provide convincing proof of Azure Tandrin or Lady Delissa's true nature and connection to his wrath Mythalene might be convinced by a DC 35 Diplomacy check, otherwise as soon as anyone goes to talk to him, he assumes it's to fight him. And even if he does come to believe it's these two newcomers he wishes ill on, it doesn't make things easier. Angered that his foes cower from him, Mythalene will wade into town and begin smashing things until he finds the two (who flee immediately), or the PCs try to stop him.

If no one ever goes to talk to him, Mythalene simply keeps bellowing his challenge every few hours, for up to a year. He isn't particularly patient, but to his nearly-immortal perceptions a year seems like a reasonable time frame for foes to prepare to be killed by him. If not dealt with beforehand, exactly one year after his arrival Mythalene bellows in rage and begins tearing Brindenford apart until someone comes to fight him.

Once Mythalene gets someone to fight him, he fights to the death. If he kills at least two people, he's willing to accept they were the targets of his anger, and leave peacefully.

Fallout: Even if the PCs win a conflict with Mythalene, many townsfolk will be upset that the PCs seem to have brought an angry god into their lives. If the PCs make an effort to defend themselves against such feelings (by discussing the matter with the Lord Mayor or other elders, or even by justifying

their actions to other locals who have become friendly) a DC 30 Diplomacy check prevents any serious change in attitude. If no effort is made, or the Diplomacy check fails, any Brindenford native not already helpful toward the PCs has their attitude worsened by one step.

A Note on EL: While a titan is, properly speaking, CR 21, this is not rated as a EL 21 encounter. The main reasons for this are twofold. First, the PCs can simply not face Mythalene, which is too easy a way out for an EL 21 encounter. Secondly, if the PCs do decide to face Mythalene, they can do so after fully preparing their spells and discussing tactics. That's the equivalent of being able to set an ambush. Those circumstances combined brings this down to EL 19.

Mythalene (titan): 370 hp, CN.

PATHFINDER CONVERSION

For Pathfinder games, use the stats of a thanatotic titan for Mythalene. His alignment is still chaotic neutral.

DARK MASONS (EL 16)

Summary: Some unusual masons arrive in Brindenford to rebuild Chordille Keep.

Sights and Sounds:

The previously picturesque meadow east of town is now a vast pit, as hulking chunks of living stone tear up enormous sections of earth to form massive piles of dirt. The silent workers are made entirely of dull, smooth, dark rock stacked in rough humanoid shapes, and they seem able

to work in concert with no need to communicate. They form stone walls out of thin air, and bend and shape rock and earth in equal measure to form walls, arches, and even doors of stone.

Background: Since Lady Delissa plans to run an army from Brindenford, she believes she needs a fortified stronghold to serve as her base of operations. Originally she had hoped to find an appropriate building in town, but the combination of recent challenges and the stories of the troubles at the Lawford Dairy has convinced her no existing construction can be trusted. Instead, she has decided to rebuild Chordille Keep.

Of course she needs the approval of the Lord Mayor and town elders to undertake such a project without creating a major problem for herself. However, with the influence she's managed through her growing network of lynchpin agents, and the recent upsurge in threats to Brindenford, it didn't take long for Lady Delissa to get that permission. She had to promise to supply her own masons from out of town (to ensure her project didn't make it impossible for other people in town to get stonework done), to give the sheriff to an office inside its walls, and to allow the people of Brindenford to take refuge within it whenever a major threat appears, but none of those things pose any threat to the lady's plans.

The town elders are initially rather pleased with the deal. They expect the lady's imported masons to bring new trade and wealth to the town, and don't see any reason to worry about Lady Delissa's growing power to be a concern yet. After all, building

a new keep (soon referred to by everyone as Second Chordille, despite the lady's official desire to name it Bryson's Hall) will take at least a decade. If the lady seems to be a problem a few years from now, the elders can deal with her after she's nearly bankrupted herself with the construction but before the building is complete. Of course, Lady Delissa has no intention of waiting a decade for her stronghold.

Basalt Masons: Three days after the lady gains permission to build Second Chordille east of town along the Queen's Road, the site is overrun by huge basalt masons. The twenty basalt masons are huge earth elementals with the spell-like ability to cast wall of stone three times/day, and improved stone shape three times/day (caster level equal to their hit dice). They also all have Craft: (masonry) +16.

Lady Delissa has been operating successfully for years, and has squirreled away dozens of favors from elementals, genies and outsiders she has aided, bought, or defeated in past adventures of her own. The basal masons were once enslaved by a rakshasa raj to continuously build his Endless Palace, until Delissa killed the rakshasa (to steal an artifact in his possession). The lady freed the elementals, but only after they promised to build her three castles over the course of her life. She's already had them build her a tower (her fallback, in case any given scheme falls apart), and Second Chordille is her next use of that debt.

Second Chordille: The new fortification takes only a few weeks to be created. If the PCs hear about the plans to construct it just before leaving Brindenford for the Dragon's Delve, it might well be done by the time they come back out of the dungeon for supplies. This is because the 20 basalt masons can create vast amounts of raw material with their wall of stone spells (with instantaneous durations the rock created by such spells is mundane and permanent) and their improved stone shape abilities. The layout exactly matches Chordille Keep, though the fine details (decoration, furnishings, materials) vary from the original.

The Troubles: Basalt masons aren't evil, but they aren't good either. They are, in fact, entirely unfeeling and uncaring, even more emotionless than typical elementals. They have a job to do, and do not plan to allow anyone to interfere in their carrying out that job. Anyone who moves around the site is free to do so, but the elementals make no effort to keep such visitors safe (or indeed even warn them of potential danger). With constant construction underway day and night, and no concern for flesh-and-blood workers required, the entire site can be treated as a set of random traps. (Use these traps for a Pathfinder game). Unlike most traps it takes only a DC 10 check to find them through normal means (they aren't hidden traps, just complex dangers of elemental construction), and a Knowledge (engineering) or appropriate craft skill can reveal (and disable) the dangers with DC 20 skill checks.

Each day the site has 2d6 random traps. Things that may seem to be intentionally hazardous (cauldrons of acid, spring-loaded iron spikes, spinning blades of stone) are just elemental construction techniques (for washing & etching stone, punching holes through wood, and cutting clay, respectively). The real trouble comes when anyone disables a trap, which the basalt masons see as a threat to their work. Disabling a trap, or taking any action that damages or slows the construction (or hampers the masons themselves), is seen as an attack. The basalt masons gather in a group to throw any such saboteur out of the construction site (they've been ordered to be gentle, by Lady Delissa, but she wasn't specific). Any creature found on site after being ejected once is killed.

Tact: If the PCs don't get involved in the construction just to see what's going on, some unfortunate events will occur. At least one Brindenford native will poke around the site and get ejected, resulting in the native being seriously injured. If the PCs still don't get involved the sheriff will go to ask questions - and similarly end up beaten unconscious.

Lady Delissa genuinely doesn't want an incident over the construction of the keep (not yet, anyway), so she's happy to seek a settlement of any problem through negotiations. She can add more instructions to the basalt masons, if the PCs can suggest ways to explain to the elementals why they can step on ants but not on children. She's also happy to pay to have anyone hurt healed or (if necessary) even raised at the Temple of

Vune. What she is not willing to do is stop construction, and she points to the very real dangers surrounding Brindenford as proof her fortress is needed to keep the town safe.

If the PCs never get involved Lady Delissa eventually manages to smooth things over the with town elders, and construction is completed. However, the Lord Mayor and sheriff will never trust Lady Delissa again in that case, and their attitudes move to neutral, and stay there for at least 6 months.

NEW SPELL

The basalt masons have access to a new spell: improved stone shape.

Improved Stone Shape

Level: Clr 6, Drd 5, Sor/Wiz 6

Components: V, S

As *stone shape* except as noted above, and in that fine detail is possible with improved stone shape with an appropriate Craft check. Objects with moving parts work normally if a DC 30 or higher Craft check is used to create them.

See the Map of Brindenford.

Pathfinder Conversions: Use Pathfinder versions of huge earth elementals as the basis for the basalt masons.

THE RIVER GUARD (EL 9)

Summary: The town of Brindenford is agitated, and it's townsfolk demand a new guard be formed to protect them. But who will rule the guard, and who will benefit from its creation?

Background: The town of Brindenford was getting nervous when the most is had to deal with was a few more orcs and bugbears than usual. Now it's faced spike-horn stampedes, covens of hags, angry titans, a deadly fire, and cursed money. The townsfolk are now scared, and are demanding the Lord Mayor do something to protect them. Every tavern and shop is filled with talk of the need for a River Guard to watch over Brindenford and keep its populace safe.

For her part, mayor Anra Saddana agrees more security is required, but is hesitant to simply expand the number of constables and deputies that answer to the sheriff. Her power is nearly absolute in theory, but she knows in truth her rule depends on the support of the town elders. Taking town funds and using it to put more armed guards directly under her control might worry many of the elders. So instead she has asked the elders to act as advisors, and choose a plan to increase town security. She is officially remaining neutral, to ensure no one sees this as a personal bid to gain power. Of course the town elders haven't come up with a single plan. They've come up with two, and they can't decide between them.

The Debate: Everyone with significant influence in town agrees there is a need for some kind of town-controlled River Guard. What they can't agree on is how the issue should be handled. There are two plans currently in contention for a way to increase the security of Brindenford.

The first plan, nicknamed the Bailiff Brigade, calls for a professional, standing

guard to be created. Built off the current administration, this plan envisions a single sheriff ruling over six constables (up from the current two), and each constable would oversee six bailiffs. The role of deputies would be removed, or at least be called upon only in cases where the town was under threat of siege. To hire, train, and equip additional constables and bailiffs will obviously take money, which would be raised through increased taxes on everything having to do with logging (as a major moneymaker), adventuring and Dragon's Delve (including most everything sold at Fascher's Supply), and a "delver's fee" on anyone who wants to sell anything from the dungeon in Brindenford. This plan is heavily supported by Sirus Craddock (who hates adventurers), Piven Golastar (as he feels it will both curtail the power of the Logger's Guild, and expand the authority of his friend the sheriff), and Azure Tandrin (who wants a small, predictable group of peace-keepers he can turn into proxies).

The second plan, nicknamed the Pauper's Patrol, is much more modest in scope. It leaves the sheriff and constables with their current duties, but adds four new peacekeepers titled "heywards." Each heyward would have an area of authority (northern Brindenford, southern Brindenford, the river & Queens Road, and the woods near town) called a demesne, and would answer to the hayward's council -- which happens to be comprised of the town elders. Within each demesne a hayward would be responsible for both

keeping a conscripted militia ready to face trouble, and patrolling the area for trouble the militia might need to be called out for. When the hayward sees no special threat, the members of the militia would go about their normal lives.

The Pauper's Patrol would cost much less for the town government, but would require citizens drafted into the militia to purchase and maintain basic weapons and armor for themselves. This plan is supported by Teigel Fascher (since it avoids the taxes of the Bailiff Brigade, and is likely to boost sales of goods as the militia maintains its gear), Whedon Rasholt (both to avoid the taxes of the Bailiff Brigade, and to turn the Logger's Guild into a powerful part of the new militia), and Lady Delissa (because she feels it'll be easier to sneak a few lynchpins into a large, amateur militia than a small, well-trained group of bailiffs).

Everyone else of importance in town is either indifferent, or deadlocked with someone else who holds equal influence and authority. Based on the attitudes of other people in town toward them, either Azure Tandrin or Lady Delissa may be able to sway other town elders in favor of one plan or the other - but the two of them each sway the same number of votes.

Swing Votes: If the PCs decide to get involved, they can likely prevail upon the undecided town elders to back one plan or the other. Most people expect the PCs (and, indeed, all adventurers) to oppose the Bailiff Brigade just to avoid taxation and oppose Sirius Craddock. For this very reason, if the

PCs actually support the Bailiff Brigade plan they swing town elders in favor of it no matter what the elder's attitudes are toward the PCs. (The elder's logic is that if even adventurers think they should pay more for goods to pay for a professional guard, then Brindenford is in serious danger and needs it.) Within a few weeks this will result in a few of the deputies becoming new constables, along with a few newcomers (including Joshan the White Rose, at least for the first few weeks while he needs the money) being hired as the first bailiffs.

While it surprises no one if the PCs support the Pauper's Patrol plan, that doesn't mean their support isn't effective. Any suggestion that the PCs would just stop doing business in Brindenford rather than deal with higher costs frightens a number of business-owners. Also, if the PCs have helped the town deal with curses, fires, stampedes and titans there is enough residual political capital for their opinion to sway town elders. If this option is chosen, within days, Aesa Voe is named as hayward of southern Brindenford and begins training a militia.

Consequences: If the Bailiff Brigade plan is enacted, the PCs will be paying 10% more for goods typical townsfolk have no need for (including pretty much all weapons, armor, and magic items, though not cleric services they buy in-town), and will only be able to sell such items for 45% of the base cost, as some of the value is eaten in "delve taxes."

Additionally, Azure Tandrin will pass out very minor magic items to the growing

professional River Guard, giving him a much more useful set of proxies. Within a few weeks, the additional information he will have received reveals the presence of Lady Delissa's lynchpins, and therefore something of the nature of the woman herself.

If the Pauper's Patrol plan is enacted, a number of young folk of Brindenford (including those responsible for starting the Great Fire) begin sacrificing their free time to run volunteer Safety Circuits throughout Brindenford, to help hayward Aesa keep track of potential threats. The growing demand for arms and armor (as the new members of the militia equip themselves), greatly increases supply. This in turn drives prices of mundane weapons and armor (including masterwork items, but nothing magical) down by 10% for at least a few months.

Additionally, Aesa's volunteer patrols are so vigilant that Lady Delissa is forced to curtail her acquisition of lynchpins for several weeks. This setback gives Lady Delissa greater time to pay attention to the information she is already getting, which further allows her to realize Azure Tandrin knows a great deal more than he should. While she can't determine exactly how the owner of the Brass Lamp is gaining his lore, she does come to realize he is using it to build a network of considerable political power. Lady Delissa begins to plan for ways to force him into the open, or destroy him outright.

THE INEVITABLE FREE-FOR-ALL (EL 18)

Summary: You can't challenge the natural order of the universe without drawing some inevitable attention. Those inevitables just arrived in Brindenford.

Sights and Sounds:

Suddenly, the town of Brindenford is entirely silent. No wind rustles the leaves, no animals snort, no insects chirp, and no fires can be heard crackling in the hearths of inns or homes. The total silence comes with a sense of stillness, and those townsfolk you can see do indeed seem still. In fact they are frozen, more than paralyzed, they are immobile in mid-step and even mid-fall.

Suddenly a bright glow emanates from the western edge of town, and the sound of extensive clockworks, and heavy metallic footfalls, begin to echo from that direction. And they are getting closer.

Background: There are rules in the universe, which gods make and mortals must obey. Many of the rules are so universal that mortals do not even think of them as restrictions until they visit planes of reality free of such regulations. Things like gravity, birth, death, and emotions are boundaries the gods use to keep order in the material planes, but they are also the means divinities use to keep mortals in their place.

Among those rules is the simple law that no mortal may become a god without immortal aid, and no mortal may use magic to create life where none existed. Constructs are allowed, as are undead and even aberrations and magical beasts made by blending living

beings together, but not creating true life itself through magic. Azure Tandrin is trying to become a god, and explicitly rejects divine aid. Lady Delissa is creating life in the form of her arisen slaves. Both are violating the immortal rules of the universe.

A few such infractions are generally overlooked, not through leniency but because even the divine mechanism of the universe is imperfect. Single infractions often go unnoticed, and even multiple infractions may not raise an alarm. But if the rules are broken repeatedly, or consistent and ongoing efforts are made to violate them, the machine of reality does notice. And when it does, inevitables are sent to fix the problem.

Brindenford is (cosmically speaking) near the Entropy Engine -- an ongoing source of such violations which has proven too well-guarded for the inevitables to shut it down. But they do watch the area around it, and thus have become aware of Azure Tandrin and Lady Delissa. This awareness is not a specific thing, it's the metaphysical equivalent of smoke. As such a group of inevitables have been sent to find the violators, and remove them from close proximity to the already-uncontrolled and dangerous violations of the Entropy Engine.

The Inevitable Arrival: Because the very fact such metaphysical rules exist might encourage some mortals to seek to break them, such inevitable strike teams stop time around the vicinity of a suspected target. This acts as a massive and ongoing time stop spell, affecting all the inevitables as well as any creature

within 5 miles with 14 or more hit dice (and all outsiders with 10 or more hit dice). Rather than last a few rounds, this time stop lasts until there are no inevitables left in Brindenford. The inevitables, the PCs (assuming they have 14 or more HD), Azure Tandrin and Lady Delissa are all in the same time stop, and thus can affect each other normally.

The inevitable strike force consists of three kolyarut and two marut. These inevitables are on special duty, assigned to deal with cosmic infractions rather than their normal duties. The inevitables aren't sure exactly who has been violating the laws of the cosmos, and plan to search Brindenford until they find likely targets. If the PCs try to run or hide, the inevitables take that as admissions of guilt and attack. If any PC is under a geas to free Glarias (most likely from complications arising from The Oracle Pool), no inevitable attacks him. The imprisonment of Glarias is a major violation of the cosmic laws the inevitables uphold, so a creature mystical bound to free her is considered too useful a tool to harm.

Three kolyarut, hp 77, 91, 105

Two marut, hp 92, 132

Tactics: The kolyarut make no effort to use their longswords against targets powerful enough to be within the time stop, instead depending on the low touch AC of most creatures to alternate their enervation rays and vampiric touch attacks. The marut will use earthquake to deal with any groups of less-dangerous creatures (such as those that PCs might summon), and otherwise

seek to use dimension door to get close to obvious spellcasters, then pummel them (their deafening ability being particularly inconvenient for spellcasters using verbal components).

Other Forces: If the PCs are suspicious of either Azure Tandrín or Lady Delissa, and they know enough about what inevitables are to realize what would bring kolyarut and marut together on the same mission [a DC 30 Knowledge (the planes) check], they may be able to convince the inevitables either of those targets represents the source of the cosmic rule-breaking. The DC of the Diplomacy check required to do this is going to depend on how the PCs approach the inevitables (it's much easier if the PCs don't run, hide, or attack beforehand), and what evidence the PCs can provide. The GM should consider a "typical" circumstance to require a DC 38 skill check.

Neither Lady Delissa nor Azure Tandrín is happy about the arrival of inevitables in Brindenford (both have had run-ins with the creatures before), but how they react is going to depend on the exact circumstances that have developed over the course of the Battle for Brindenford.

If the PCs are friendly with Azure Tandrín, and he knows Lady Delissa is not what she seems, he seeks out the PCs during the time stop and suggests they try to convince the inevitables she is the threat. This results in lady Delissa fleeing, and the inevitables eventually giving up pursuit (unless the PCs can somehow bring the lady to heel, in which case the inevitables are only too

happy to defeat her in combat).

If the PCs are neutral with Azure Tandrín, and he knows Lady Delissa is not what she seems, he only attempts to offer her up as a target if the inevitables seek him out for some reason (with or without the PCs getting involved).

If the PCs are friendly with Azure Tandrín, but he doesn't know Lady Delissa is not what she seems, he will confess his true intentions to the PCs if the inevitables attack him while the PCs are present, and offer to share what he has learned about becoming immortal.

If the PCs are friendly with Lady Delissa, and she knows Azure Tandrín is not what he seems, she goes to the PCs and claims she has heard some locals (those that are her arisen lynchpins, so the story will check out if the PCs check up on it after the time stop) claim the Brass Lamp is the site of devil-worship, and thus is likely the target of the inevitables' wrath. This results in Azure Tandrín teleporting away if he can.

If the PCs are neutral with Lady Delissa, and she knows Azure Tandrín is not what he seems, she uses that story only if the inevitables attack her while the PCs are present. She offers to make any PC that assists her, a noble of Chordille if that seems likely to sway them to her side.

If the PCs are friendly with Lady Delissa, but she doesn't know Azure Tandrín is not what he seems, she does her very best not to get involved. If the inevitables confront her while any PCs are present, she will claim the inevitables are coming for the PC, and

offer to help defend the PC (as she assumes with even a few PCs to help, she can defeat the inevitables).

If the PCs manage not to get involved, the inevitables eventually give up their search (neither Azure Tandrín nor Lady Delissa falls prey to the inevitables on this first raid unless some external force is involved). In this case, the inevitables return to town with a time stop at every new moon, until they are destroyed, or they find a target they can potentially blame for the cosmic violations.

Pathfinder Conversion: Use the Pathfinder versions of the inevitables, as noted below.

Three kolyarut, hp 135, 150, 165

Two marut, hp 193, 235

THE CROW OF MURDER (EL 19)

Summary: Priestess of Vune Iris Gellow is dead, and there's heaven to pay for it.

Sights and Sounds:

A single clear tone rings over the town, echoing through the streets and reverberating in the still air. As the bell sounds a second time, and a third time, and a fourth, the rest of the town's sounds die down. The tolling bell is slow, regular, and mournful, and as it keeps ringing, the sounds of women and children crying rise in sad counterpoint to its deep tones.

Murder Most Foul: Iris Gellow, high priestess of the Temple of Vune, is dead. Her body has been found inside the Temple of Belestros, by Brother Harrud, high priest of Belestros.

Brother Harrud's response to finding the priestess, throat slit and long dead, lying on his altar was swift and decisive. He locked the temple, and gave the keys over to the Lord Mayor and asked her to inform the priests of Vune. He also insisted that the Lord Mayor lock him up in the Gathering Hall, until his innocence can be proven, and ordered his followers to assist the sheriff in any way they can. Because he took such strong steps, so quickly, the townsfolk are universally convinced of his innocence (though he does indeed remain locked up).

No one in town was more beloved than Iris Gellow. Her death has cast a pall over Brindenford, but it has also united the town in a way nothing has in a generation. Loggers and elves work together to scour the woods. Sirius Craddock offers a 1,000 go reward to adventurers that find the killer. The temples all form a united front. Whoever killed Iris Gellow will be found, and killed.

Background: Lady Delissa killed the priestess to create her most influential lynchpin yet... and then couldn't make the arise, or even true arise, spells work. Lady Delissa does not understand why the spells won't work, but has decided she couldn't take too much time to investigate the question. Knowing the beloved priestess would be missed if no arisen copy of her steps forward soon, Lady Delissa snuck into the Temple of Belestros and dumped the body on its altar. It was Lady Delissa's hope that the fact Brother Harrud frequently speaks out against Vune and her priests would be enough to convince the town he

killed Iris Gellow, and a mob would tear him apart before any serious investigation could be undertaken.

Now, Lady Delissa is nervous. She makes herself scarce, and makes sure her lynchpins know not to aid the investigation. For all her careful planning, the lady knows she is at serious risk of exposure now.

The reason Lady Delissa's spells failed on Iris Gellow is, essentially, a miracle. Although the priestess lacks the Will save bonus to resist multiple uses of the arise and true arise spells, her lifetime of dedication to others earned her a boon in death, and this is it. She is considered to have rolled natural 20s on every saving throw against having a sliver of her soul used to make an evil arisen lynchpin. There is nothing, however, to prevent her from being contacted with speak with dead or a similar spell.

And she knows who killed her.

The Investigation: There are dozens of ways the PCs could determine Lady Delissa is the true killer. Divinations centered on Lady Delissa must contend with her signet of privacy and amulet of privacy, but major divinations like commune still function if they focus on what lady Delissa has or hasn't done, rather than her thoughts or motivations. Similarly, divinations that focus on Iris Gellow work normally.

Mundane methods work as well. A DC 30 Gather Information check (or gather information function of Diplomacy for Pathfinder games) allows PCs to track down the fact that one or more of Lady Delissa's lynchpins are actively trying to

slow the investigation (by claiming to have seen Brother Harrud drag a heavy carpet into the temple, or having heard the Freak House is back in town). As these claims are false, the PCs can rule them out with some investigation. If pressed on having lied, the lynchpins are forced to attack their questioners. They are all evil, all totally loyal to Lady Delissa, and all ordered to hamper the investigation. If efforts to do that through false information fail, they see no option but to (likely uselessly) attack the PCs. Investigating the recent actions of any lynchpin shows they have visited Lady Delissa many times in the past weeks, and their friends have felt they were different after doing so.

A DC 40 Sense Motive check will also reveal a lynchpin acting against the best interests of the investigation. A DC 40 check made to track in the Temple of Belestros can find traces of Lady Delissa's bootprints near the altar. Anyone who is friendly with the sheriff or a constable will learn they are concerned for Lady Delissa, as she hasn't made an appearance since the killing with an offer of help, "which isn't like her." For once Lady Delissa has failed to cover her tracks, and the GM can allow any effective-sounding effort by the PCs to track this crime back to her doorstep. However, Lady Delissa is neither sitting at her rooms in Brindenford waiting to be caught, nor letting events go too far without further action on her part.

The Break Out: Lady Delissa is aware that leaving her victim's body where PCs could get it was a gamble, and with the town seeking

the true killer she knows she's in trouble. Rushed, she's not sure how likely it is she will be uncovered, and doesn't want to fall back on her Plan B until and unless she has to. Instead, she creates arisen versions of the hags from the Freak House the PCs have already defeated, and sends them to break Brother Harrud out of the Gathering Hall. The break out is done a few hours after it's clear Brindenford isn't going to blame the brother, and done in broad daylight. The arisen hags try to make Bluff checks to indicate they serve Brother Harrud's "true god," though they take a -5 penalty as long as Harrud is conscious, as he actively fights being rescued.

All Your Delissa Are Belong to Us: One of the complications a GM might run into when running the plotline that forms the core experience of the Battle for Brindenford is the early death of Lady Delissa. While the lady is well-protected against the normal means PCs might use to link her evil deeds to her, and has a Plan B to overcome accusations and direct attack if she is discovered, when running complex plots for 17th and higher level characters, a GM may occasionally find the players have gotten lucky, gotten smart, or gotten ruthless, and successfully killed Lady Delissa before her final scene.

That's fine.

Lady Delissa is specifically designed to be a thorn in the PCs side even if they kill her. Or rather, even if they kill one of her. She has access to the true arise spell, and through it, virtual immortality. If the PCs kill Lady Delissa early, the GM can simply decide the Delissa they killed is actually an

arisen copy of Delissa, loyal to the original. If the PCs think to somehow make sure they have killed the "real" Delissa, the GM only has to decide that real Delissa made arisen copies earlier. And those copies, each with their own full set of knowledge and power, all go on to follow the lady's grand plan after her death.

Indeed, in a grand version of a "revisit" idea, the PCs may never be rid of Lady Delissa. The anti-druid could safely have made a dozen copies of herself with true arise, all totally loyal to her, the original. Of course all those arisen Lady Delissas aren't loyal to each other, and if the PCs manage to kill the "real" Delissa, they may fight among themselves as much as they plague the PCs. And since the arisen Delissa-clones can't use arise on themselves, and are all still loyal to the true Lady Delissa even in her death, they will always seek to recover, reconstitute, and resurrect whatever is left of Lady Delissa's corpse.

THE BATTLE

Summary: The Brindenford Council has decided to place a bounty on Lady Delissa. It's a symbolic act, and not one the lady intends to let go unpunished!

Sights and Sounds: Lord Mayor Anra Saddana calls the Gathering Hall to order. In attendance are all the current town elders, most looking grim and Sirus Craddock actually trembling with what seems to be rage. Many of the town's most influential citizens are in attendance.

Mayor Saddana clears her throat, and speaks in a strong voice:

"People of Brindenford, we have discovered a snake in our midst. The so-called lady, Delissa, has slain one of our own, and now stands accused of numerous and serious crimes against the town of Brindenford. While she has been made aware of this proceeding, Delissa has refused our summons to come and answer for her deeds. I am placing a writ of treason upon her, and a bounty on her head. Delissa must be dealt with, and soon, as there is no telling what horrendous threat she will inflict on our home next..."

A shout from the Gathering Hall's north door interrupts the mayor. "Stampede! The spike-horns are back!"

Before the mayor can react to the panting messenger, another shout comes from the east door. "Fire! The town's on fire again!"

Background: A few of Delissa's lynchpins are setting fire to the town, while a fake Delissa rides a stampede into town, and another waits to attack the Gathering Hall itself. If this massive attack seems over-the-top that's for a good reason... it's a distraction. Even Lady Delissa can't keep summoning hoards of extinct monsters and depending on her lynchpins to cause trouble forever. However, after the events of The Crow of Murder, she knows her identity as Lady Delissa can't operate subtly anymore. Her hope is to distract the defenders of Brindenford (PCs included) long enough for her dark masons to finish building Second Chordille. Then, with her stone fortification finished, she'll force a town elder to name

her Duchess of Chordille, and demand the townsfolk obey her as their rightful lady and sovereign.

Her desire to have an elder name her legitimate heir isn't strictly needful, but it's not just a whim on Delissa's part either. There are still a surprising number of spirits around who move to do the work of the last Duke of Chordille. The authority of the Lord Mayor still flows from the dukes of Chordille, and the mayors have long given some of that power to the town elders. If Delissa can convince an elder to name her Duchess Chordille, those spirits will either fade away or come to serve her.

Timeline: There's a lot going on at once in this encounter, which makes sense as it is was engineered to distract the PCs from second Chordille. Here are guidelines to help the GM run the encounters.

Stampede: The stampede is exactly like the one from A Thunder of Lizards, except it includes what seems to be Lady Delissa riding the lead spike-horn, and it's charging straight for the Gathering Hall. The "Lady Delissa" in question is actually an arisen Tiger-Faced Girl, who is using her change shape ability to look like Lady Delissa. The GM can use the same Stampede Disaster chart from a Thunder of Lizards, except a roll is made every 3 rounds because the arisen Tiger-Faced Girl is directing the spike-horns to cause trouble. Any fire started by the stampede is put out by the locals of Brindenford, who are more prepared after the Great Fire.

It's worth noting that these are a different set of arisen spike-horns, and the last ones Delissa can create. After this if no spike-horns escaped the stampedes to go procreate, the species will be extinct once more.

Fires: Lady Delissa has five lynchpins running through town setting fires. One of these is under specific orders to set fire to the Brass Lamp, but Azure Tandin will take care of that on his own without the PCs having to get involved. The other four (you can use the four listed in Tendrils of Influence pt 2, or just use generic 4th level commoners) specifically seek to start fires around Logger's Landing, Aesa's Smithy, Fascher's Supply, and the Temple of Belestros. These targets have been picked to draw as many of the town's regular defenders as possible away from the Gathering Hall, to maximize the chance the PCs will have to deal with the attack on the hall themselves.

The GM should treat this with the same rules as The Great Fire, except that as long as a lynchpin is loose in an area, a roll is made on the conflagration chart every 2 rounds. Once a given lynchpin has been dealt with, fires in that region will die out as the new River Guard (and more prepared populace) put out the fires themselves.

The Gathering Hall: Ten rounds after the stampede and fire are noticed by people at the Gathering Hall (long before the stampede reaches it, but plenty of time for high-level PCs to reach it even if they skipped the town meeting), Lady Delissa attacks the gathering hall itself. Or, rather, an arisen copy of Lady

Delissa attacks the Gathering Hall. Her hope is to kill the Lord Mayor and all but one town elder, then force the elder to name her Duchess Chordille. Delissa does her best to kill the Lord Mayor and capture a town elder. (Her preference is Sirus Craddock, which is actually a mistake on her part. No matter what she does to Craddock he will never name her duchess, and an arisen copy of any elder lacks the legitimate authority to do so.)

If possible, the PCs' efforts to stop the stampede, extinguish the fires, and defend the Gathering Hall, should all be run simultaneously. A map of Brindenford and stick-pins can be used to track those dealing with fires and spike-horns, while a different map can be used to detail the fight at the Gathering Hall at normal scale. This allows fast-moving PCs to fly, teleport, or roof-jump across Brindenford as needed, while less-mobile characters stay and handle the chaos of the hall. One way to simplify the question of what NPCs other than the Lord Mayor, Delissa, and the town elders are doing is to state that the Lady Delissa attacking the Gathering Hall has some followers with her - and these are being dealt with by the sheriff, Aesa, and the River Guard.

Consequences: If the PCs handle all the issues going on in town without thinking to send someone to Second Chordille, the dark masons finish the fortification. If someone does go out to Second Chordille while the battle in town still rages, the GM can see the last two encounters in the Battle for Brindenford The Siege of Second Chordille, parts one & two, for information on what's going on there.

THE SIEGE OF SECOND CHORDILLE, PART ONE (EL 17)

Summary: If the PCs wish to bring Lady Delissa to justice, they'll have to dig her out of the newly-finished Bryson Hall, better known as Second Chordille (Appendix C).

Sights and Sounds:

The stone keep sits, new and pristine, in the open field. Lights move along its walls, and flicker behind its shuttered windows. The keep is finished, and it is defended.

Background: Lady Delissa will flee if she has to, but she still believes she can conquer the town through force. As long as Second Chordille is defended, she sees no reason to give up on this scheme yet. She's been Lady Delissa for a long time now, and is loathe to sacrifice the identity.

The Defenders: While Lady Delissa herself is in the stairwell south of the great hall, she has numerous servants wandering throughout the keep. A group composed of either minor or major arisen (see chart, below) is posted at the tower battlements, the stairway at Level 3, Croshof's room, the gallery of the Great Hall, the Kitchen & Staff room, entry, and trophy room. The tower ground floor is being used as a prison (see below). For every other room, there is a 1 in 4 chance of running into a random encounter.

Unless PCs take some precautions to prevent it, a fight anywhere in the keep has a chance of drawing more defenders. Each round after the first, there is a 1 in 6 chance another random encounter rushes in to join

a fight, having heard it echoing through the keep. Each time a new group enters a fight, there's no chance of another group showing up for 10 rounds. Not only do defenders have to hear the fight and reach it, they must also quickly check their own post to ensure it's not being snuck up on.

If the PCs tear through 16 encounters, the tower is out of defenders except for what Lady Delissa keeps with her (outlined in Part 2).

If PCs come explore Second Chordille during the events of The Battle, it is not yet fully constructed or fully guarded. The top floor of the tower is open, and guards are only posted at the stairway at Level 3, the gallery of the Great Hall, the Kitchen & Staff room, and entry. If the PCs decide to explore the keep during this time, there is only a 1 in 8 chance of meeting a random patrol in other rooms.

Second Chordille Encounter Chart (roll 1d4)

1-2. Maintenance. For Second Chordille, maintenance is handled by six dark masons. As Lady Delissa has removed all restrictions on their actions, the elementals attack any intruder on sight to prevent them from doing any serious damage to the keep.

3. Minor arisen. An arisen copy of someone tough enough they might survive against a PC's assault for 1 round... or they might not. These servants patrol the tower in sets of 1d4+1. Several of these are arisen Delissa has brought from her schemes earlier in her career, carefully kept out of Brindenford. Others might be leftover members of the Bestial Host, or even important Host leaders

Delissa has created arisen copies of (in the hopes of using the Host as part of her eventual army). Good examples of minor arisen are Terros, Gardok, or a goblin worg rider.

4. Major arisen. This is a noteworthy individual that Delissa has managed to create an arisen version of. If the PCs have had their clothes cleaned or gear repaired in Brindenford, it's likely to be a threat they have faced and defeated before. Delissa managed to find a drop of blood or torn scale from that foe in the washrooms the PCs' used. Failing that, any noteworthy NPC of roughly CR 12 or more might attract Delissa's eye and be recreated with true arise, even if not dead. Good options for major arisen include the Architect, Kirenarath, Mathiselfar, and even Azure Tandrin. However, Lady Delissa can't afford to use arise and true arise too often (her financial resources are limited), and isn't likely to have had the body of any of these nearby for the cheapest option of arise. Thus no specific creature of this type should be encountered more than once, and no more than four major arisen should be encountered total.

The Prisoners: While Lady Delissa normally prefers to use the cheaper arise spell to create a duplicate of a dead creature, sometimes she sees enough value in making new copies of a target with true arise to keep them alive. (She can make multiple copies from a corpse, but corpses tend to rot and reduce the amount of material she has to work with.) Currently, she has Cooper Wren and Alune the sword-Swollower held

captive - Cooper in case her father does become an elder (in which case she becomes much too valuable to risk losing to a freak accident), and Alune because Delissa wants to study how the woman manages to make so many people act foolish around her (which requires access to the real thing).

The prisoners are kept in the tower ground floor, and always guarded by a set of 4 minor arisen. (Exactly which minor arisen varies every 4 hours, so the GM should feel free to use something from the Second Chordille encounter chart that the PCs haven't run into yet.)

The GM can add to this list anyone who has been killed during the Battle of Brindenford the PCs seem truly upset to have lost (with the exception of the high priestess of Vune, whose true death sparked the events that led to the Siege of Second Chordille).

THE SIEGE OF SECOND CHORDILLE, PART TWO (EL 20)

Summary: At the center of Second Chordille, Lady Delissa awaits the PCs.

Sights and Sounds:

The smooth, clean stone walls surround a barren room, its only furnishing an ornate wooden chair. Sitting upon it is an attractive woman in well-crafted leather armor. Massive tigers sit to either side of her, their heads swinging casually from side to side. The woman seems mildly amused, and her voice is calm and crisp when she speaks. "I've been expecting you. It's about time we have a talk, don't you think?"

Background: Lady Delissa would much rather deal with the PCs now than have them hunt her down when she doesn't have the home court advantage. She doesn't expect they'd willingly let her go, so fleeing only delays a fight with them. If she can convince them to work for her, she is a step closer to controlling Brindenford. If she can kill them, the town is likely to capitulate immediately. If they can defeat her here, it's not likely she could defeat them later anyway. So she feels it's worth the risk of fighting them in an all-or nothing battle now, after they are weakened from her defenders, in the hopes she can still grasp total victory.

Delissa has with her two final defenders - the tiger-striped monstrosities Narglesh and Tar Berna. These two terrors were the first things she ever arose with the true arise spell, and she has employed them as defenders and warriors of the last resort ever since. Because they are easily recognizable, Delissa keeps them secret whenever possible to ensure no one can connect her current identity to some past name she's used while fighting alongside these tigerlike creatures.

The Arena: Lady Delissa is in Second Chordille's stairwell south of the great hall, because it's a space with no exterior wall. (And, given it has an open area that is 20 feet x 40 feet, is actually easily large enough for a throne, some tables and cabinets, and even a cot). Rather than lead down into Level One, the stairs here lead down to a tunnel that runs west until it connects with the catacombs beneath Brindenford (a new addition, just finished by the dark masons).

Because she is not aware of the existence of the keep's secret doors (she didn't bother to ask the dark masons about such things, and they very intentionally didn't bother to tell her), any group that comes in through the secret door automatically gains a surprise round. Any time there is a battle anywhere within Second Chordille, Delissa is allowed a Listen check (Perception check for Pathfinder games) to hear the fighting. If she succeeds, she uses superior stolen shape to grant herself +6 Dexterity and +6 Constitution for an hour.

Delissa's two pets, Narglesh and Tar Berna, remain with her in the stairwell.

Tactics: Lady Delissa exudes confidence, suggesting to the PCs that they were fools to think they could defeat her here, in the center of the keep she created for the explicit purpose of defeating them. That's not true of course, Delissa hasn't even memorized the building's layout yet, but she's depending on the fact she's run several complex schemes the PCs may now be aware of to make them nervous, possibly causing some to take time to look for traps if a fight breaks out.

If combat does not start immediately, Lady Delissa tries to buy the PCs' loyalty. She will promise anything in her power to grant to earn their service, and fully intends to follow through on any such promise. Given what the PCs have accomplished, there's little she would not accept to have them fighting for her. However, if a PC does accept, she insists she be allowed to cast charm person on him to ensure his loyalty. After casting the spell, she uses detect magic. If the PC has

resisted the charm, there will be no sign of an enchantment spell upon him.

Once a fight breaks out, the lady is no longer willing to negotiate. On the very first round, Lady Delissa uses antilife shell to keep enemy melee combatants away from her, and orders her two pets Narglesh and Tar Berna to attack anyone she knows to be a healer. (Lady Delissa can be expected to know the PCs' abilities fairly well at this point, so if the GM thinks another target is more crucial to the PCs' success, Delissa picks that target instead). If a foe is able to approach her anyway, she uses antipathy to drive them away. After that she depends on flame strike, reverse gravity, wall of thorns and earthquake to damage foes.

If it's clear after two rounds of combat that the PCs are gaining the upper hand, Lady Delissa tries to flee the room under cover of an ice storm, but she doesn't go far. Rather than flee to the river, she seeks to gather any remaining arisen troops in the keep to her side to bolster her fighting ability. Only if that tactic fails, and she is still clearly losing, does Lady Delissa flee the keep. As a general guideline, if Delissa is out of heal and mass cure critical wound spells, and at 25% of her hp total or less, she uses word of recall to teleport away into the woods, and transport via plants to teleport again the next round.

Narglesh and Tar Berna: legendary tigers: hp 275, 335

Return: The proof that Brindenford is going to attract more, and more dangerous, attention is enough for the elders to decide it isn't enough for the town to muddle on with a Lord Mayor, and decide to elevate one of their number to be a ruling noble. If the PCs have managed to keep the Lord Mayor alive throughout the Battle for Brindenford (or raised her if they didn't), she is named Lady Anra Saddana Brinden, first of her name, Baron of Briden. Baron Anra then claims Second Chordille as her property, and runs the River Guard out of it.

If Anra is dead, Sirius Craddock is next in line to be Baron. If Sirius is also dead, whichever town elder ended up having the worst attitude toward Lady Delissa is selected by the other elders to be Baron.

If the baron is someone who has an attitude of friendly or better toward the PCs, and they either killed or drove off Lady Delissa, they are offered knighthoods, as Knights of the Dragon-Watch, and are asked to ensure the dungeon of Dragon's Delve never becomes a threat to the town. This also gives them authority in Brindenford equal to constables, and causes the priests of Vune to be willing to cast spells for the PCs for only the cost of materials used.

Pathfinder Conversion: For Pathfinder games, Narglesh and Tar Berna become rakshasa, as noted below.

Narglesh and Tar Berna: rakshasa: hp 104, 126

APPENDIX A: MONSTERS & NPCS

Azure Tandrin (Neutral) CR 15

Medium Outsider (Native)

HD 10d8+20+60 **hp** 125

Init +4 **Speed** 50 ft., **fly** 150 ft. (perfect)

Armor Class 25 (+1 Dex, +14 natural), touch 11, flat-footed 24, or 14 (+1 Dex, +3 deflection), touch 14, flat-footed 13

Base Attack/Grapple +10/+17

Attack +21 melee (2d6+14 plus 1d6 electricity/17-20, +4 keen shocking greatsword) or ranged touch +11 (2d12, light ray)

Full Attack +21/+16 melee (2d6+14 plus 1d6 electricity/17-20, +4 keen shocking greatsword) or ranged touch +11 (2d12, light ray)

SA Light ray

SQ artifice master, darkvision (60 ft.), DR 10/-, hearty, resistance to cold 10 and fire 10, once mine always mine, scry resistance 38, tongues

Fort +9, **Ref** +8, **Will** +10

Str 25, **Dex** 12, **Con** 15, **Int** 16, **Wis** 17, **Cha** 16

Feats Combat Expertise, Improved Disarm, Improved Initiative, Improved Trip

Skills Concentration +15, Diplomacy +5, Escape Artist +14, Handle Animal +16, Hide +14, Knowledge (any two) +16, Listen +16, Move Silently +14, Ride +16, Sense Motive +16, Spellcraft +16, Spot +16, Use Rope +1 (+3 with bindings)

Spell-Like Abilities

At will—*aid*, *charm monster* (DC 17), *color spray* (DC 14), *comprehend languages*, *continual flame*, *cure light wounds* (DC 14), *dancing lights*, *detect evil*, *detect thoughts* (DC 15), *disguise self*, *dispel magic*, *hold monster* (DC 18), *greater invisibility* (self only), *major image* (DC 16), *see invisibility*, *greater teleport* (self plus 50 pounds of objects only); 1/day—*chain lightning* (DC 19), *prismatic spray* (DC 20), *wall of force*. Caster level 12th. The save DCs are Charisma-based.

Spells

Azure Tandrin can cast divine spells as a 14th-level cleric with the Air and Animal domains.

Typical Cleric Spells Prepared (6/7/7/6/5/4/4/3; save DC 13 + spell level)

0—*cure minor wounds*, *detect magic*, *guidance*, *light*, *resistance*, *virtue*; **1st**— *Bless*, *calm animals**, *command*, *divine favor*, *obscuring mist*, *sanctuary*, *shield of faith*; **2nd**—*aid*, *align weapon*, *bear's endurance*, *hold animal**, *lesser restoration*, *remove paralysis*, *zone of truth*; **3rd**—*daylight*, *gaseous form**, *prayer*, *remove curse*, *searing light*, *water breathing*; **4th**—*death ward*, *dismissal*, *divine power*, *restoration*, *summon nature's ally IV**; **5th**—*control winds**, *flame strike*, *raise dead*, *true seeing*; **6th**—*banishment*, *blade barrier*, *chain lightning**, *heal*; **7th**—*animal shapes**, *true fabricate* x2.

*Domain spell. Domains: Air and Animal.

Artifice Master (Su): Azure Tandrin acts as if he had every item creation feat, and has a caster level of 15 for purposes of creating magic items.

Hearty (Ex): As a result of his demi-mortal status, Azure Tandrin gains 60 bonus hit points.

Light Ray (Ex): Azure Tandrin can project light rays with a range of 300 feet. This attack overcomes damage reduction of any type.

Once Mine, Always Mine (Su): Three times per day, Azure Tandrin can know what is being said or can be seen around any magic item he has created. This acts as the *clairaudience/clairvoyance* spell, except it has unlimited range and is always centered on some item Azure Tandrin has created. If the item is in an area that could not normally be scried on, Azure Tandrin can still scry on it if he makes a caster level check with a DC of 10 + caster level of the effect blocking the scrying.

Scry Resistance (Su): Azure Tandrin has spell resistance 38, but only against divination spells and similar spell-like abilities.

Sense Demi-Mortals (Su): Whenever the remains of a demi-mortal being (such as Nibul of the Seven Arches) stirs, Azure Tandrin is aware of it. He can sense such events, but has only a vague idea (within a hundred or so miles) of where they occur.

Tongues (Su): Azure Tandrin can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Lady Delissa (Neutral Evil) CR 19

Half-elf anti-Druid 19

HD 19d8+38 **hp** 161

Init +3 **Speed** 30 ft.

Armor Class 24 (+3 Dex, +5 armor, +3 natural armor, +3 deflection), touch 16, flat-footed 21

Base Attack/Grapple +14/+13

Attack +19 melee (1d8+1/17-20)

Full Attack +19/+14/+9 melee (1d8+1/17-20)

SQ immune to sleep spells, low-light vision, nature sense, resist nature's lure, stolen shape (6/day, superior shape 2/day), a thousand faces, timeless body, trackless step, venom immunity, wild empathy, woodland stride

Fort +16, **Ref** +12, **Will** +18

Str 8, **Dex** 16, **Con** 14, **Int** 18, **Wis** 19, **Cha** 16

Feats Alertness, Greater Spell Focus (enchantment), Skill Focus (Bluff), Spell Focus (enchantment), Weapon Finesse 2

Skills Bluff +28, Concentration +26, Diplomacy +27, Gather Information +27, Listen +29, Sense Motive +26, Spellcraft +26, Spot +29

Languages: Common, celestial, draconic, druidic, elven, gnoll, infernal

Possessions: amulet of privacy, signet of privacy, +2 keen scimitar, +3 ring of defense, +3 cloak of protection, +3 amulet of natural armor, +3 honeytan leather.

Typical Anti-Druid Spells Prepared (6/7/7/6/5/4/4/3; save DC 13 + spell level)

0- create water, cure minor wounds, detect magic, detect poison x2, light; **1st-** charm animal (DC 17) x2, charm person (DC 17) x2, entangle, speak with animals; **2nd-** lesser restoration x4, soften earth and stone, tree shape; **3rd-** contagion, cure moderate wounds x2, dominate animal (DC 19), poison, speak with plants; **4th-** command plants, flamestrike x2, ice storm, scrying x2; **5th-** animal growth, commune with nature, insect plague, wall of fire, wall of thorns; **6th-** antilife shell, arise, find the path, transport via plants; **7th-** greater scrying x2, heal x2; **8th-** earthquake, reverse gravity, word of recall; **9th-** antipathy (DC 25), mass cure critical wounds, true arise (new spell, see "Tendrils of Influence, Part Two")

Stolen Shape (Su): An anti-druid can steal the useful traits of other creatures, including their natural weapons, natural armor, and physical powers. The anti-druid can choose to gain any one of the following benefits when using a stolen shape; +2 Str, +2 Dex, +2 Con, +2 natural armor, one bite attack (1d6 for Medium anti-druids), two claw attacks (1d4 for Medium druids), or +20 ft. to move rate.

The effect lasts for 1 hour or until the anti-druid gives up the stolen form. The anti-druid does not lose any of her own abilities or use of her equipment while using stolen shape. Stealing a shape or giving it up is a standard action that doesn't provoke an attack or opportunity, and each time the anti-druid does either she regains lost hit points as if she had rested for a night.

The anti-druid can use this ability once per day at 1st level, and an additional time per day at 6th, 7th, 10th, 14th, and 18th level.

At 11th level, the value of the benefits increases to: +4 Str, +4 Dex, +4 Con, +4 natural armor, one bite attack (1d8 for Medium anti-druids), two claw attacks (1d6 for Medium druids), or +30 ft. to move rate. At 18th level, the value of the benefits increases to: +6 Str, +6 Dex, +6 Con, +6 natural armor, one bite attack (2d6 for Medium anti-druids), two claw attacks (1d8 for Medium druids), or +30 ft. to move rate.

At 8th level an anti-druid may choose two new benefits; wings with a 30 foot move rate and good maneuverability, or a 30 ft. swim speed and the ability to breathe, speak, and cast spells underwater. At 12th level these benefits increase to wings with a 60 foot move rate and good maneuverability, or a 30 ft. swim speed and freedom of movement under water.

At 16th level, once per day an anti-druid may use superior stolen shape, gaining two benefits when using stolen shape. At 18th level she may do this twice per day, and at 20th level three times per day.

Honeytan: Honeytan leather goods are lighter and more flexible than normal leather or hide materials. This gives the same benefits (and has the same cost) to leather or hide armors as being made of mithral does to metal armors.

PATHFINDER CONVERSION

Azure Tandrin CR 15

N Medium native outsider

Init +5; **Senses** darkvision 60 ft., detect evil, low-light vision, see invisibility; Perception +20

DEFENSE

AC 28, touch 16, flat-footed 26 (+4 deflection, +1 Dex, +1 dodge, +12 natural)

hp 136 (13d10+65)

Fort +17, **Ref** +11, **Will** +16

DR 10/-; Immune electricity, petrification; Resist cold 10, fire 10; scry resistance 38

OFFENSE

Speed 50 ft., **fly** 150 ft. (perfect)

Melee +2 *keen shocking greatsword* +20/+15/+10 (2d6+12 plus 1d6 electricity/17-20)

Ranged 2 light rays +14 ranged touch (2d12)

Spell-Like Abilities (CL 13th)

Constant-*detect evil*, *see invisibility*

At will-*aid*, *charm monster* (DC 17), *continual flame*, *cure light wounds*, *dancing lights*, *detect thoughts* (DC 15), *disguise self*, *dispel magic*, *hold monster* (DC 18), *greater invisibility* (self only), *major image* (DC 16), *greater teleport* (self plus 50 lbs. of objects only)

3/day-*globe of invulnerability*

1/day-*chain lightning* (DC 19), *prismatic spray* (DC 20), *wall of force*

Spells Prepared (CL 13th)

7th-*true fabricate*

6th-*banishment* (DC 20), *heal* (DC 20)

5th-*flame strike* (DC 19), *raise dead*, *true seeing*
4th-*death ward*, *dismissal* (2) (DC 18), *divine power*, *restoration*

3rd-*cure serious wounds* (3), *searing light* (2)

2nd-*aid*, *align weapon*, *bear's endurance*, *lesser restoration* (2)

1st-*blend*, *command* (DC 15), *divine favor*, *obscuring mist*, *shield of faith*

0 (at will)-*detect magic*, *purify food and drink*, *stabilize*, *virtue*

STATISTICS

Str 25, **Dex** 12, **Con** 20, **Int** 16, **Wis** 19, **Cha** 17

Base Atk +13; **CMB** +20; **CMD** 31

Feats Combat Casting, Combat Expertise, Dodge, Improved Disarm, Improved Initiative, Improved Trip, Lightning Reflexes

Skills Diplomacy +19, Escape Artist +17, Fly +25, Handle Animal +19, Knowledge (nature) +16, Knowledge (planes) +19, Perception +20, Sense Motive +20, Spellcraft +19, Stealth +17

Languages Celestial, Draconic, Infernal; truespeech

SQ Artifice master, once mine always mine, sense demi-mortals, tongues

SPECIAL ABILITIES

Artifice Master (Su): Azure Tandrin acts as if he had every item creation feat, and has a caster level of 15 for purposes of creating magic items.

Light Ray (Ex): Azure Tandrin can project light rays with a range of 300 feet. This attack overcomes damage reduction of any type.

Once Mine, Always Mine (Su): Three times per day, Azure Tandrin can know what is being said or can be seen around any magic item he has created. This acts as the clairaudience/clairvoyance spell, except it has unlimited range and is always centered on some item Azure Tandrin has created. If the item is in an area that could not normally be scried on, Azure Tandrin can still scry on it if he makes a caster level check with a DC of 10 + caster level of the effect blocking the scrying.

Scry Resistance (Su): Azure Tandrin has spell resistance 38, but only against divination spells and similar spell-like abilities.

Sense Demi-Mortals (Su): Whenever the remains of a demi-mortal being (such as Nibul of the Seven Arches) stirs, Azure Tandrin is aware of it. He can sense such events, but has only a vague idea (within a hundred or so miles) of where they occur.

Tongues (Su): Azure Tandrin can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.

Lady Delissa CR 18

Female Half-Elf Druid 19

NE Medium Humanoid (Elf, Human)

Init +3; Senses Low-Light Vision; Perception +33

DEFENSE

AC 14, touch 14, flat-footed 10 (+3 Dex, +1 dodge)

hp 137 (19d8+38)

Fort +16, **Ref** +12, **Will** +18

Immune sleep, poison; Resist Elven Immunities

OFFENSE

Spd 30 ft.

Melee +2 keen scimitar +19/+14/+9 (1d8+1/17-20)

Spell-Like Abilities *A Thousand Faces* (At will)

Druid Spells Known (CL 19, 13 melee touch, 17 ranged touch):

9 (3/day) *Antipathy* (DC 26), *Cure Critical Wounds*, *Mass* (DC 24), *True Arise*

8 (3/day) *Reverse Gravity* (DC 23), *Earthquake* (DC 23), *Word of Recall* (DC 23)

7 (4/day) *Heal*, *Greater Scrying* (DC 22)

6 (4/day) *Find the Path*, *Antilife Shell*, *Arise*, *Transport via Plants*

5 (5/day) *Wall of Thorns*, *Insect Plague*, *Animal Growth*, *Commune with Nature*, *Wall of Fire*

4 (5/day) *Scrying* (DC 19), *Ice Storm*, *Flame Strike* (DC 19), *Command Plants* (DC 19)

3 (5/day) *Poison* (DC 18), *Contagion* (DC 18), *Cure Moderate Wounds* (DC 18), *Dominate Animal* (DC 20), *Speak with Plants*

2 (5/day) *Tree Shape*, *Soften Earth and Stone*, *Restoration*, *Lesser* x3

1 (6/day) *Speak with Animals*, *Entangle* (DC 16), *Pass without Trace*, *Charm Animal* (DC 18), *Charm Person* x2 (DC 18)

0 (at will) *Detect Poison*, *Detect Poison*, *Light*, *Detect Magic*

STATISTICS

Str 8, **Dex** 16, **Con** 14, **Int** 18, **Wis** 21, **Cha** 16

Base Atk +14; **CMB** +13; **CMD** 27

Feats Alertness, Blind-Fight, Combat Casting, Combat Expertise +/-4, Combat Reflexes (4 AoO/round), Deceitful, Dodge, Druid Weapon Proficiencies, Greater Spell Focus: Enchantment, Skill Focus: Bluff (Adaptability), Spell Focus: Enchantment, Weapon Finesse

Skills Appraise +23, Bluff +35, Diplomacy +25, Disguise +26, Fly +25, Heal +27, Intimidate +22, Perception +33, Sense Motive +28, Survival +7

Languages Common, celestial, draconic, druidic, elven, gnoll, infernal

Possessions *amulet of privacy*, *signet of privacy*, +2 keen scimitar, +3 ring of defense, +3 cloak of protection, +3 amulet of natural armor, +3 honeytan leather.

SQ Elf Blood, Nature Sense (Ex), Resist Nature's Lure (Ex), Spontaneous Casting, Timeless Body (Ex), Trackless Step (Ex), Wild Empathy +22 (Ex), Stolen Shape (8/day, superior stolen shape 2/day) (Su), Woodland Stride (Ex)

SPECIAL ABILITIES

A Thousand Faces (At will) Use *Alter Self* at will while in your normal form.

Immunity to Poison You are immune to poison.

Resist Nature's Lure (Ex) +4 save vs. effects from Fey and effects using plants.

Spontaneous Casting The Druid can convert stored spells into Summon Nature's Ally spells.

Timeless Body (Ex) You no longer take ability score penalties from aging.

Trackless Step (Ex) You do not leave a trail as you move through natural surroundings.

Wild Empathy +22 (Ex) Improve the attitude of an animal, as if using Diplomacy.

Woodland Stride (Ex) Move through undergrowth at normal speed.

Stolen Shape (Su): An anti-druid can steal the useful traits of other creatures, including their natural weapons, natural armor, and physical powers. The anti-druid can choose to gain any one of the following benefits when using a stolen shape; +2 Str, +2 Dex, +2 Con, +2 natural armor, one bite attack (1d6 for Medium anti-druids), two claw attacks (1d4 for Medium druids), or +20 ft. to move rate.

The effect lasts for 1 hour or until the anti-druid gives up the stolen form. The anti-druid does not lose any of her own abilities or use of her equipment while using stolen shape. Stealing a shape or giving it up is a standard action that doesn't provoke an

attack or opportunity, and each time the anti-druid does either she regains lost hit points as if she had rested for a night.

The anti-druid can use this ability once per day at 1st level, and an additional time per day at 6th, 7th, 10th, 14th, and 18th level.

At 11th level, the value of the benefits increases to: +4 Str, +4 Dex, +4 Con, +4 natural armor, one bite attack (1d8 for Medium anti-druids), two claw attacks (1d6 for Medium druids), or +30 ft. to move rate. At 18th level, the value of the benefits increases to: +6 Str, +6 Dex, +6 Con, +6 natural armor, one bite attack (2d6 for Medium anti-druids), two claw attacks (1d8 for Medium druids), or +30 ft. to move rate.

At 8th level an anti-druid may choose two new benefits; wings with a 30 foot move rate and good maneuverability, or a 30 ft. swim speed and the ability to breathe, speak, and cast spells underwater. At 12th level these benefits increase to wings with a 60 foot move rate and good maneuverability, or a 30 ft. swim speed and freedom of movement under water.

At 16th level, once per day an anti-druid may use superior stolen shape, gaining two benefits when using stolen shape. At 18th level she may do this twice per day, and at 20th level three times per day.

APPENDIX B: SPELLS & MAGIC

SPELLS

True Fabricate

Transmutation

Level: Azure Tandrín 7

Components: V, S, M

Casting Time: See text

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to 10 cu. ft./level; see text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You convert material of one sort into a product that is of the same material. Creatures cannot be created or transmuted by the true fabricate spell. Magic items can be, if you have the appropriate item creation feat. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet.

You must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship. Casting requires 1 round per 10 cubic feet (or 1 cubic foot) of material to be affected by the spell.

Material Component

The original material, which costs the same amount as the raw materials required to craft the item to be created.

Arise [evil]

Level: AntDrd 6

Components: V, S, M, DF

Casting Time: 10 minutes

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

With this spell, you bring back a twisted, crazed version of a dead creature in a copy of its own body, provided that its death occurred no more than one week before the casting of the spell. This spell does not return the soul of the dead creature to the mortal plane, nor prevent other spells from raising the creature normally. However the spell does take a tiny sliver of the soul of the dead creature, and as a result creatures that would not be willing to have a copy of them made in this way if they were alive receive a saving throw (even though dead) to resist its effects.

Since the dead creature is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be arisen, but the portion receiving the spell must have been part of the creature's body at the time of death. The magic of the spell creates an entirely new young adult body (though appearing the same age as the creature when it died) for the soul sliver to inhabit from the natural elements at hand. This process takes 1 hour to complete. When the body is ready, the subject is arisen.

An arisen creature recalls the majority of its former life and form. It retains any class abilities, feats, or skill ranks it formerly possessed. Its class, base attack bonus, base save bonuses, and hit points are unchanged. However, the new creature is of the same alignment as the caster of this spell, and automatically maintains a Helpful attitude toward the caster, regardless of how the creature is treated. Constructs and undead creatures can't be arisen.

A *wish* or *miracle* spell can restore an arisen character to his original alignment and attitude, and restore its soul to full life.

Material Component

The *arise* spell requires no material components if it is cast within 11 minutes of the target's death. Otherwise, rare oils and unguents worth a total of at least 1,000 gp must be spread over the remains.

True Arise [evil]

Level: AntDrd 9

Components: V, S, M, DF

Casting Time: 10 minutes

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

With this spell, you create a twisted, crazed version of a creature (living or dead) in a copy of its own body. This spell does not return the soul of a dead creature to the mortal plane, nor prevent other spells from raising

or killing the original creature normally. However the spell does take a tiny sliver of the soul of the original creature, and as a result creatures that would not be willing to have a copy of them made in this way receive a saving throw (even if dead) to resist its effects. You cannot make an arisen copy of an arisen creature - it lacks enough soul to donate a sliver to make a copy of itself.

Since the arisen creature has a new body, all physical ills and afflictions of the original creature are repaired. The condition of the piece of the original creatures used for this spell is not a factor. So long as some small portion of the creature's body still exists, it can be arisen. The magic of the spell creates an entirely new young adult body (though appearing the same age as the creature when the bit of its body was taken) for the soul sliver to inhabit from the natural elements at hand. This process takes 1 hour to complete. When the body is ready, the subject is arisen.

An arisen creature recalls the majority of its former life and form. It retains any class abilities, feats, or skill ranks it formerly possessed. Its class, base attack bonus, base save bonuses, and hit points are unchanged. However, the new creature is of the same alignment as the caster of this spell, and automatically maintains a Helpful attitude toward the caster, regardless of how the creature is treated. Constructs and undead creatures can't be arisen.

A *wish* or *miracle* spell can restore an arisen character to its original alignment and attitude, and restore its soul to full life.

Material Component

Rare oils and unguents worth a total of least 2,000 gp must be spread over the remains.

Improved Stone Shape

Level: Clr 6, Drd 5, Sor/Wiz 6

Components: V, S

As *stone shape* except as noted above, and in that fine detail is possible with improved stone shape with an appropriate Craft check. Objects with moving parts work normally if a DC 30 or higher Craft check is used to create them.

PATHFINDER CONVERSION SPELLS

True Fabricate

School transmutation; Level Azure Tandrin 7

Casting Time see text

Components V, S, M (the original material, which costs the same amount as the raw materials required to craft the item to be created)

Range close (25 ft. + 5 ft./2 levels)

Target up to 10 cu. ft./level; see text

Duration instantaneous

Saving Throw none; Spell Resistance no

DESCRIPTION

You convert material of one sort into a product that is of the same material. Creatures cannot be created or transmuted by the true fabricate spell. Magic items can be, if you have the appropriate item creation

feat. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet.

You must make an appropriate Craft or Spellcraft check to fabricate articles requiring a high degree of craftsmanship, including magic items. Casting requires 1 round per 10 cubic feet of material to be affected by the spell.

Arise

School transmutation; Level anti-druid 6

Casting Time 10 minutes

Components V, S, M, DF (oils worth 1,000 gp, see text)

Range touch

Target dead creature touched

Duration instantaneous

Saving Throw Will negates, see text; Spell Resistance yes

With this spell, you bring back a twisted, crazed version of a dead creature in a copy of its own body, provided that its death occurred no more than one week before the casting of the spell. This spell does not return the soul of the dead creature to the mortal plane, nor prevent other spells from raising the creature normally. However the spell does take a tiny sliver of the soul of the dead creature, and as a result creatures that would not be willing to have a copy of them made in this way if they were alive receive a saving throw (even though dead) to resist its effects.

Since the dead creature is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be arisen, but the portion receiving the spell must have been part of the creature's body at the time of death. The magic of the spell creates an entirely new young adult body (though appearing the same age as the creature when it died) for the soul sliver to inhabit from the natural elements at hand. This process takes 1 hour to complete. When the body is ready, the subject is arisen.

An arisen creature recalls the majority of its former life and form. It retains any class abilities, feats, or skill ranks it formerly possessed. Its class, base attack bonus, base save bonuses, and hit points are unchanged. However, the new creature is of the same alignment as the caster of this spell, and automatically maintains a Helpful attitude toward the caster, regardless of how the creature is treated. Constructs and undead creatures can't be arisen.

A *wish* or *miracle* spell can restore an arisen character to his original alignment and attitude, and restore its soul to full life. The *arise* spell requires no material components if it is cast within 11 minutes of the target's death. Otherwise, rare oils and unguents worth a total of least 1,000 gp must be spread over the remains.

ITEMS

Bad Penny: Though this malevolent magic item always seems particularly new and shiny, it otherwise appears to be a common copper piece. However, the bad penny actually has two magic properties. First, it's own magic nature is masked as though it had been the subject of a misdirection spell targeting a common copper piece. Secondly, there is a 25% chance each dawn the bad penny casts bestow curse on the nearest living creature within 30 feet. What curse the bad penny bestows is random.

Faint Necromancy (masked); CL 5th; Craft Wondrous Item, bestow curse, misdirection; Price 7,500 gp +1 cp; Cost to Create: 3,500 gp + 1 cp + 300 XP.

Amulet of Privacy

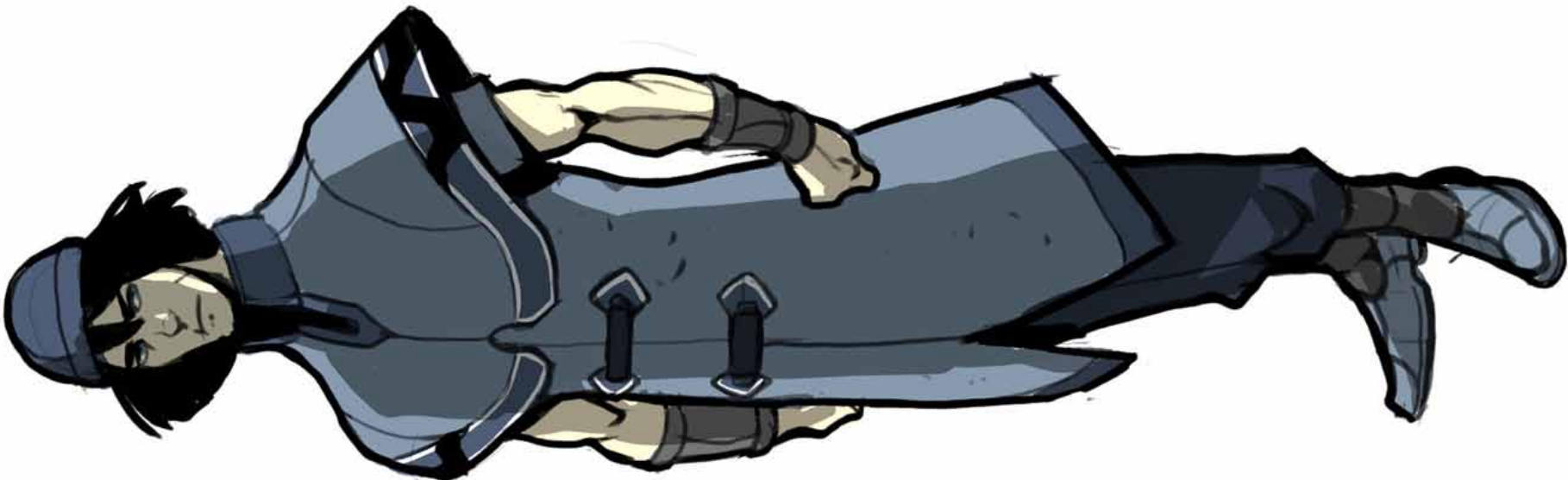
The wearer of this amulet is protected from divination magic as if under the effects of a nondetect spell, but only against effects that attempt to see or hear the wearer through magic, or determine the wearer's alignment, thoughts, intentions, or truth of the wearer's words. Other divinations, such as detect magic, work normally.

Faint abjuration; CL 5th; Craft Wondrous Item, glibness, nondetection; Price 30,000 gp.

Signet of Privacy

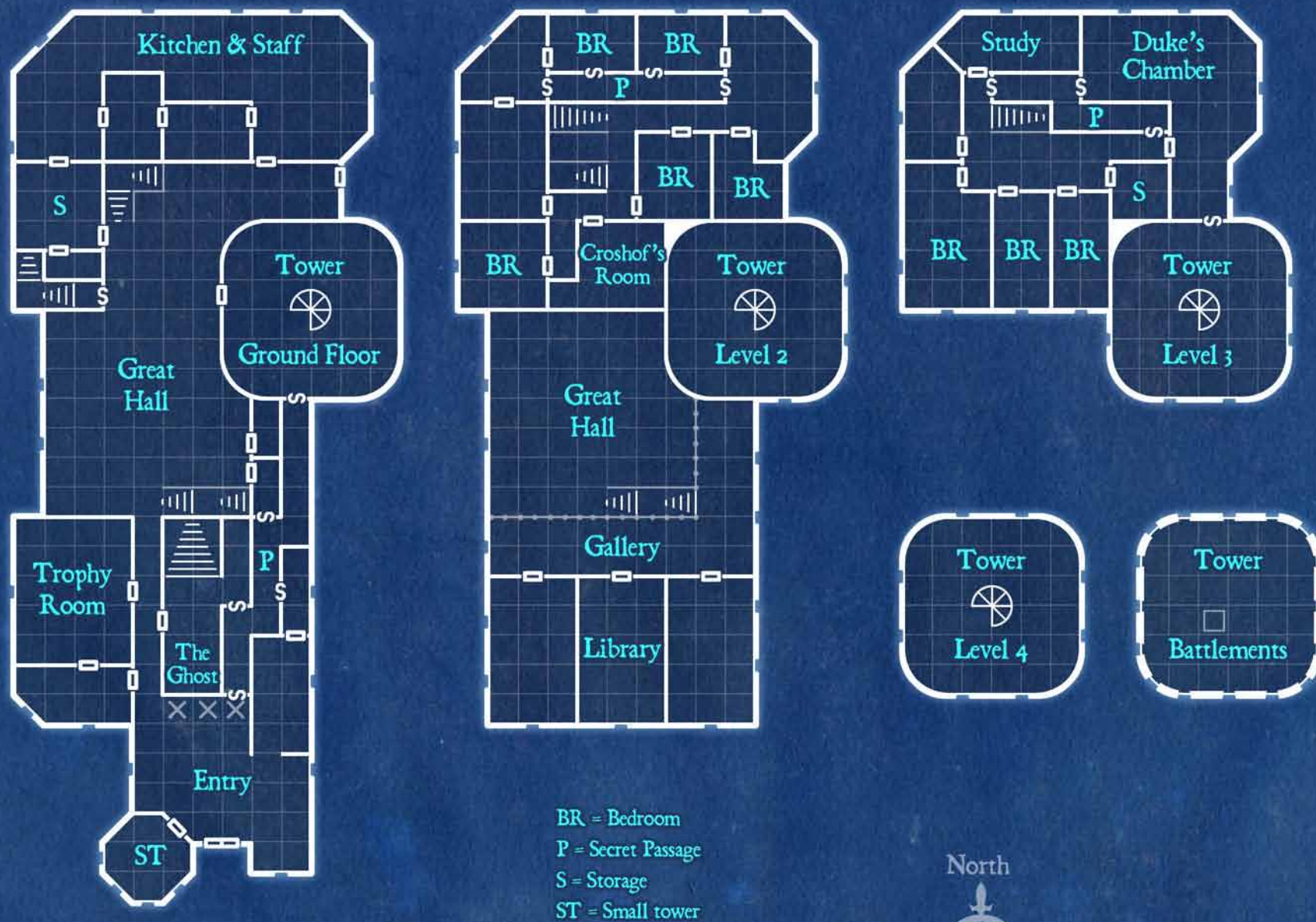
The wearer of this minor artifact is protected from divination magic as if under the effects of a nondetect spell, but only against effects that attempt to see or hear the wearer through magic, or determine the wearer's alignment, thoughts, intentions, or truth of the wearer's words. Other divinations, such as detect magic, work normally on the wearer. However, as an artifact, the signet itself does not detect as magic, and cannot have its true nature revealed by anything short of a wish or miracle.

None; CL 20th; Weight -

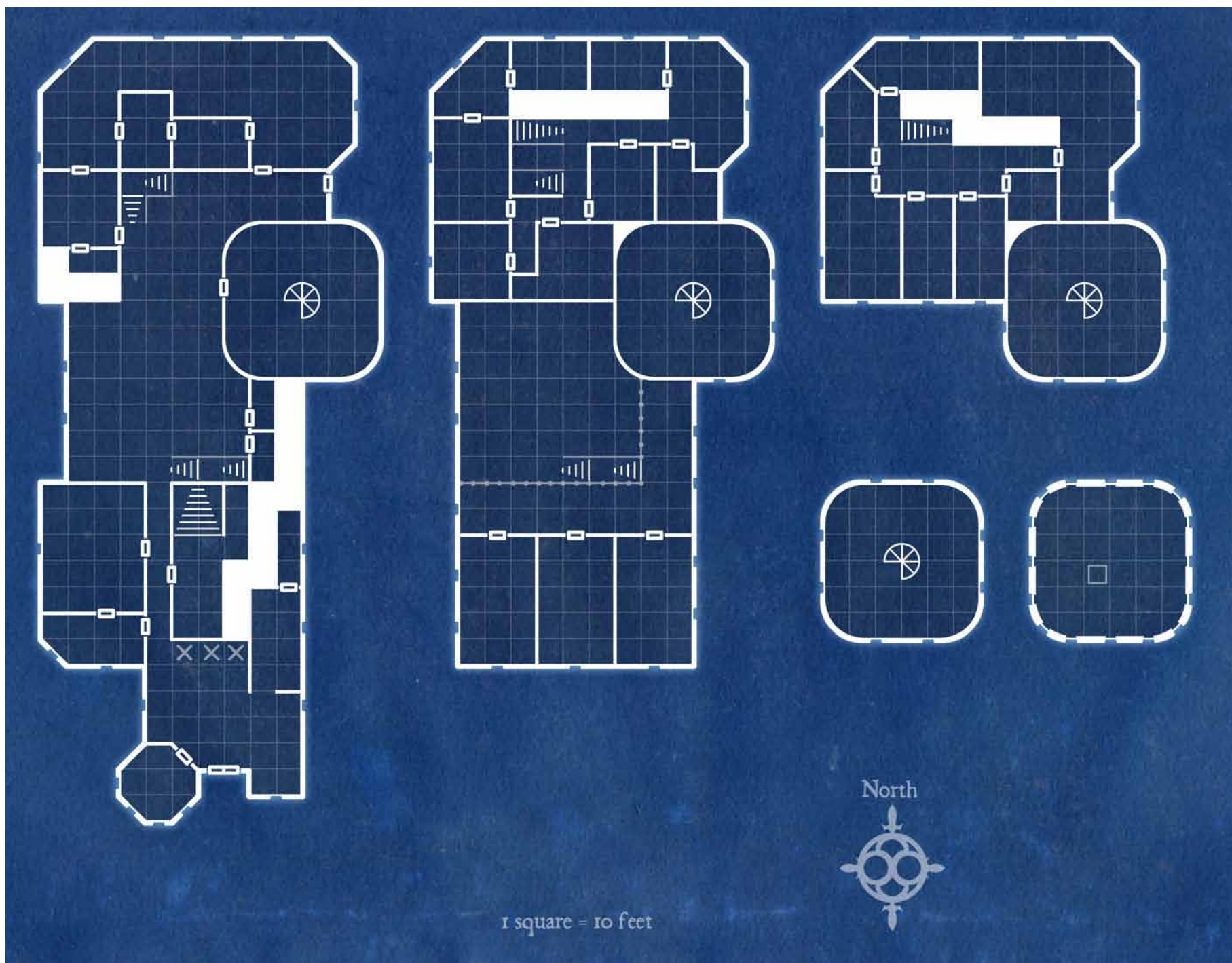


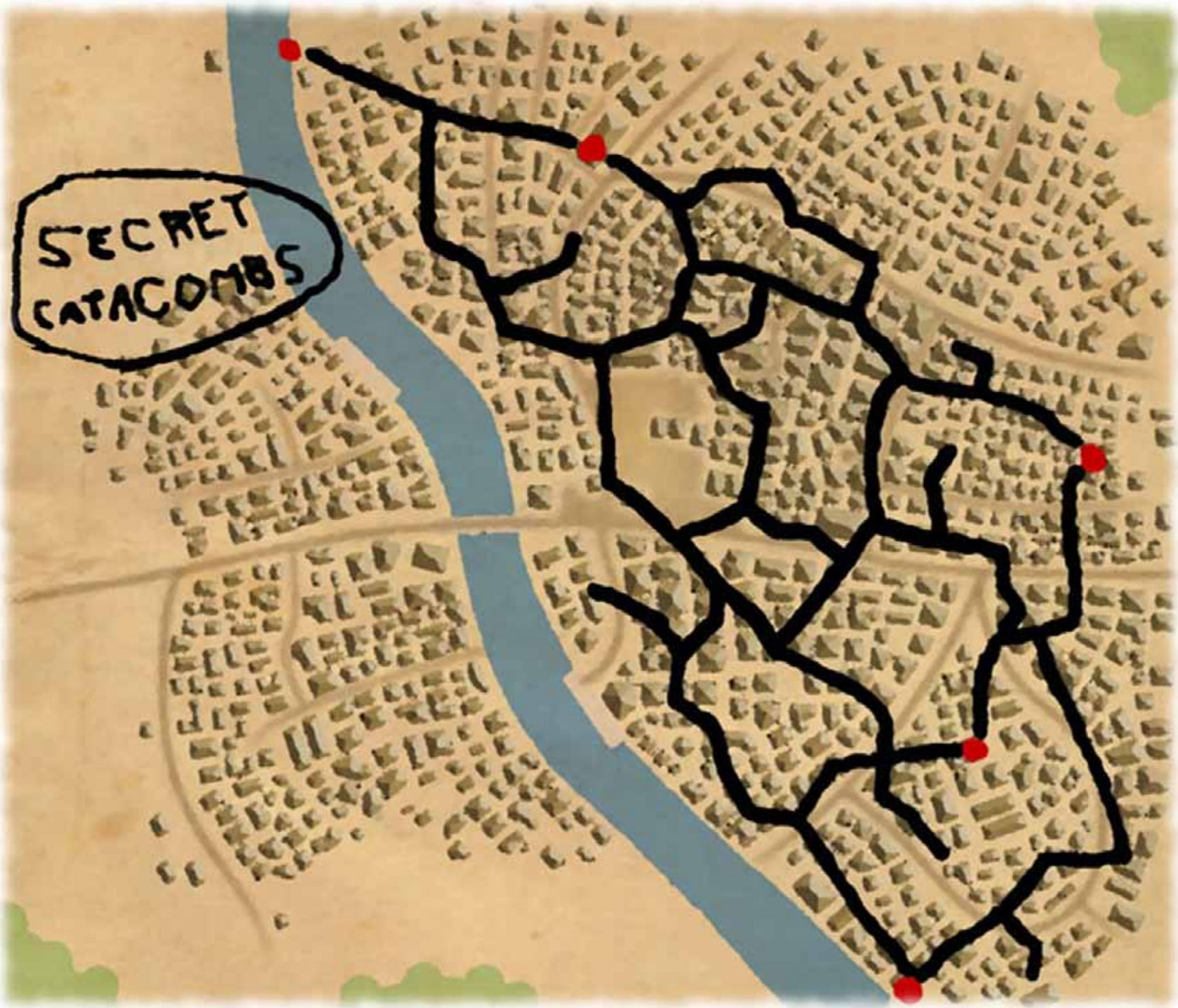
Azure Tandrín Illustration





Map of Chordille Keep No Secrets No Labels





Gardok's Catacombs Map

APPENDIX D: BRINDENFORD BONUS ENCOUNTERS SURROUNDING ENVIRONS

In the middle of an area now known as the Fallen Duchy, the environs of Dragon's Delve include many overgrown (and sometimes forgotten) ruins. The Duchy of Chordille fell almost 100 years ago, and compared to those happier days, the region now lays as an almost uninhabited wilderness.

At the center of the Fallen Duchy lie the ruins of Chordille Keep (which itself provides entrance to Dragon's Delve). This ruin offers no intact structures--only vine-grasped piles of stones, overgrown outlines of foundations, and the furtive hint of walls and arches. The entrance to the dungeon itself is little more than a twenty-foot wide open pit with an exposed stone stair that descends into darkness. Various explorers and treasure seekers have left the entrance well-cleared. Likewise, the observant adventurer may notice the remnants of cooking fires and other signs that previous delvers have made camp near this pit.

Chordille Keep rests atop a long, gentle hill known as Bryson's Look. The area grows thick with silver maples, boxelders, and the occasional firethorn. Somewhere south of the keep lies a mysterious, abandoned structure some call Terregaunt's Tower. At the north

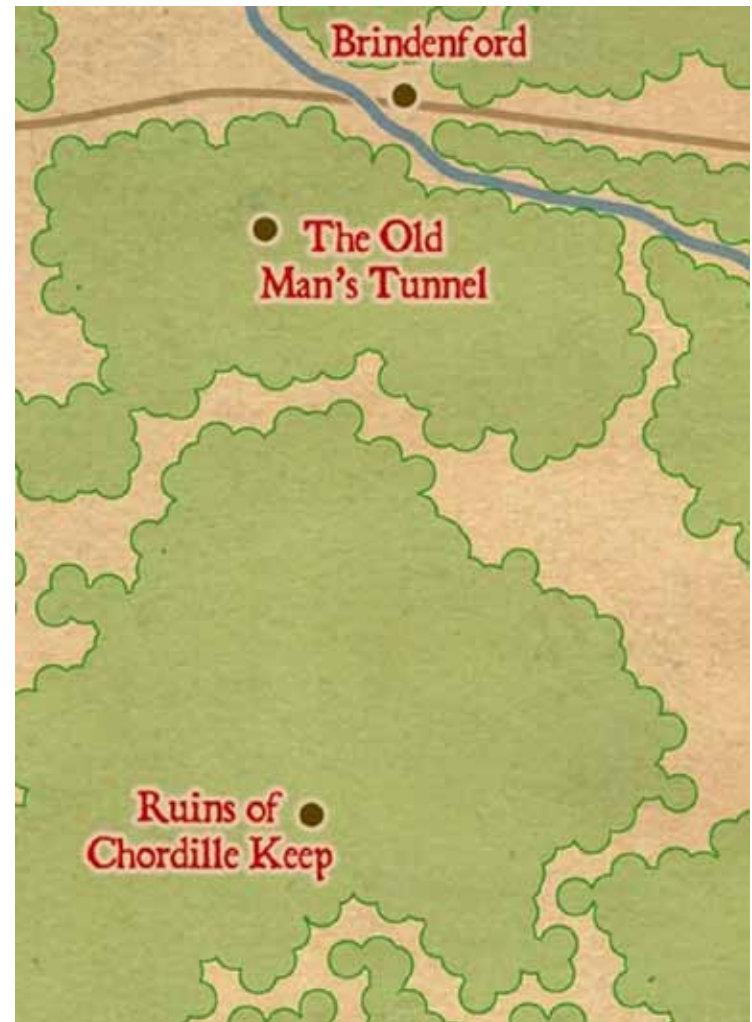
end of Bryson's Look, near the mighty River Turant, lies Brindenford. This small town offers a few amenities to those looking to risk the dangers of Dragon's Delve thanks to its minor importance in trade. Brindenford rests at a major crossing of the Turant for the Queen's Road, upon which travel caravans laden with the spices and salt traveling to the west and those bearing wool and iron goods to the east. Likewise, loggers from the north use the Turant to send wood down to the mills to the south, and Brindenford offers a landing for this process as well.

Currently, the town remains independent, as no authority higher than its lord mayor claims the wilderness in which it carefully nestles. Technically, the entire region falls under the rule of High King Rudik in faraway Kelmanosh, but even his vaunted tax collectors do not venture this far west. With trade once again increasing, however, this may change in the near future.

Brindenford lies approximately two miles from the ruins of Chordille Keep. Most folk of the town know better than to go there, fearing the very real tales of orcs and goblins lurking there, and the more fanciful (but still possibly true) tales of evil spirits and curses that haunt that sad place. Still, one can't spend an evening in the taproom of the Lost Shepherd Inn,

chat with the locals in the hiring hall, or sit with the fishermen on the dock as they complain about the loggers without hearing a rumor or legend about the mysteries that lie within Dragon's Delve.

Brindenford (small town): Conventional mayor; AL NG; 800 gp limit; Assets 50,000; Population 1,000; Mixed (80% human, 8% halfling, 7% elf, 4% dwarf, 1% other races).



Authority Figure(s): Lord Mayor Saddana, female human Exp5; Erro Mansan male human Ftr10 (Sheriff).

Important Characters: Iris Gellow, female human Clr8 (head of the Temple of Vune), Whedon Rasholt, male human Rgr7 (head of the Logging Guild), Vimble Mirhoffal, male halfling Exp6 (proprietor of Queen's Crafts), Val Donage, female human Ftr4/Rog2 (owner of the Lost Shepherd), Teigel Fascher, male human Com2 (proprietor of Fascher's Supply).

Brindenford and the surrounding area hold many more secrets yet to be revealed.

THE LOST SHEPHERD

Summary: One of three taverns in the town of Brindenford, the Lost Shepherd is the one that appeals to those interested in exploring the ruins and dangers of the nearby dungeon.

Sights and Sounds: The sign over the front door shows a shepherd with a crooked staff but no sheep. From noon until midnight (and sometimes after), the Lost Shepherd is open as an eatery and taphouse. Never burgeoning with customers, the place is never empty, either. Good smells waft from the kitchen, from lamb stew to fresh baked bread, frying bacon to sage-and-thyme roasted vegetables.

The building's great age cannot be concealed by the frequent repairs, and so the interior is drafty and dusty, but fires in multiple fireplaces keep the place warm. The taproom is large and

comfortable, with a high-placed loft above the door offering additional seating. Beyond the taproom lies the kitchen, a pantry, and a small office. The second and third floors offer rooms for rent, about half of which seem occupied at any given time.

Beneath the kitchen is a cellar used for storage.

The Details: PCs wishing to rent a room above the tavern must pay 5 sp per night. Each room has two beds, and is clean and well-kept. For an additional 5 sp per night, a simple (DC 20) padlock can be rented to put on the door.

Meals in the taproom are hot, generous, and tasty, with surprising variety. They cost 5 sp as well, although for 3 sp one can buy something lighter, simpler, and cold.

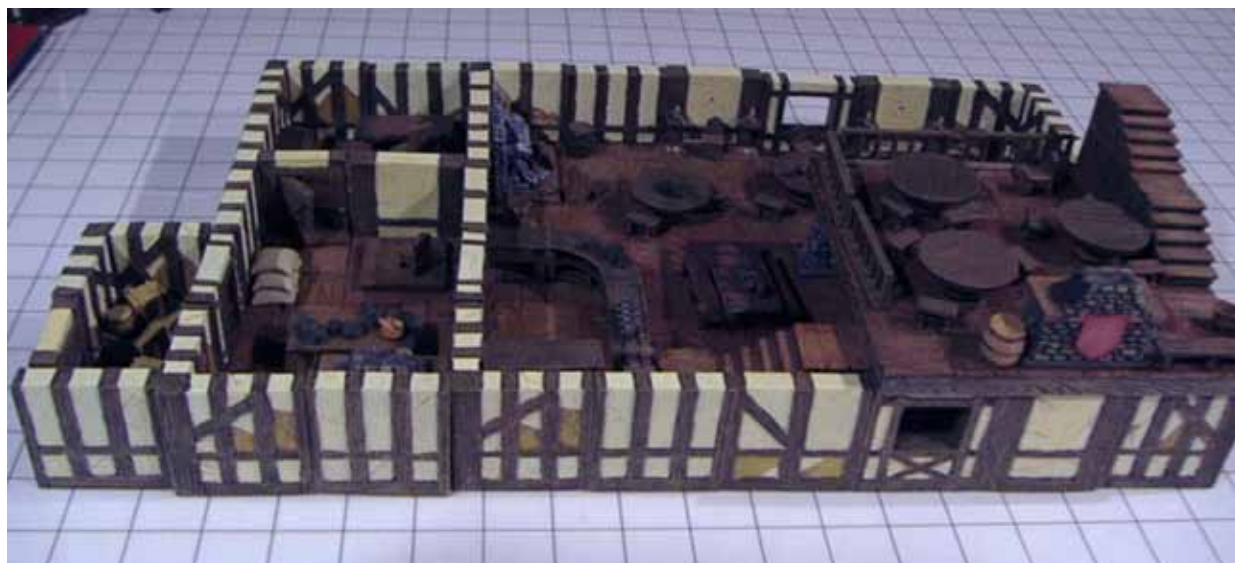
Ale is plentiful but nothing special (4 cp per mug). The bar also offers wine by the pitcher for 2 sp, and offers excellent whiskey at 1 sp per glass.

Caretaker, Roman Buevias: Roman (human commoner3) works at the Lost Shepherd doing most of the hard work that doesn't involve interacting with customers. He tends the stables, maintains the very old building, handles the supplies, and even manages the accounts.

Roman is 40 years old with broad shoulders, thin hair, and a face well-acquainted with worry. He avoids talking to the clientele if he can, but those that win him as a friend find him to be pleasant and intelligent. Roman works from sunup and sundown, dedicated and conscientious. He sleeps in a room in the back.

Recently, Roman and Taran have fallen in love, although their relationship is secret. When Taran's family finds out that she is pregnant, however, life is likely going to get very difficult for Roman.

Bartender and Cook, Juddelo Green: Juddelo (halfling expert4) is almost



everything that Roman is not. Although a skilled cook, he would rather sit and talk to customers than do any real work. Well-liked in the tavern and around town, Juddelo actually can't really be trusted. He knows no loyalties and frequently talks out of turn about the secrets of others.

Of an average height and build for a halfling, Juddelo is 55 years old. His black hair has only just started to gray, and he sports a gold tooth in his wide smile. Juddelo lives with his family in a small house in the center of town.

Cook, Murla Torren: Murla (human commoner2) almost never leaves the kitchen. She's a competent cook, but mostly

just follows Juddelo's recipes (and takes up the kitchen work that he shirks) even though she doesn't care for him much. But then, she doesn't seem to care for anyone too much.

Murla is almost 60 years old, but her shriveled, hunched, and surprisingly hirsute features make it difficult to actually determine her age and even her gender with a casual glance. Her clothing bears the stains of a thousand prepared meals. She lives with her spinster sister in town.

Employee, Taran Manias: Taran (human commoner1) works as a maid and a server in the tavern. Pleasant and kind, she doesn't flirt with customers or dress provocatively as do some servers in other taverns in town to help them with their "other source of income." Taran is young and just on the pretty side of plain, interested in books, knowledge, and news of the outside world.

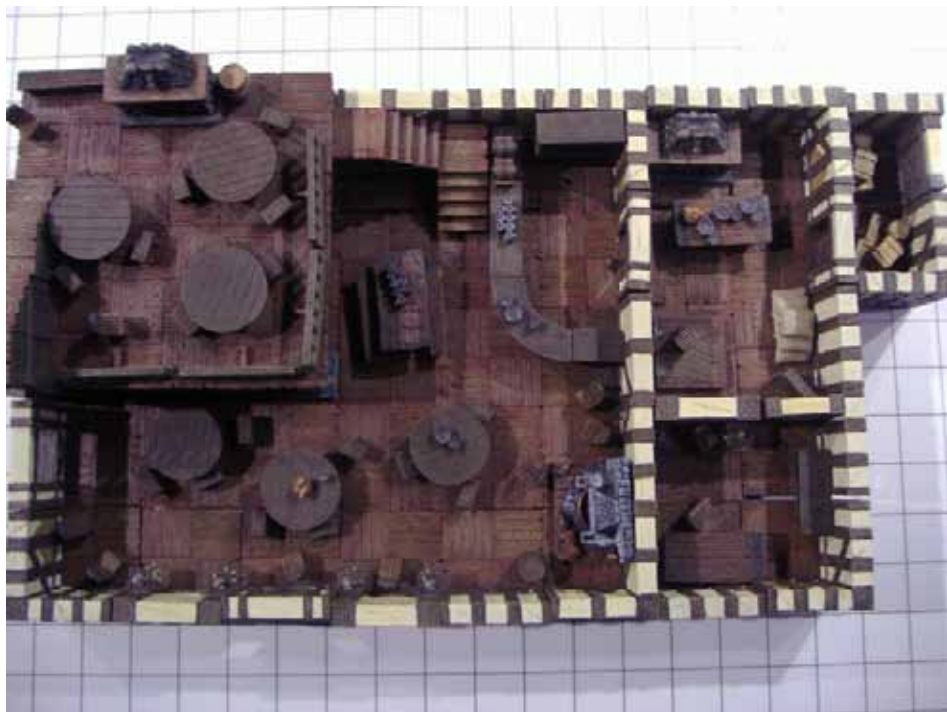
Taran wears her long brown hair in a ponytail and a clean white apron over the simple dress while she works. She is pregnant with her secret lover Roman's child, although it does not yet show and she will hide it as long

as she can, knowing that folks (including her surly father) will not look favorably upon her relationship with the much older man. She lives with her parents and siblings in town.

Customer, Erlan Furg: One could be forgiven for thinking that Erlan (dwarf fighter3) works at the Lost Shepherd in some capacity, for it would seem that he is always around. But in fact he doesn't. Erlan also likes to pretend that he knows a great deal of lore about Dragon's Delve, entertaining newcomers with tales from the region's history. In truth, however, he's never been farther than the surface ruins, having once worked as a man-at-arms assigned to guard some other adventurers' camp while they explored a year or two ago. (Erlan would be a good source of rumors about the dungeon, although some of them would be false.) Most of his life, Erlan worked as a logger in the area, and later as a guard for the loggers in times of trouble, fighting off both wandering predators and the occasional brigand. Today, Erlan spends what little money he has left on ale in the tavern.

Erlan is short and muscular, with a dirty gray beard and ale on his breath. He wears banded mail armor and carries a greataxe on his back. But for the last few years, this has all just been for show.

Owner, Val Donage: Val (human fighter4/rogue2) is a retired adventurer who explored some of Dragon's Delve seven years ago. She settled down with some of the wealth she uncovered and bought the tavern, however, she can almost never be



found there. Instead, she spends most of her time in her large home south of town or traveling. Thus, while she could provide the player characters with valuable information about the first two levels dungeon--at least, how it existed seven years ago--she is very difficult for them to actually see. If the PCs find out about Val, the DM should making actually tracking her down, finding her home, or otherwise getting to talk to her a real challenge.

Val is in her mid-30s, with short hair and a broad face and tired eyes. Particularly perceptive characters might notice that she walks with a very slight limp that she tries to conceal. She dresses in expensive clothing (but never armor) and never is far from a weapon of some kind. Typically she has at least a masterwork longsword that she still wears in an ornate scabbard and +1 keen dagger hidden in her boot or sleeve.

Background: The Lost Shepherd is one of the oldest buildings in Brindenford. Before Val bought it, it stood derelict for around twenty years, and before that it was a tavern for almost a hundred years. It was at this time--during the days of Duke Chordille--that the tavern gained its name, which actually comes from a sorcerer named Urlaster who carried a crooked staff. People joked that Urlaster was a not a mage, but a lost shepherd. Before it was a tavern, the building served as Urlaster's house. Urlaster explored Dragon's Delve in his day, and learned many of its magical secrets. Like so many other mages before and after him, he sought the lore of the Mages Four.

Developments: As time passes, and Taran's pregnancy becomes more obvious, there will be a confrontation between her father, Armel, and Roman, right in the tavern in front of everyone (including perhaps the PCs).

Treasure: On Level 3 of Dragon's Delve, the PCs may find a reference to Urlaster's key, one of the means of unlocking the entrance to the Prison of the Red Saint on Level 4. That key lies on a cobweb-shrouded table in the

secret cellar beneath the storage cellar behind a secret door (DC 28 to find). The cellar also holds an ancient laboratory in ill condition, although a potion of darkvision and another of see invisibility can be found amid dust-covered beakers, bottles, and tubes.

To get into the cellar to find the secret cellar, PCs will need to either be very sneaky, befriend one or more of the employees, or both.



THE TEMPLE OF VUNE

Summary: This temple offers much to those willing to make donations, and even more to those truly in need. But don't confuse the two.

Sights and Sounds: In the center of Brindenford, away from the noise of the docks and mills, surrounded by lush trees and warmly-lit homes, the Temple of Vune stands like a jewel. The daily tolling of the bells in the campanile lightens the hearts of all that hear them. It reminds them that Vune, benevolent and nurturing goddess of light and purity, lays her protective hands over the entire town. A few other temples and churches can be found within the city's confines, but none has the following or the societal impact of Vune and her clergy.

The temple itself is a beautiful building both tall and broad, with wide front doors welcoming all who need her charity. Here, the needy can find shelter, clothing, and food if they require it.

Vune's Hands: *The Clergy:* The high priestess in charge of the temple, Iris Gellow (female human Clr8) never married, despite the lack of any prohibitions against it in the church's dogma. She devoted her long life to the service of others, and many look upon her with revered awe. Her tireless acts of charity have done more for Vune's religion than a lifetime of sermons (or a lifetime of converting "heathens" by force) ever could.

Mother Gellow's right hand is Sillitta Ederus (female human Clr5). Sillitta aspires

to follow in Iris' footsteps, and has also accomplished much. Unlike her mentor, however, Sillitta has fallen in love and hopes to marry. Her betrothed is none other than Whedon Rasholt, head of the Logging



Guild. Whedon works much of the year in the north woods, but they plan to marry next winter.

The temple has a staff of eight other full time priest and priestesses, although only three of these are clerics (in the spellcasting sense). Not all of Vune's clergy channel her holy power. Some have other callings: leadership, organization, fundraising, healing, and even child care. A staff of nearly forty people cooks, cleans, maintains the temple, and tends to the sick, the elderly, and the orphans. Some of these are full-time staff, paid by the temple, and the rest are part-time volunteers. None of these people are ordained clergy.

Vune's Desire: *Charity:* The church operates a dormitory for temporary housing of the homeless, with an ample kitchen that produces free meals for the hungry three

times daily. There is also a small orphanage that provides a home for two dozen children, another facility that cares for a like number of the elderly and infirm. Likewise, directly behind the temple is the house of healing where the staff cares for the sick and injured.

The church cultivates a large garden for produce, but most of the food for the needy is bought with the money gained from donations or services rendered. Because of this, the priestesses keep a strict policy of always requiring payment of spells cast so that they can keep the steady supply of food and supplies to the truly needy. A wounded adventurer without the funds to pay for healing would be asked to sell their masterwork sword or plate armor (for truly, anyone with such expensive belongings is hardly "needy" to a cleric who deals with the truly destitute all day long).

Much is expected of those helped by Vune's charity. If they cannot pay, that's fine, but if they are able-bodied they are expected to work for the temple for as long as they accept charity. They receive training in a vocation if they have none so that they can eventually support themselves. Only the elderly or the infirm are exempt.

Vune's Calling: *Service:* While anyone truly in need can expect charity and hospitality, those with the ability to pay are expected to do so for the good of all. An adventurer claiming that a "good" cleric should heal them for free since he "fights evil," will be told in no uncertain terms that he is asking to take food out the mouths of hungry orphans.

Those willing to pay can come to the houses of healing and expect any healing or restorative spell to be cast (uncommon spells can be cast from prepared scrolls). They can also buy any cleric-created potion for the listed price, and virtually any non-evil cleric spell of 4th level or lower can be purchased as a scroll (the DM can rule that some scrolls are not immediately available and require 1d4 days for production). The church also sells holy water and (DM's discretion) other minor magic items (price below 5,000 gp) of a clerical nature, like perhaps a magical mace or shield, *a wand of cure light wounds*, or even a *cloak of resistance*. All money goes toward helping the needy (which of course includes maintaining the staff and facility).

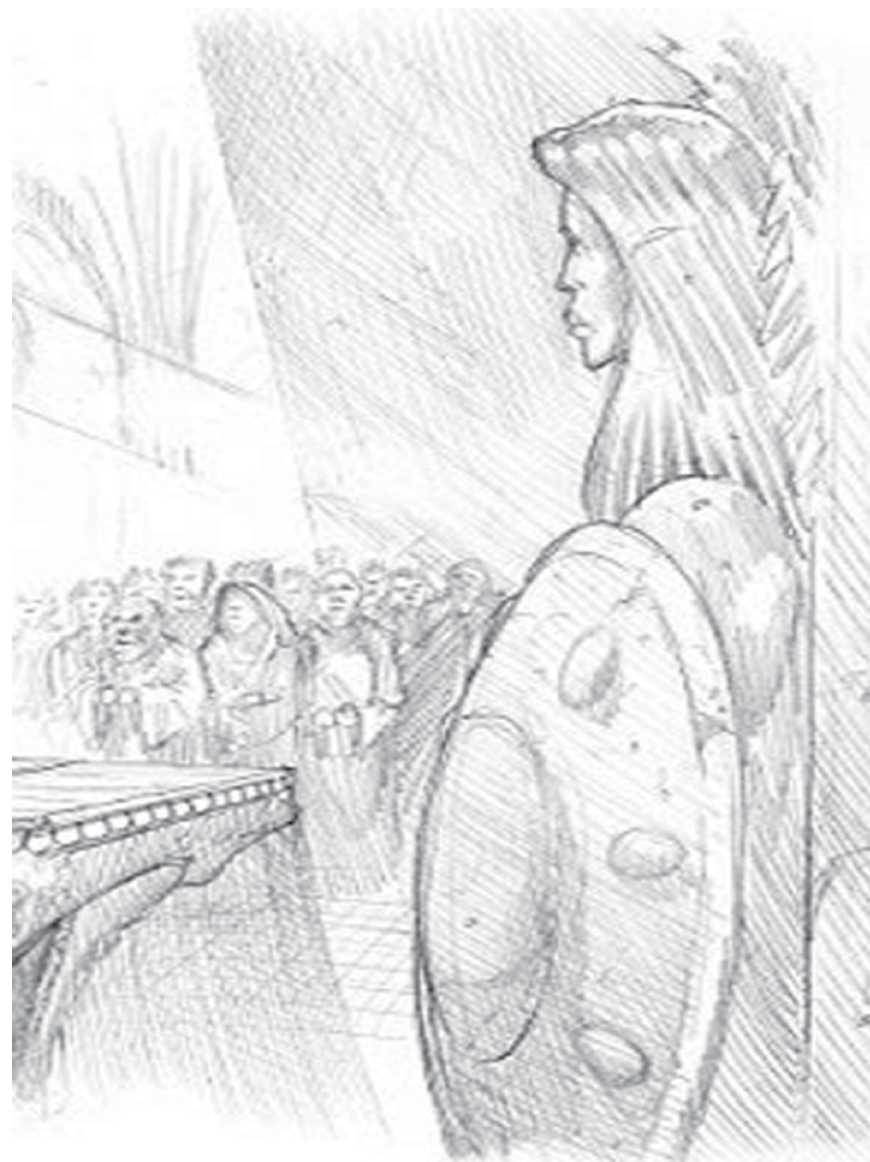
Vune's Flock: *The Temple and Brindenford:* The church's tireless efforts to aid the impoverished have made a noticeable impact on Brindenford. The town's population is well cared for and relatively healthy, thanks in large part to the temple. The clerics of Vune wield unofficial social and even political influence in the town because of that, and have earned the respect of nearly every citizen, regardless of faith. A cleric of Vune calling for services to be rendered or aid given can expect immediate results. They are careful not to abuse this power. Respect well earned can still be lost.

Anyone who would cross Vune's temple would likely soon find himself ostracized. Merchants would refuse to do business with such a person (or at the very least would charge twice or three times the price). Similarly, the other temples in town would

also turn such an individual away. Vune's clerics have no rival temple in town—everyone respects their sincere devotion to the good of all.

Beyond the Reach of Vune: *The Temple and the Dungeon:* None of the clerics of Vune on staff here would ever consider a life of adventuring or exploring ruins. Such is not the calling of the goddess, they would contend. Nor would they ever give special consideration for those who live such a life, despite any claims of "fighting evil," or some such. The teachings of Vune are silent on the topic of destroying evil creatures or slaying monsters. Vune brings food to the hungry and clothing and shelter to the needy. Defending the weak, the helpless, or the innocent is certainly important, but the clerics of this temple define that strictly. If Brindenford faced invasion from marauders, you would see the priestesses take up arms and prepare spells for combat then. But they would not tromp off into the wilderness to find evil in its lair.

This does not mean that PC clerics cannot devote themselves to Vune. It only means that the clerics on staff here will not leave their work to explore the dungeon under any circumstance.



FASCHER'S SUPPLY

Summary: Fascher's Supply buys and sells gear used primarily by adventurers and explorers, and occasionally has a particularly interesting item or two for sale.

Sights and Sounds: It's no coincidence that Fascher's Supply can be found on the south end of town, with a big sign that reads, "Exploror's Gear" [sic] even though most of the commerce of Brindenford moves east and west along the Queen's Road. Teigel Fascher wants to attract the attention of folks headed south, up Bryson's Look to the ruins and the dungeon below. The store is a simple two story building, with a one-room shop and a back storage room on the ground floor and a small apartment for the bachelor proprietor on the upper floor. The shop is a confusing mess with piles of gear and shelves of what seem like random items, but the owner knows where everything is and can find what a customer needs quickly.

The Proprietor: Teigel Fascher (male human Commoner3) likes to be called "Fascher." He stands at about an average height. He's of average looks with brown hair and brown eyes. He dresses in average clothing. Fascher doesn't have any special skills or talents—he's not overly strong, incredibly brave, or terribly bright. But he likes to dream about being special or heroic. Realizing that he could never be an adventurer, he decided to do the next best thing and create a way to befriend real adventurers. He set up his shop about three years ago, when the latest influx

of mercenaries and adventurers interested in exploring Dragon's Delve started to wander into town. There still aren't all that many of them, but Fascher's found that they often have a fair bit of coin to spend and that their needs often run toward the expensive end of things, so even though he often goes for days without a customer, he still does just fine.

Fascher's good at keeping his mouth shut on a lot of different scores. Anything told to him is kept confidential. He loves to hear first hand accounts of adventurous tales, but he never repeats them. Likewise, details of purchases are always kept a secret. He isn't annoying about his admiration or interest in adventurers, nor does it make him gullible.

The Wares: Fascher's wares come in two varieties, although his shop is a cluttered miscellany of both jumbled together. The first is new gear. Rope, packs, torches, crowbars, hammers, lanterns, sacks, and anything else listed under Adventuring Gear in the rules can be found in great quantities. He even has odd items like manacles, a portable ram, locks, and various kinds of tools, such as magnifying glasses, disguise kits, thieves' tools, and even musical instruments.

The other thing that Fascher sells is second hand materials that adventurers either no longer want or need, or that they have brought up from the dungeon. This includes alchemical items, weapons, armor, shields, and relatively common (but costly) spell



components like 100 gp pearls or handfuls of powdered silver. This also includes the occasional minor magic item like an everburning torch, a potion or two, or an oddity like a feather token. He even has, in the past, bought and sold a found spellbook or major item like a ring of protection, but this is the exception, not the rule.

Expensive items are kept in a well-locked box (DC 30 to open) in the back and Fascher only tells people about them that he trusts. That means that even if an adventurer with coin to spend comes into the shop, and Fascher's got a cloak of resistance in the back, he won't tell the customer about it unless he knows and trusts him. There's just too much risk that someone will rob him for such incredibly valuable and expensive items.

Fascher's Supply very occasionally subverts the general guideline that nothing more expensive than 800 gp is available for sale in Brindenford, because sometimes adventurers bring more expensive items than that out of the dungeon. DMs should use this very sparingly. This isn't a "magic shop." Very often, Fascher won't have anything more special than a vial of alchemist's fire on hand.

Selling Loot: Player Characters investigating Dragon's Delve will find that they can sell some of their loot or old equipment at Fascher's Supply. Fascher's not interested in buying and selling purely treasure items (he won't buy the ivory bookends with gold engraving the PCs found while in the dungeon), only something that will be of use to another adventurer.

Usually, Fascher does not have more than 300 gp on hand to use to buy items. He's very willing to barter, however, and gives a better deals to those who want to take payment in trade.

Development: Over time, if the PCs frequent the shop and are fair with Fascher, they'll find he's more open to them about his occasional interesting items.

THE GATHERING HALL

Summary: In the center of Brindenford lies a large structure used for centuries as a meeting place, a place of safety, and in more recent years, a headquarters for the town's constabulary.

Sights and Sounds: The central market square is filled with farmers selling produce, merchants hawking wares, and townsfolk going to and fro on their daily errands. It's as much hustle and bustle as a small town like Brindenford gets. The smell of freshly baked breads and pastries fills the air, as well as spiced meats, cider, and animals. People talk, dogs bark, and sometimes a minstrel performs a song with a hat on the ground to collect copper pieces from charitable passers-by.

Behind it all stands a post-and-lintel structure both tall and long. One of the oldest buildings still standing, the hall has been renovated and added to over the years. Now it serves as a place for town elders to meet and discuss topics with Mayor Saddana as well as the guard station for Sheriff Mansan and his constables. Beneath the hall lies the jail.

The Mayor: Anra Saddana (female human Exp5) has held the title Lord Mayor of Brindenford for just over three years now. The town elders fill this office from among their number. Before becoming mayor, she ran a successful business importing goods from the West, and in fact is still quite involved in its operations. Anra is very tall and thin with curly brown hair that she keeps short. Almost 40 years old, Anra's



husband died very young and she never remarried. She has a serious demeanor, but she sincerely tries to be fair and just, which is good because technically her authority in the town is nearly absolute. If she ever abused her power, the elders would intervene, but on most matters her word is law. This is due to the fact that the Fallen Duchy is otherwise relatively lawless since the death of Duke Chordille 100 years ago.

The lord mayor does not keep a formal office. She spends much of her time in her own business ventures, and can either be found near the river docks or at her very nice home not far from the Gathering Hall.

The Sheriff: Erro Mansan (male human Ftr10) is a middle-aged man with a great deal of experience. Tall and broad-chested, Erro has short brown hair, a scar across his jaw, and a winning smirk. He carries a sword that some say was enchanted by a dwarf, but he's best known for his remarkable skills with a longbow.

The sheriff has two full-time constables that work for him as well as a dozen on-call deputies that can be summoned in short order if needed. The constables and deputies have silver badges they wear affixed to their cloaks or shirts to signify their station.

The two constables are Rayfe Jaxom (male human War3) and Odhanan Baoisgne (male human, War4). Rayfe is fairly young, wiry,

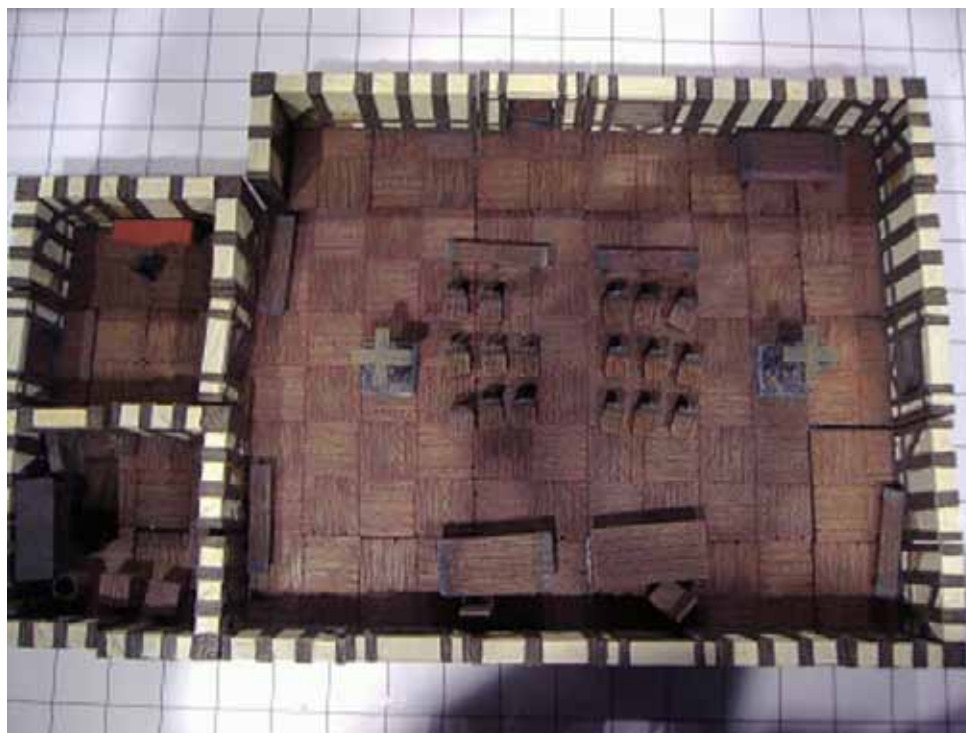
and balding. He looks up to the much older Odhanan, a slightly overweight, older man who originally hails from a land far to the east and as such speaks with a slight accent that serves to make him sound particularly knowledgeable and wise to most people's ears. Both are married and have families, even though the sheriff is a bachelor. Both take their duties seriously. The constables as well as the sheriff have the authority to arrest and jail someone or to call up the deputies (who do not have the authority to either on their own).

Erro knows that there are basically two facets to his job. Dealing with drunken fishermen or loggers who sometimes get out of hand when the taverns close, and

protecting the townsfolk from the dangerous beasts in the wilderness. The former, he'll tell you, is far easier than the latter. As such, he often lets Rayfe and Odhanan stay in town to watch over things while he patrols the countryside with his dog, Rufus. While there are approximately 1,000 souls in Brindenford, another similar number of people live within 10 miles of the town in small villages or individual farms or homes. Erro checks in with all the nearby farmers, herdsman, and trappers and knows the area surrounding Brindenford better than anyone. Hardly a week goes by without him having to deal with a dire wolf, a manticore, an ogre, or even the occasionally undead threat—a small pack of ghouls, or a wandering wight.

The sheriff's office is the new part of the Gathering Hall. It mainly consists of a small armory—enough to lightly equip and armor 50 men and women if real trouble arose—and a small, sparsely appointed room for the sheriff and his constables to congregate, or for townsfolk to come if they need to find them, although in truth they are very rarely there.

The Jail: Below the Gathering Hall is a low-ceilinged, damp dungeon with three cells that can accommodate three or even four prisoners each if they have to. Nine times out of ten these serve as a



place for unruly drunks to sleep it off. Now and again, a thief is placed here until his punishment can be determined, anything from a fine to a brand to a maiming (but the elders are rarely that harsh).

The Other Town Elders: The other elders of the town that sometimes meet at the Gathering Hall include Iris Gellow, (female human Clr8), head of the Temple of Vune, Whedon Rasholt (male human Rgr7), head of the Logging Guild, Vimble Mirhoffal (male halfling Exp6), proprietor of Queen's Crafts, Val Donage (female human Ftr4/Rog2), owner of the Lost Shepherd, and Sirius Craddock (male human Exp7), a wealthy merchant. There is some pressure to allow Tenebrynn Glimmersight (male elf, Ftr2/Wiz6), an influential dilettante onto the council, but the resentment between the

Logging Guild and the elves of the north, diminished as it is, still carries enough weight that it hasn't happened.

Troublesome Issues: The mayor and the sheriff are close confidantes. They both know that something strange is going on in Brindenford, and that some of the other town elders might very well be involved. They don't know much more than that, but Sheriff Mansan strongly suspects the existence of underground catacombs beneath the town being used for nefarious purposes. He's never been able to find an entrance, and so keeps his suspicions to himself.

More concretely, the clashes between the Logging Guild and the river fishermen occur with increasing regularity. The fisherman claim that the loggers are ruining their trade, and the loggers claim the

fisherman are stealing from them and sabotaging their operation. Most often, however, the conflict surfaces with straightforward violence between members of the two groups.

On the topic of escalating danger, the number of sightings of savage humanoid bands grows with each season. So far these mixed groups of orcs, hobgoblins, goblins, and even degenerate humans haven't caused that much trouble, but even their presence is worrisome. All signs point to the ancient dungeons of Dragon's Delve as being their base of operations. See the Bestial Host for more information.

Lastly, all the town elders are aware that a gang of criminals has begun operating in the region. More than simple bandits, these thieves use stealth and real skill to rob from the wealthier citizens in town as well as merchants on the road, but do so just infrequently enough that they do not cause much of a stir. So far.

FELSTOR KNOVELI, MASTER SAGE

Summary: An elven sage lives in Brindenford who can provide invaluable assistance to those PCs that think to consult with him.

Sights and Sounds: Felstor Knoveli rents a rather simple, one-story house in the northern part of Brindenford. On the door is a new copper plate with "Felstor Knoveli, Master Sage" etched into it in elegant script. Inside, his house is filled with books and



scrolls, many of the tomes being bound, handwritten collections of his own notes in addition to those books he has purchased or borrowed on all topics.

The Sage: Felstor (male elf, Expert5) is a learned elf who settled in Brindenford six years ago from a huge metropolis in the east. The area is rich in ancient lore, and frankly, he's surprised that more scholars aren't here researching despite the atrocious, uncivilized conditions out here in the "wilderness."

Felstor stands five feet six inches tall and has thin build, skin so pale it's almost chalk white, and hair just a shade whiter than his flesh. His dark eyes glaze over with boredom until something piques his interest, when they sharpen like daggers. He disdains Brindenford and its people for their unsophisticated ways (he's not a racist—he looks down on boorish and simple elves as well as those of other races).

His Assistant: Felstor has a halfling assistant named Gildern Abbelhoff (male halfling, Commoner2). Gildern doesn't live with Felstor but he spends most days with the sage helping him organize his books and notes and maintaining the house and library. He sometimes transcribes notes for the scholar as well. Gildern's mundane household duties include cleaning, shopping, and cooking.

Gildern has no formal training, but spending so much time with Felstor and his books have taught him many things—mostly a strange miscellany of random facts

that he uses to amuse the folks down at the Waterstone, a pub near the river.

Consulting with Felstor: Most of the time, Felstor focuses on his own studies dealing with the fall of the duchy and the history of Dragon's Delve. However, he will drop his own pursuits if someone comes along with an intriguing issue that needs research, and has the money to pay his exorbitant fees and expenses. (Having the foods and comforts he requires shipped here from home is costly.)

Rather than assign Felstor specific skills and make checks for him, the DM should assume that Felstor knows a little about virtually any topic, and his library and connections give him access to a vast reservoir of knowledge. The real limiting factor is time. Simple topics can be addressed immediately, while more difficult topics require Felstor to reference his books (taking anywhere from one to six days) or send requests to scholars and libraries outside of Brindenford for additional books or help (taking anywhere from two to sixteen weeks). Sometimes, for a particularly tricky research topic, Felstor will travel to another city himself to investigate a library's resources or chat face to face with another sage. It would be months before Felstor could adequately address such a topic of inquiry.

If Felstor can answer a question or providing information on a

topic immediately, he charges 50 gp per hour. If research is needed, the rate is 100 gp per day plus expenses would usually amount to 100 to 1000 gp. Felstor often can estimate roughly how long it will take to research a specific topic so that the PCs can determine whether they want to hire him or not. He requires a deposit of 20% of his estimated cost up front to get started, and of course doesn't give out the information that he has gathered until he is paid in full.

For more detail on determining time and cost for gaining information from sages, see "Consulting Sages" below.



CONSULTING SAGES

They've been around since the early days of D&D, but many groups never make use of sages. Like divination spells, some people make the mistake of thinking that getting information through sages is "cheating." That it makes things too easy on the PCs. But the truth is just the opposite. Sages make things easier on the DM.

Sages advance the DM's story. They allow the adventure to keep going by providing necessarily clues and advice. They give out adventure hooks. Sometimes they do nothing but provide backstory, but even that's a welcome use. It's always more interesting when the PCs know the evil lich wants to destroy the nearby royal family because their ancestor wronged him centuries before, rather than just because he's an evil undead wizard.

The DM should always make sages available to the PCs so that if they want more information, they can get it. What's more, he should encourage this behavior by directing them to the sage as a necessary step in their current goal. They should learn that the only way they're going to find the secret entrance into the dungeon is to consult with a sage who can find references to the location in an old history text.

In the Dragon's Delve campaign, that sage is Felstor. Since he is available in Brindenford, the DM should feel free to make certain areas unreachable, certain treasures unattainable, or certain goals impossible without the proper information that only he (or perhaps a magical divination) can provide.

The limiting factors on the ability to consult with the sage are money and time. Both are governed by the judgment or the wishes of the DM rather than a skill check made on the NPC sage's behalf. In other words, the sage should be able to provide whatever information the DM wishes him to provide (and never more). The difficulty and value of the information should determine how long it takes to obtain and provide (and thus, how much it costs as well), but the DM should also figure in how much the campaign needs the PCs to have the information. If the sage has information that the PCs need or they can't progress to the next cool encounter, the cost of the information should be within their means and the timeframe should be one that allows them to utilize it. This will not only

move the game along, but it will encourage them to come back to the sage at a later time.

It all comes down to questions the PCs want answered. What the DM needs to determine is, which questions the PCs have are better answered by going and finding the answer themselves and which are better answered by asking a sage. In a perfect world the sage simply provides enough information so that the PCs' job is easier, not so that the PCs' job is done for them. Some questions are simple, some are challenging, some extremely challenging, and some, of course, are impossible for a sage to answer.

Let's take Felstor's knowledge of Dragon's Delve as an example and look at how one might distinguish these categories.

Simple Questions

If the DM determines that a question is simple, having to do with recent history of the local area, Felstor can answer the question immediately, as part of a conversation.

Such questions might include:

What plants are safe to eat in the local woods?

Who was Teregaunt?

When was Chordille Keep razed?

For each such question, Felstor would charge the PCs 5 gp, or 50 gp for an hour of his time, whichever is less.

Challenging Questions

More difficult or involved questions, particularly those that can't be answered with a single word or sentence require Felstor to consult his books and notes, which take time. He might even have to send for other books or



send letters to other sages for advice on where to look, but as long as the question has something to do with the local area, this is unlikely.

Challenging questions might include:

Who razed Chordille Keep and why?

What's the most powerful item the Mages Four ever created?

Are there other entrances to Dragon's Delve other than the ruined keep?

For each day spent researching, Felstor charges 100 gp per day plus expenses, which typically range from 100 gp to 1,000 gp. These expenses mainly involve correspondence with other scholars and having books shipped to him in Brindenford. They might even involve Felstor travelling to another city to research in a large library or consult with other experts. Generally, answering these questions takes at least a week, and could take as much as a month.

Extremely Challenging Questions

Specific passwords to bluesteel doors, the proper rituals to destroy an evil artifact, the name of the craftsman of a particular item, and other very specific, very difficult questions take much longer to find answers to. Generally, anything that someone is trying to specifically keep a secret, anything pertaining to something more than a thousand years old, or anything having to do with powerful spells or magic items is an extremely challenging question.

Extremely challenging questions might include:

Where is the entrance to the Tomb of Orr?

How do you escape the Prison of the Red Saint?

Who leads the Venom Cult?

The costs for extremely challenging questions is no different than for challenging questions, except that they always take longer, and expenses are much higher. They always require books located outside of Brindenford, and likely necessitate consultation with faraway scholars (often in person). Answering such questions takes at least a month, and could take many months.

Impossible Questions

Felstor can't know everything. Some questions don't have answers accessible by mortals. Felstor will never be able to answer these questions. Of course, very often, Felstor won't know that the bit of information is impossible to track down, and he'll spend a great deal of time looking for the answer to an unanswerable question.

While questions like "how do you become a god?" are obviously unanswerable, not all impossible questions seem that difficult at first. Essentially, any bit of knowledge that the DM does not want the PCs to have--or does not want them to have without undertaking an adventure--is an impossible question. An impossible question might also be one that is not all that important, it's just literally impossible for Felstor to know. What's going on at the source of the Font of Dreams right at this moment? What's the favorite color of the medusa guarding the entrance to the Petrified Congregation?

If he's not making any headway on gaining information on such a topic, Felstor will give up after a week or two. He will not charge the PCs for the inquiry, although he

will keep their 20% deposit to cover the time spent "on a wild goose chase."

Incorrect Answers

Very, very occasionally, the DM might want a sage's information to be incorrect or faulty in some way. The details of the past can be confused and misremembered in texts, or someone could have deliberately spread disinformation about a topic. Or things have changed.

Be very cautious about having the sage be wrong too often. Even one major mistake is likely to shape the player's opinions enough that they simply won't come back to him. A small mistake in who's ancestor killed who in some backstory is one thing. An incorrect password or ritual is another.

Perhaps most interestingly, the DM can have the sage answer an impossible question incorrectly. This would mean that rather than saying, "I don't know," he provides an answer and it's wrong.

An incorrect answer provides a little verisimilitude, and it's another way of avoiding giving the PCs information you don't want them to have, or at least information you don't want them to obtain while safe in town.

As a general rule, however, it's better to be too generous with information than too stingy. Players need to have some facts to hold on to, even if it's just a single thread to follow. Without answers to their questions, sometimes the PCs can't keep going, and that means the fun stops.

THE RUINED CHAPEL OF GLARIAS

Summary: Just outside of Brindenford lies a ruined chapel of a nearly forgotten goddess. Today it houses a small gang of thieves.

Sights and Sounds: North of Brindenford, where the road becomes little more than an overgrown path, stands a rather simple stone structure overgrown with ivy and other plants. Much of the roof is missing, likely destroyed in a fire long, long ago. More recent boards bar the doorway and windows. The remnants of symbols and icons on the remaining stones are barely visible, but incomplete as if someone intentionally attempted to destroy or mar them.

A close examination (Search check DC 20) of the outside of the building reveals a hole to slip through to get inside well-concealed by a veil of vines. Inside, the building is nothing more than an empty box of blackened stone, cluttered with rubble and debris. Here and there, however, a close observer can find signs of recent habitation. A thorough search (DC 26) produces hidden bedrolls, caches of weapons and tools, a box of disguises, and various personal belongings of a varied group of individuals.

Background: Glarias, the Moon Goddess, was the patron of the noble family of Chordille. A tree sacred to her grew on a hill in the middle of the duchy, and the family always lived near the tree, eventually building their keep around it. They revered her above all other gods and entreated her

with grand sacrifices of silver in the light of a full moon. In turn, she watched over them and the duchy prospered.

The worship of Glarias earned suspicion among the followers of other deities. Rites conducted at night and a reverence for shadow as well as light seemed sinister to them. But Glarias was not an evil goddess. When the Duchess of Chordille took up the worship of a demon lord, her actions--once exposed--were misinterpreted as a part of the veneration of the Moon Goddess. When righteous invaders destroyed Chordille Keep for her effrontery and abominations, then, they also burned the chapel dedicated to Glarias in Brindenford. Today the ruins of the building still stand, an empty stone shell standing testament of those dark, violent times.

Inhabitants: Now the abandoned chapel is used as a hideout for a gang of criminals. Currently numbering only five, these thieves operate as burglars and pickpockets in town, and bandits on the road. They are careful not to draw too much attention to themselves, and have operated in the area with great success for months.

The current gang's roster includes:

1. Ashran Firebrand (human, rogue3/fighter3) leads the gang. He fancies himself a daring, roguish, swashbuckler--a rakish hero. "Firebrand" is a name Ashran came up with himself to perpetuate this image. He is tall, handsome, and quite charming. When push comes to shove, however, he is a selfish thug in it for personal gain.

2. Gayne Oakbright (female human, rogue4) operates as the gang's best lockpick and burglar. She is short, lithe, and supremely confident, although she prefers actions over words.

3. Osteo Pater (male halfling, rogue7) trains the other rogues. This old halfling is getting too old and too fat to work anymore, and the others believe that he has a small fortune of ill-gotten gains buried in the woods for his retirement.

4. Tarius Jahan (male human, rogue1) is the son of a well-to-do family interested in adventure and danger rather than money. He does whatever he is told. Despite his promising talents, Ashran is very likely simply using the young, naïve boy as a way to get at his parent's wealth.

5. Elios Inini (male elf, rogue3) is a mysterious figure that wears a silver mask and typically a dark hooded cloak. Secretive and sadistic, once he hones his skills he will likely become an assassin. Elios is likely not his real name, and he may be half-drow.

They are by no means a thieves' guild in the traditional sense, but they are close as Brindenford gets. Ashran actively recruits new members. Specifically, he would like to get some warriors or fighters in the group as muscle. He would even welcome a bard or a wizard.

The gang's existence is known to Sheriff Mansan in Brindenford, but he doesn't yet know that they've made the old chapel their hideout.

Development: PC rogues with a darker bent could make contact with the gang and join with them to gain training from Osteo

and maybe even earn a little coin in between regular “adventures.”

The Undercroft: Beneath the chapel lies a tomb for a handful of priests. This undercroft is accessed via a sliding stone slab near the back of the chapel. The gang uses it for shelter in inclement weather. Little of interest lies in the well-looted tomb, but one wall that the thieves have always ignored shows a map of the area, including the path to take to reach a spot marked with a moon symbol, a location now known as the Lost Temple because it is not only mostly forgotten but very difficult to reach even if one knows it exists. Unless one knows what to look for, however, this interesting bit of information is very likely to go unnoticed.

SIRUS CRADDOCK

Summary: A wealthy merchant can be as big a thorn in the side of the PCs as any evil cultist, hungry beast, or dungeon dweller.

Sights and Sounds: Sirus is a grossly fat man with long brown hair and a broad nose. He wears the finest of clothing and one assumes he must have to pay double to cover his ample frame. He can be seen about town with a number of toadies, guards, or other servants. The consummate businessman, he frequents all the town’s establishments, and has ties and relationships with absolutely everyone.

Details: One of the town elders that meet with the Lord Mayor in the Gathering Hall from time to time, Sirus Craddock (male human Exp7) wields a great deal of power

and influence. He lives in a large house between the mayor’s house and the Temple of Vune. A man with expensive tastes and a lust for earthly pleasures, Sirus wields his money like a weapon to get what he wants. He despises anyone who has power not related to money or an important position in society. He can respect the mayor and the sheriff, the other merchants in town, the Logger’s Guild, and even the priests of the local temples (although he respects those with money more than those without). It’s the others he cannot abide. In other words, he hates independent people of skill, might, or sorcerous knowledge. Like adventurers. These people, he believes, are uncontrolled troublemakers with no right to the things they have (or the things they can accomplish). Such folk, he thinks, should obey the orders of those in authority or those with high position in society, like himself. But they rarely do.

Sirus is the voice among the elders that counsels against any kind of support for those that come to Brindenford to explore Dragon’s Delve. He even hates Tiegel Fascher for catering to their needs and has taken steps to run him out of business.



Craddock’s Businesses: Sirus owns a great deal of the land around Brindenford, leasing it to local farmers who pay him not only rent but a percentage of whatever they produce, which he then sells either to local businesses or those in neighboring communities. He also invests in merchant companies transporting goods across the region and is one of the major financial backers of the logging companies that belong to the Logger’s Guild.

He inherited his money and land, and his family has lived in the area for generations.

Development: The longer the PCs spend in Brindenford, the more likely that they will draw the attention and the ire of Sirius Craddock. This is doubly true if--as they gain levels and personal power--they begin to throw their weight around in town. (To a small extent, Sirius does have a point: adventurers do begin to get arrogant as they gain levels, and sometimes treat the locals as peons.)

He has many people in his employ and knows many others in town and in the surrounding regions whose knowledge is always available for a price, so it is difficult for the PCs to make a move outside the dungeon without his knowledge.

Sirius has some shady connections, and is not beyond hiring local thieves and brigands to waylay the PCs outside of town to "take them down a peg or two" or--even better--drive them out of the area for good.

Even better, however, he may attempt to hire the PCs to send them on extremely dangerous missions with entirely bogus goals. He might, for example, send them to the lair of a basilisk that some of his tenant farmers told him about to recover a valuable necklace that isn't there.

If the PCs ever realize that he is working against them, they'll have a difficult time getting to him when he's not standing next to the sheriff or surrounded by well-paid bodyguards. Sirius always makes sure that the PCs have no evidence to back up their claims. Simply attacking him results in the sheriff and the mayor issuing a warrant for their arrest. Surprisingly, Sirius is well-liked in town and being his public enemy is not a good way to make friends.

AESA'S SMITHY

Summary: A great place to buy weapons, armor, or other gear, as long as you don't cross the proprietor.

Sights and Sounds: The clang of hammers on anvils echoes through this large smithy. It's a long, low-ceiling building, which about half of the structure open under a roof and the other half a fully-enclosed building.

The only such place in Brindenford, Aesa and her smiths supply the town and the entire surrounding area with metal goods. She's also sometimes called in to help repair a riverboat from time to time, because she knows watercraft even better than metalworking.



The Proprietor: The long golden locks of Aesa Voe (female human Fighter7) suggest that she's not from around here, as do her ice-blue eyes, six-foot-four-inch build, and unique accent. Stronger and haler than most men, Aesa's exotic northern beauty catches some off-guard, but not as much as the fact that she swears like a sailor. There is a good reason for that, however.

Aesa grew up sailing longships in a sea so far to the north and east that to most people in this region it remains more legend than reality. Her past is checkered with violent raids and a pillager's lifestyle, and while she's not ashamed of her raiding days, she assures everyone that such a life is well behind her. No one knows how or why she ended up here, so far from any sea let alone those of her native lands, but a few suspect that magic was involved. Aesa never speaks of it.

Now she works as a blacksmith, despite the fact that she is clearly quite wealthy. She normally keeps her long hair in braids so that she can easily tuck them behind her back while working. She doesn't wear her armor, but she does keep her sword at her side or close at hand wherever she goes. "Old habits," she says, although when she says it, it sounds more like, "Urld abbitts."

Folks around town love to gossip about Aesa. Some say that she and Val Donage, owner of the Lost Shepherd, don't much care for each other. Others suggest that she and Sheriff Erro Mansan should settle down together (even though neither shows any interest, at least publicly). Most of all, however, they talk about her temper. Insulting her work, crossing her friends, or otherwise angering

Aesa is ultimately a very bad idea. She won't hesitate to engage anyone in a fistfight. And if weapons are drawn, she'll be happy to draw first blood with her own sword.

Other Smiths: Aesa also employs three assistants as well as Krarl Jorun (male dwarf Expert4), who specializes in silversmithing and goldsmithing. Aesa does good, standard work, but Krarl is an artist. Krarl usually has an apprentice working for him as well, so it's a busy place.

The Wares: Aesa loves weapons and armor and keeps a large supply of ready-to-use items—including many of masterwork quality—in a locked room beneath the smithy (DC 30 to open). She jokes that if Brindenford was ever attacked by invaders, it would be the best armed little town in the world. (The way she says this, with a wistful gleam in her eye, sometimes unnerves whomever is listening.) In the rare case that someone requests something she doesn't already have, she's happy to make items to order. She also repairs weapons and armor, and of course produces other items of iron and steel as well.

Selling Loot: Aesa's love of all things martial means that she will buy weapons and armor in good condition or those that interest her in some way due to historical significance or interesting design. (Basically, the DM should use either or both of these reasons to allow PCs to sell found weapons here.) Likewise, Krarl will buy just about any crafted piece of art made of precious metals, gemstones, or similar materials. He's not interested in paintings, woven art, clothing, or the like.

THE MILL

Summary: While seemingly innocuous, Brindenford's grist mill is actually owned by a member of an evil cult.

Sights and Sounds: The mill is a hub of activity. Wagons bowing low with loads of grain pull up to the mill to be unloaded by burly, often shirtless workers. Men and women work the cider press also contained in the mill to make cider and vinegar. There's even a large pickling operation in a vat behind the mill. It's loud, crowded, and filled with strange smells.

The mill itself is located right along the river, using water to power the gears inside. The mill has three levels, plus an attached two-story section for the cider press.

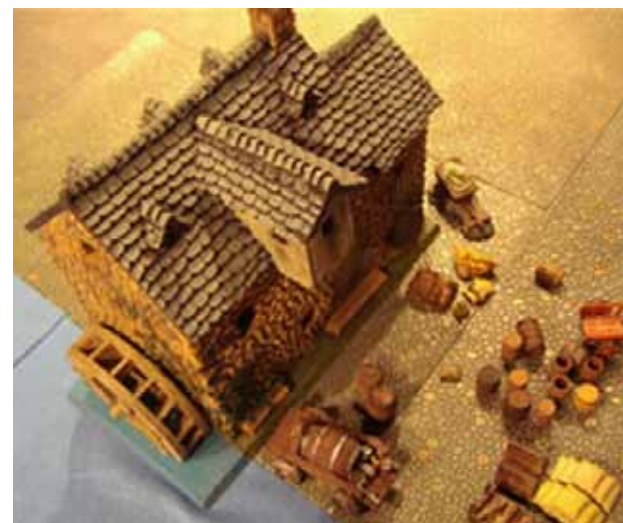
The bottom level of the mill is where the constantly turning gears, powered by the water wheel, provide the mechanism for the mill to work. The second floor is where the millstone is. The top level is where grist is poured down into the grinding mill stone. It is also used for storage.

Behind the mill, bushels of apples, mounds of corn and grain, sacks of flour and cornmeal, and jugs of cider and vinegar lay covered in tarps.

Near the mill, builders finally construct the storehouse the owner had been meaning to build for years. Work proceeds slowly, and so far only the frame is up.



The Owner: Most people call the mill's owner Jaskon the Miller, or even just "the Miller," despite the fact that there is also a nearby sawmill. His real name is Jaskon Tully (male human, Exp8). When people say "The Mill" they mean Jaskon's grist mill. Jaskon and his mill have been around for as long as most people can remember.





Jaskon himself is nearly 80 years old, but is as spry and energetic as any 50 year old. The widower is slightly overweight and bald, and usually wears work clothes despite the fact that he doesn't actually do much of the physical labor at the mill. Jaskon has a small house along the river not far away from the mill. Neither his home nor his appearance betrays his considerable wealth.

The Workers: All told, more than two dozen people work at the mill. Most of the employees are simple, physical laborers, but Nyles Farlink (male human, Exp6) and Duram Hurn (male dwarf, Exp5) keep the gears and the wheel that power the mill functioning. Each of these fellows also work to maintain the cider press and perform other handy duties as well, and often help out on the construction of the new storehouse when they can.

At night, Tyrus Muchen (male human Warrior3) and his dog, Copper, watch over

the place. Tyrus may not always be as alert as he should be, but he's pretty good with his crossbow.

The Others: Even compared to the various taverns in town, the mill may be one of the best places to get the latest news and gossip, particularly regarding the area surrounding Brindenford. There are always various townsfolk hanging around the mill, meeting up with farmers bringing produce and grain to the mill.

The Secret: Jaskon belongs to the Venom Cult, a secretive, evil lot serving the dark serpentine gods Nag and Nagaina. Beneath the cider press is a hidden hatch (Search DC 30 to find) that conceals a long, narrow shaft headed straight underground. Fifty feet below lies the entrance to the catacombs beneath the town that few know about. The cultists use these cramped, hidden tunnels to meet in secret and to gain access to the long tunnel that leads to Level 6 of Dragon's Delve.



Using the Mill in the Campaign: It's very unlikely that anyone will discover Jaskon's secret by accident. He's kept his devotion and activities quiet for decades. Only if and when the PCs follow fleeing cultists here (which is likely to happen much later in the campaign) will they discover the secret.

So why present the Mill now? Because introducing it and Jaskon into the campaign early will provide a greater surprise for the PCs when the truth is revealed. PCs might need to come to Mill for information, or they might just meet Jaskon elsewhere and strike up a friendship. (He might even arrange an "accidental" meeting with the PCs to size them up as potential recruits into the cult's ranks.) From the PCs' point of view, Jaskon is nothing but a kindly old man. He might even serve as a patron, coming up with some small "quest" for the PCs to do in Dragon's Delve, such as eliminating Drathos from Level 5. While the reason would be trumped-up (he's got something that he stole from Jaskon or he plans ill for



Brindenford), it would be something that would help the cult and would test the capabilities of the PCs.

For now, know that the cult ultimately intends on taking control of both Dragon's Delve and Brindenford in the name of their serpentine god, but currently keeps a low profile. They have been secretly active in the area for many years, but only now are some of the people in town--like the mayor and the sheriff--becoming suspicious.

THE TEMPLE OF BELESTROS

Summary: This is a simple temple in Brindenford embroiled in local politics.

Sights and Sounds: Located on the northern edge of town, on worship days the faithful come to the small temple of Belestros from the surrounding farms and settlements. While it is located in Brindenford, slightly

more than half of the congregation is from outside of the boundaries of the town.

The building is long and low, made of plain flat stones. Wide steps lead up to a life-size stone statue of a bull on a pedestal which one must pass to reach the main entrance. An inscription on the pedestal reads "Strength is truth that you can measure."

The inside of the temple is austere, the worship hall a semicircular room focused around an altar more than eight feet across placed atop a high dais. Behind the temple are rooms for storage, administration, and a small apartment for the temple's sole priest.

Belestros: Often portrayed as a massive, muscular man with the head of a bull (not unlike a minotaur), a man with the head of a bull and a bull's body from the waist down (a sort of minotaur-centaur), or just as a large black bull, Belestros is a god of strength and stability. Not surprisingly, the bull is a sacred animal for worshippers of Belestros, and three times each year a festival is held involving the sacrifice of a large, powerful bull to add to the god's ever-increasing might.

Belestros's symbol is a very stylized bull's head, often just portrayed as a triangle or inverted "V" with curving lines above it like horns.

Belestros represents strength, nature, stone, and all things earthly and tangible. His priests are as practical and realistic as any person you would meet. They do not speak of lofty, metaphysical topics. The dogma of Belestros does not make promises of an afterlife or define other unknowable topics. Instead, the teachings of this religion

focus on that which can be measured, or held in one's hand: health, food, vitality, and virility. Belestros grants those devoted to him strength in a physical, straightforward sense. He respects skill and wisdom, as well as an understanding of nature.

Those that worship Belestros typically work as farmers, herdsman, trappers, miners, or loggers. To a lesser extent, he is worshipped by builders and craftsmen as well. Of all human gods, Belestros is likely to get the most respect from dwarves.

Some people feel that the church of Belestros is very male-centric, and even misogynistic at times. It is true that the religion teaches that men should occupy all leadership positions, but it doesn't directly say that women should be subservient to men. Many feel that this is implied, however. Certainly there are no female priests in Belestros' clergy.

Belestros is Lawful Neutral. He offers his clerics the Law, Strength, and Earth domains. His favored weapon is the mace or cudgel, preferably one that requires the use of two hands (use the stats for a great club).



The Priest: One priest maintains this small temple, although he has two young acolytes that help him. The priest, Harrud Nousantal (human Clr6), is known as “Brother” Harrud in the manner of all of Belestros’ clerics. A short but powerfully built man of dark complexion and serious demeanor, Harrud wears the traditional brown and yellow robes of his office wherever he goes. His hair is graying and his face is slightly pointed. A smile upon his face would be a rare sight indeed.

Brother Harrud takes his position and his faith very seriously. A fearless, take-charge man, if something needs doing, he does it himself, whether it be repairs to the temple, helping a congregation member in need on his farm, or joining a posse to deal with local brigands.

Brother Harrud is an outspoken critic of the mayor and the sheriff in Brindenford. He tells his congregation that the mayor is leading the town down the path of destruction and that the sheriff is nothing more than her lackey. Not every worshipper of Belestros believes this--the sheriff, for example, has an extremely good relationship with most of the local farmers and herders--but that doesn’t stop him. He believes it is his duty to get involved in local politics and use his pulpit to speak his mind.

He also frequently criticizes Vune, her clergy, and her worshippers for being too passive, and too coddling. “Children too timid to leave their mother’s breast,” he calls them.

Harrud respects adventurers for their bravery and strength, but cautions against being motivated by greed or glory.

The Temple’s Secret Undercroft: In the back of the sanctuary, behind the altar, lies a secret door that leads down to a crypt where the priests and a few of the prominent faithful of Belestros are buried. Beneath the crypt is a secret undercroft (Search DC 25 to find the trap door in the floor) that contains a few more crypts and a few forgotten relics of the church as well as an entrance to the catacombs beneath the city used by the evil Venom Cult.

Development: When rumors of the Venom Cult begin surfacing in Brindenford, Lord Mayor Saddana is very likely to suspect Brother Harrud as being a member. He is not, and in fact doesn’t even know about the secret catacomb entrance. His predecessor, Brother Nerrold, was a member of the cult, but he died before he could attempt to convert Harrud, not that the priest would ever give up his faith in Belestros or ever have anything to do with such a foul and decadent religion.

THE BRIDGEMAN

Summary: The “nice” place to eat, drink, and stay in Brindenford.

Sights and Sounds: The smell of hickory and cooked beef clings to the well-made furnishings and décor in this large tavern. Red and white curtains hang about the windows, red carpets cover the floor, and the chairs are all padded. The clientele dress in nice clothing and the (well-washed) ale mugs bear the carved symbol of the place, a stylized representation of the Brinden Bridge, which lies just outside the establishment’s broad double doors. That

same sign hangs over those very doors, welcoming folk to the Bridgeman.

The main room is broad and warm, with two fireplaces. Beyond it lies the kitchen. The large cellar is used for storage, and there’s also a small detached storage shed behind the inn, near the stables. The upper story offers five rooms for rent as well as the owner’s office.

The Details: A meal at the Bridgeman will cost 8 sp, but it’s almost enough to feed two people. The fee for a night’s stay in one of the rooms is 1 gp. Each room is comfortably appointed, and each has a lock on the door. Stabling a horse at the Bridgeman costs 2 sp.

The specialty of the place is hard cider, but beer and wine of various sorts can be found aplenty. The nightly menu usually consists of roast beef along with a generous helping of carrots, potatoes, and onions, all seasoned with rosemary. For those interested in other fare, the cooks prepare shepherd’s pie, lamb shank, blackened river trout, and sometimes roasted fowl (chicken, duck, or more rarely, pheasant). Bread, cheese, fruit (apples and pears, mostly) are also available.

The Owner: Asinius Baalstrom (male human Exp2) stands almost six and a half feet tall, and likely weighs almost 350 pounds. Despite his intimidating size, however, there’s rarely ever anything but a wide grin on his child-like face. His remaining thin brown hair does a poor job of hiding the fact that the 40-something man is going bald. Despite the fact that he always wears clothing of fine make, some bit of the day’s special always stains the front of his shirt.



While everything seems idyllic in the Bridgeman, behind the scenes, things are hardly rosy. While Asinius knows how to run a welcoming inn and a fine tavern, he's a poor businessman. The Bridgeman loses money each month and its owner gets further and further into debt. His short, round wife of 20 years, Gellina, rarely comes by a kind word for anyone. Fortunately, she rarely spends any time at the inn. The two live in a house down the road with their four almost-grown children.

Employees: Asinius has a large staff (probably too large, contributing to his financial problems, but he's too kind to fire anyone). Most of them hold great affection for their boss, but sometimes they do take advantage of his good nature.

Notable employees include Ardrell Brewwall (female dwarf Com4), a surly cook, Narda Fellowmere (female human Com1), a pretty young server, Creed Marral (male human Com4), the friendly bartender, and Creed's twin brother, Udon (male human Com4), who runs the stables.

Bard: Nard Callowstone (male elf Brd5) entertains the folk at the Bridgeman five nights a week with his lilting voice and his gentle lute. However, he longs to go have adventures of his own rather than simply sing about those had by others. He travelled many leagues to come to the area around Dragon's Delve, but now that he is here he has lost a bit of his nerve. A bit of convincing, however, could get him to join a group of adventurers looking to explore the dungeon.

Customer, Niles Whimor: Niles (female human Wiz6), a broad-faced woman with curly brown hair, spends her time in the Bridgeman looking for investors. She would like to start a business crafting magic items, but she has no capital to start her business.

Customer, Burthon Jard: Burthon (male human Ftr7) is an evil, evil man recently come to Brindenford because he heard that there was an evil cult hidden within the town and he wanted to see what kind of dark power he might gain in their ranks.



So far, however, he hasn't found any leads. He has, however, charmed many of the locals--particularly some of the ladies--with smooth words and a few well-timed winks. None of those he's met have learned that he is an adventurer--he carries nothing more than a hidden magical dagger coated with poison as he makes his way around town. Most believe him to simply be a wealthy aristocrat. If he met an adventuring group, however, he would gladly accompany them to Dragon's Delve, but his goal would be to find the cult (on Level 6) and then betray his fellow adventurers to them.

PIVEN GOLASTAR

Summary: A halfling wizard lives in a hidden locale north of town, but if the PCs can find him, he might sell them magic items.

Sights and Sounds: Piven's house is well hidden, built into the side of a gentle hill so cleverly that someone could easily right on by without even know it was there.

PCs are unlikely to even hear about Piven the halfling wizard until they've been in Brindenford quite some time. Many living in Brindenford don't even know him, or know only that there's supposedly a "hermit wizard somewhere outside of town that lives under the ground or some such foolishness." Only when they've really earned the trust of someone important in town and are looking for the services of a wizard skilled at crafting magic will someone suggest that they go looking for him.



Of course, if the PCs are poking around north of town, they may come upon him by accident, but his house is not within sight of any roads.

The House: The house is an old-fashioned “halfling hole” of the kind that only a few halflings live in today. While it looks like a hill on the outside, on the inside it is the picture of comfort and sophistication. It usually smells of bread or other baked goods, and nutmeg, Piven’s favorite spice.

The interior of the house has six well-appointed rooms, including a large pantry, a study, and a sitting room in addition to the main living room, a kitchen, and Piven’s bedroom. A hidden cellar beneath the main level of the house is Piven’s workshop. The secret door in the floor is under the rug in his study (Search DC 28 to find), sealed with an arcane lock. He keeps a very small number of manufactured potions, scrolls, and wands on hand.

The Wizard: Piven Golastar (Halfling wizard9) is old, even by halfling standards. His hair is white but still thick and tangled. He walks with a cane (which is also a staff of defense) and wears a vest with gold embroidery over a ruffled shirt most days. When he goes out, it is wearing a long leather coat and a large hat with a cockatrice feather.

Piven is quick with a joke, and is welcoming and generous--to his friends. To those he doesn’t know, he is polite but wary. To get to be his friend, one has to show him that one is just as welcoming and generous. Bringing him a gift, particularly well-made food or expensive wine, is a very good start.

His daughter Narrette is married to Vimble Mirhoffal, proprietor of Queen’s Crafts in Brindenford. Piven doesn’t care for Vimble, and is just another reason why he doesn’t like to go to town anymore. He is good friends with Tenebrynn Glimmersight, an influential elf vying to get on the town council (with Piven’s support), but this brings them both into conflict with the local Logging Guild who don’t care for the elves of the north. Piven also counts Sheriff Erro Mansan as a close friend who visits him from time to time.

It should go without saying that Piven is too old and too reluctant to go “adventuring.” He got where he is today, and to be as old as he is today, by avoiding such dangerous activities.

Piven has a raven familiar named Chasha that is nearly as old as he is. Chasha has her own roost in Piven’s bedroom, but she walks, leaps, and flutters to anywhere in the house she pleases.

His Services: Piven will scribe any wizard scroll of 5th level or lower, brew any potion, and even create any wand for his friends, as long as they’re willing to pay full price and run a few errands for him. Piven doesn’t like going out much any more, so if he can get others to buy his supplies, deliver his letters, and so forth in Brindenford, he jumps at the opportunity. If no Brindenford errands are needed, there’s always firewood to chop, weeds to pull, clothes to press, batter than needs stirring, and so on.

Development: The world is full of bad folk. Shortly after the PCs meet Piven for the first time, a small band of fighters and rogues comes into town. Learning of Piven, they seek him out at first to rob him, but then they get a better idea. They extort his services to make magic items for them. If the PCs could deal with these ruffians, Piven would be eternally grateful.



THE LOGGER'S LANDING

Summary: The powerful Logging Guild's headquarters in Brindenford offers employment and intrigue for PCs.

Sights and Sounds: In the spring, the River Turant looks more like a ribbon of wood than water as it passes through town. The loggers to the north use the strong spring waters of the river to float the timber they have harvested all winter long down to the sawmills to the south. Men called "floaters" undertake the dangerous duty of riding the logs on their drive, using poles to help guide them downstream and to prevent logjams. Some of the logs and loggers remain in Brindenford, although for the men it is merely a place to spend the night.

The Logger's Landing is more than a jetty from which loggers can easily move onto and off of the driven logs. The Logging Guild maintains its headquarters here in a long, low building of dark wood. During a log drive, of which there are many in a period of just a few months, the loggers stay in Brindenford, often to be found drinking at The Water Stone or praying at the Temple of the River Gods.

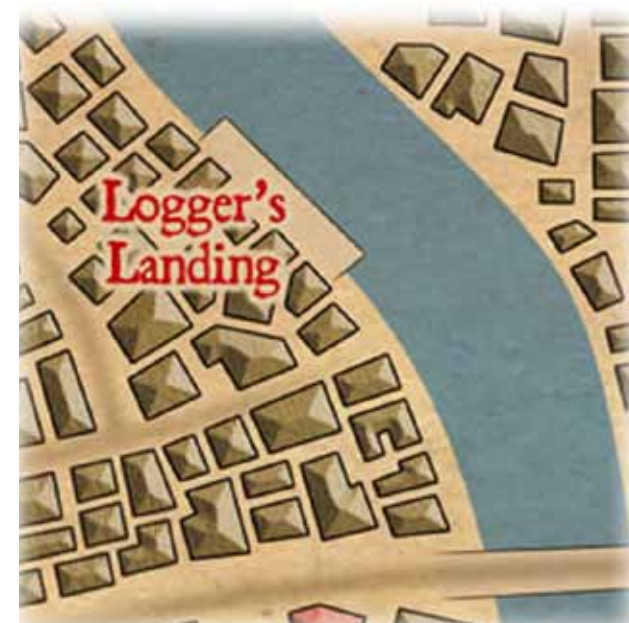
The Logging Office: The Guild is a confederation of skilled men that cut down and move the timber to the mills, the millworkers, and the wealthy financiers behind the process. It is a wealthy and powerful organization, and the logging office in Brindenford is an important site for the hiring of new workers, buying and assembling supplies for the logging camps in the north, and making

sure guild members that come into the town are behaved and well-treated by the locals. During a drive, those working in the office maintain a semblance of organization and planning, which can include hiring workers to dredge sections of the river known to create logjams before the drive starts. Further, they maintain the records of all the drives and all the logger's marks present (each log bears a brand that shows where it came from and where it is going).

The Head Guildsman: Whedon Rasholt (male human Rgr7) is handsome man, a bit shorter than average, with broad shoulders and a wide face ringed by a beard as black as a riverbottom. Despite his years as a woodsman and a logger, he's extremely good with people and is well-liked by most people in town. He's currently engaged to be married to Sillitta Ederus, a cleric at the Temple of Vune. Generally, he can be found at the Logger's Landing about six months out of the year.

The Guild and the Elves: No elves belong to the Logging Guild. This is because of the elves of the north dispute the guild's right to take the timber from those woods at all. The elves, as a group, have never resorted violence to show their opposition, but occasionally individuals or small bands will attempt to sabotage or otherwise harass the loggers. The loggers frequently respond with violence, and then mediation between the elven nobles and the guild leaders occurs to reduce the building tension. Eventually, however, this process may result in all out war.

The Guild and the PCs: Characters may hear that the Logging Guild from time to time pays adventurers for short-term work. (Obviously, a group with elves among them are not welcome.) This can include helping loggers deal with dangerous beasts during a logging drive. Although such help is only rarely needed, sometimes a dangerous owlbear, a mischievous band of satyrs, or an angry treant is more than they can cope with on their own. More often, however, the guild seeks clandestine aid in dealing with their more serious and omnipresent threat, the elves. What they want are mercenaries willing to patrol around the logging camps or the log drives, looking for elven troublemakers. Their duty is to discreetly eliminate these threats--permanently--sending a message to the elves without drawing the attention of anyone else in the area, particularly the residents of Brindenford.



Conversely, the PCs might be contacted by the elves looking for help against the Logging Guild. A local elf, Tenebrynn Glimmersight (male elf, Ftr2/Wiz6) could contact them--particularly if there are elves in the group--to find out if they were interested in a little surreptitious spying. What Tenebrynn wants to know is what the Guild is up to next. This would involve breaking into the headquarters at Logger's Landing and trying to find out some information there.

QUEEN'S CRAFTS

Summary: A communal craft house for all manner of craftsmen in Brindenford has been infiltrated by cultists.

Sights and Sounds: A busy enough place during the day, the craftsman literally burn the midnight oil here, making it one of the few places in town with activity at night as well. A single entrance gives customers access to a large central room where craftspeople display their wares. Copper pots, woven rugs, painted ceramic urns, wooden tools, cloth boots, fine shirts, stone statuettes, and far more surround those who come into the shop.

Off of this central room are doors giving access to each individual workroom for each artisan. The place is noisy, not just because of customers doing business with salesmen, but because in the background the coppersmith pounds away at his latest creation, the woodcrafter saws and cuts, the stonecrafter chisels away, and so on.

The Details: PCs wishing to buy a new set of clothes, some tools, or most any other mundane item can find it here at standard prices provided for in the rules.

The Crafters: There are seven full time craftspeople that work and sell their wares in this one shop. They include:

Par Davins, coppersmith (male human Expert4)

Cackie Clum, weaver (female human Expert5)

Gorth Kruger, potter (male dwarf Expert3)

Jimma Nortender, woodworker (female human Expert4)

Reild Holian, tailor (male human Expert2)

Yavai Scolari, seamstress (female elf Expert4)

Sig Ald, stoneworker (male human Expert2)

Each has apprentices and assistants, as well as people in the central room to sell their goods.

The Secret: Two of the craftspeople, Jimma and Sig, are members of the Venom Cult. They sometimes hold secret gatherings

here at night and are working on joining up the small crawlspace basement of the craft house with the secret catacombs below the town. Those passing by Queen's Crafts at night might hear the sound of Sig digging, but most confuse it with the sound of late-night crafting.

The Owner: Vimble Mirhoffal (male halfling Expert6) is a round-faced fellow with golden hair and a bright smile. He's always talking, and talking fast, as if he's afraid he'll lose money if he remains silent for longer than it takes to catch a quick breath. Vimble is married to Narrette (female halfling Commoner2), daughter of Piven Golastar, the wizard that lives north of town. The two of them have one young son, Sarrie. He is one of the town elders and meets at the Gathering Hall with other elders when an issue of importance arises. If it doesn't have anything to do with business, however, he doesn't really care about it. Vimble is a worshipper of Belestros, and is a friend of Brother Harrud, while not being a fan of Lord Mayor Saddana.





Development: When rumors of the Venom Cult begin surfacing in Brindenford, Lord Mayor Saddana is very likely to suspect Vimble as being a member. He is not, although he is aware that something strange is going on in town and that some of the town's residents appear to be harboring a secret. Still, the fact that one of his craftspeople is a member may mean that cult activity can be traced to Queen's Crafts and thus point a accusatory finger at the halfling.

THE DREADED MESSENGER (EL 7)

Summary: The Venom Cult, afraid the PCs are getting too close to uncovering their secrets, sends an envoy to warn them away.

Sights and Sounds: This encounter can happen literally anywhere, as the invisible stalker can track the PCs wherever they go.

You hear the sound a ringing bell from nowhere. You don't know how, but you know it bodes ill.

Encounter: An invisible stalker sent by the Venom Cult, tracks down the PCs. This special stalker can speak Common and has in its possession a powerful magic item called the bell of judgment. It attempts to affect one of the PCs--probably a fighter or rogue with a poor Will save bonus--with the bell and then announces:

"You have strayed too far into realms too dangerous. Flee now with the petty baubles you have recovered from the so-called 'dungeon.' Flee with your lives. You will not get this warning again."

Then it rings the bell. "This is just the first tolling of the bell," it states. "If you do not leave the Fallen Duchy, we will ring it again. And again. Until you are dead."

Invisible Stalker: hp 40 hp

Tactics: If the chosen target makes his save, the invisible stalker flees invisibly without making its presence known (hopefully) and attempts to track the PCs down again the next day. If the tactic with the bell simply isn't going to work, it eventually still delivers its initial message and makes a physical attack against an unsuspecting target to prove its point--and then flees.

Development: If the PCs do not heed the warning, the cult will use the bell (if possible) to harm the PC. Even if they want to gain revenge, in order to break the link with the bell, the PCs will likely have to leave Brindenford.

If the bell isn't an option and the PCs prove stubborn, the hit-and-run attacks from the invisible stalker will increase in frequency and will come when the PCs are least alert and able to fight back. The stalker will attack while one PC is



alone, while the PCs are hurt from another battle, or while the PCs are in town, speaking with the locals. In this latter case, instead of making physical attacks, the stalker might break things and make strange noises to try to convince NPCs that the PCs are haunted or cursed.

NEW ITEM

Bell of Judgment: This small silver handbell is covered in strange runes of simplistic and unsettling design. Once per day, the wielder of the bell need only look at a chosen target within 30 feet, forcing them to make a Will save (DC 15). A character making a successful save can never be affected by the bell. A character failing the save, however, finds that his very life force is tied to the bell. Henceforth, each time the bell rings, no matter how distant from the bell, the target is gripped with wrenching pain for 1d4 rounds. During this time, the target is helpless and suffers 1d4 points of Constitution drain. The bell can be rung no more than once per minute.

The bell is typically used to torture a given victim or to hold their life force hostage in order to extract information, treasure, or service. The link between the victim and the bell can be removed by any of the following spells: remove curse (if cast by a cleric of at least 13th level), limited wish, wish, miracle, or freedom. Destroying the bell will also sever the link. If the victim dies from any cause, the bell turns to dust, so it can only ever be tied to one creature's life force.

Strong necromancy; Caster Level 15th; Craft Wondrous Item, enervation, limited wish; Price: 17,000 gp

GARDOK'S HOUSE

Summary: One of the major figures of the Venom Cult lives on the edge of Brindenford, with a secret way to get into the dungeon. You will need the Gardok Catacomb Map handout (see Appendix C).

Sights and Sounds: A large stone farmhouse sits alone on the western side of the river. A few cows wander about a pen behind the house, near a large barn. Small fields of potatoes and beans stretch off beyond that.

The house itself has two stories, shuttered windows, and two fireplaces on each floor to keep it warm. It's comfortable, if a bit Spartan.

Gardok: Devin Gardok is a fairly well-to-do farmer known to everyone simply as "Gardok." He employs a dozen field hands to work his fields where he raises mainly potatoes and beans. Tall and broad-shouldered, Gardok is charismatic and softspoken. His wife died many years ago and he has no children. Many single women



in Brindenford would be happy to marry the widower, but he shows no interest in such things. In fact, he keeps to himself most of the time and many people in town forget about him--which is exactly what he wants.

Gardok is a high ranking member of the Venom Cult. Although not a priest, he is a leader and organizer whose faith in the dark gods Nag and Nagaina knows no bounds. His calm, even warm, demeanor conceals a deep hatred for all living things.

Gardok

Male Human (Neutral Evil)

Fighter 6 CR6

Init +5 Speed 30 feet

HD 6d10+6 hp 44

AC 20, touch 11, flat-footed 19

Languages Common, Draconic

BAB/Grapple +6/+8

Attack +10 melee (1d6+3 + poison) or +10 ranged (1d6+2, shortspear + poison)

Full Attack +10/+5 melee (1d6+3 + poison) or +10/+5 ranged (1d6+2, shortspear + poison)

Fort +6 Ref +3 Will +3

Str 15, Dex 13, Con 12, Int 12, Wis 13, Cha 13

Crucial Feats Cleave, Combat Reflexes, Dodge, Improved Disarm, Quick Draw, Power Attack

Other Feats Improved Initiative, Weapon Focus (shortspear)

Crucial Skills Climb +5, Handle Animal +6, Intimidate +10, Jump +6, Listen +2

Other Skills Knowledge (Local) +2, Knowledge (religion)+2, Profession (farmer) +7, Ride +4.

Possessions +1 *mithral chainmail*, +1 *heavy steel shield*, +1 *shortspear*, 3 masterwork shortspears, *oil of magic weapon*, 6 doses of medium spider venom (DC 14 1d4 Str/1d4 Str), 17 gp, 12 sp, 5 cp.

Tactics: Gardok wears his lightweight mithral chainmail under his clothes and most people never notice. His magical spear seems more like a walking stick, but he only has his masterwork spears and his shield if he's expecting trouble. (If he doesn't have his shield, he holds his spear in both hands, for an additional +1 damage and more effective Power Attack.)

He tries to keep his weapons poisoned and will sometimes try to disarm a foe with an obviously potent magic weapon or item.

The Cult: Gardok is the "leader" of the cultists that live in Brindenford (as opposed to those that spend all or most of their time in the dungeon). He meets in secret with Jaskon Tully, owner of the Mill in town and uses the Old Man's Tunnel to travel surreptitiously to the cult's temple on Level 6. He uses the catacombs below Brindenford via an entrance near his house on the eastern side of the river, hidden by a pile of leaves, logs, and debris.

Treasure/Clues: There isn't much in the way of "treasure" in Gardok's house. He has little of great value, in fact--all of his personal funds go to the cult. However, hidden in his study, behind some innocuous books in a bookcase, is a rolled up map.

The map shows a handpainted map of Brindenford with red dots marking the buildings that have known entrances into the catacombs and black lines showing the main routes in the catacombs. Although crude, it should be easy for anyone to follow the map around town and pick out that it has marked the riverside entrance here, the Temple of Belestros, the Mill, and two run-down, vacant houses. Show the players the Gardok Catacomb Map handout (see Appendix C).

Along with the map is a piece of paper with detailed directions on how to reach the entrance to the Old Man's Tunnel from here.

Development: If the PCs find and use the Old Man's Tunnel from area 155 in Dragon's Delve, they may very well encounter Gardok using the tunnel as well. Otherwise, the warning of Vangell or the notes found in area 160 may lead the PCs to Gardok and his house.



THE CATACOMBS BELOW BRINDENFORD

Summary: Unbeknownst to most of the citizens of Brindenford, below the town lie a sprawling maze of ancient catacombs.

Sights and Sounds: The catacombs are always dark. One can usually hear dripping water (water becomes more of an issue the closer one gets to the river) or the scurrying of rats.

Most of the catacombs are no more than three to five feet wide and generally about six feet high. Occasionally, they get much more narrow and low than even that, often without warning. The walls and floor are damp, with pools of stagnant water collecting in between the crumbling stones at one's feet. Tree roots dangle from the ceiling. Sometimes a stray step crunches upon an ancient bone or skull betraying the fact that some of the catacombs were originally crypts.

Inhabitants: No one knows about the catacombs below Brindenford other than the members of the Venom Cult who use them to move around the town undetected. They occasionally meet in the catacombs for quick meetings, but mostly use them to make their way to the river entrance near Gardok's house so they can ford the river and make their way to the Old Man's Tunnel without being seen. (For years, Gardok, who knows the catacombs best, remained certain that the catacombs connected directly to Dragon's Delve in some fashion. If this is the case, neither he nor anyone else has found the connection.)

Eventually, the PCs may see a cultist enter the catacombs and chase them through the dark, cramped maze. This can be an interesting and flavorful encounter with treacherous footing, tight squeezes, confusing twists and turns, and PCs eventually getting lost.

Layout: Gardok's map shows some of the passageways and tunnels, but there are many more. Rather than provide an exact map, however, the DM is urged to make the catacombs something left to vague description rather than precise measurements. No matter how carefully the PCs might explore, there's always some new twisting passage. (There's also no reason for them to carefully explore, as there is no treasure or encounters to be had here.)

Generally speaking, unless a PC is carefully moving at half speed with a light source (or half that in the dark), he or she must make a Balance check (DC 12) each round to avoid slipping on a wet or loose stone or bumping against a low spot in the ceiling. Either of these events inflicts 1 point of damage and of course slows the PC down even further.

Many of the passages have collapsed, and others seem to meet dead ends. Most double back upon themselves. There are virtually no "rooms" in the catacombs, just winding passages with rarely a section travelling straight for more than 10 or 20 feet. Near the river, the tunnels have 6 to 12 inches of water in them.

Lastly, Gardok's map shows only the passages that he has explored and the entrances that he has found. There are more of both.

Background: Originally, the tunnels were separate crypts built below the city to bury the dead. (There was trouble, hundreds of years back, with a necromancer animating corpses left protected. So the townsfolk buried their dead below their very own noses.) After use of the crypts fell out of fashion, smugglers and thieves discovered the crypts and dug tunnels and crawlspaces to connect them for use in getting around town undetected and to offer a place to hide from the authorities. But even this was hundreds of years ago. Today, even those few who remember that there are crypts beneath some of the buildings in town have no idea that they now all connect in a vast network.

Gardok discovered the catacombs years ago by accident and has prowled through them on his own, eventually giving his secrets to his fellow Venom Cultists.

Development: At some point Whedon Rasholt of the Logger's Guild contacts sheriff Erro Mansan and says that one of the loggers noticed a strange doorway at the side of the river that had been concealed with leaves and debris but was recently uncovered by a stray log floating down the river. The sheriff investigates and sees that it leads to some kind of network of small tunnels. At this point, it's time to turn to the subterranean exploration specialists in town: the PCs. He asks them to follow the tunnels and discover where they go. They're observed by Gardok, however, who seeks to find a way to kill the PCs before they learn too much.

ATTACKED IN TOWN (EL 8)

Summary: The Venom Cultists attempt to nab a victim for sacrifice in town, but the PCs see them.

Sights and Sounds: This encounter happens at night, in the shadows of a large building. The PCs hear the muffled sounds of a shout and scuffling, and see shapes darting in the darkness.

The Cultists: Five cultists: two warriors, two rogues, and a cleric have botched their attempt at quietly grabbing a sacrifice, itself a daring act they wouldn't have tried in town not too long ago.

Venom Cultist Thugs

Male or Female Human (Neutral Evil)

Warrior 3 CR 2

HD 3d10+6 hp 26

Init +1 Speed 20 feet

Languages Common

AC 18, touch 11, flat-footed 17

BAB/Grapple +3/+5

Attack/Full Attack +7 melee (1d8+2 plus poison, battle axe) or +5 ranged (1d8 plus poison, light crossbow)

Fort +5 **Ref** +2 **Will** +1

Str 14, **Dex** 13, **Con** 15, **Int** 11, **Wis** 10, **Cha** 9

Crucial Feats Dodge, Point Blank Shot

Other Feats Weapon Focus (battle axe)

Crucial Skills Climb +0, Jump -1, Hide -2

Other Skills Knowledge (religion) +1

Possessions: Masterwork chainmail, masterwork heavy wooden shield, masterwork battle axe, dagger, masterwork light crossbow, 12 bolts, 4 doses of greenblood oil poison (DC 13 1 Con/1d2 Con), cultist robes, 22 gp, 12 sp, 14 cp

Venom Cultist Rogue

Male Human (Neutral Evil)

Rogue 3 CR 3

HD 3d6+3 hp 17

Init +3 Speed 30 feet

Languages Common, Draconic

AC 17, touch 13, flat-footed 14

BAB/Grapple +2/+3

Attack/Full Attack +4 melee (1d6+1 plus poison, rapier) and +4 melee (1d6+1 plus poison, short sword) or +5 ranged (1d4+1 plus poison, thrown dagger)

SA +2d6 Sneak Attack

Fort +2 **Ref** +6 **Will** +1

Str 13, **Dex** 17, **Con** 13, **Int** 12, **Wis** 11, **Cha** 12

Crucial Feats N/A

Other Feats Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

Crucial Skills Balance +9, Bluff +4, Disable Device +6, Disguise +3, Hide +8, Intimidate +7, Listen +2, Move Silently +9, Spot +5, Tumble +8

Other Skills Appraise +4, Gather Information +5, Knowledge (Local) +2, Knowledge (religion) +1, Search +4

Possessions: +1 studded leather, masterwork short sword, masterwork rapier, 3 daggers,

potion of cure light wounds, 4 doses of medium spider venom (DC 14 1d4 Str/1d4 Str), cultist robes, 18 gp, 11 sp, 15 cp.

Carmara

Female Human (Lawful Evil)

Cleric 6 CR 6

Init +1 Speed 20 feet

HD 6d8+6 hp 45

AC 22, touch 11, flat-footed 21

Languages Common, Draconic, Elven

BAB/Grapple +4/+6

Attack +8 melee (1d6+3 plus poison, short sword)

SA rebuke undead 3/day

SQ +4 to all saves versus poison, can handle poisons safely

Fort +5 **Ref** +3 **Will** +7

Str 15, **Dex** 13, **Con** 12, **Int** 11, **Wis** 17, **Cha** 10

Crucial Feats Power Attack

Other Feats Lightning Reflexes, Weapon Focus (short sword)

Crucial Skills Concentration +10, Hide -2, Heal +5, Listen +5, Spot +6

Other Skills Knowledge (Religion) +6, Spellcraft +5.

Spells (CL 5, +7 melee touch, +4 ranged touch)

3rd--*animate dead*, *cure serious wounds*, *dispel magic*

2nd--*bull's strength*, *cure moderate wounds*, *death knell* (DC 15/W), *detect thoughts* (DC 15/W)

1st--*cure light wounds*, *detect secret doors*, *obscuring mist*, *shield of faith*

0--*cure minor wounds* (DC 13), *guidance* (DC 13/W), *inflict minor wounds* (DC 13/W), *purify food and drink* (DC 14/W), *resistance*

Deity: Nag. **Domains:** Death, Knowledge

Possessions masterwork full plate, +1 short sword, +1 heavy steel shield, scroll of magic vestment, 3 doses of medium spider venom (DC 14 1d4 Str/1d4 Str), silver and onyx holy symbol (75 gp), 20 gp.

As the encounter begins, Carmara has already cast *bull's strength* and *shield of faith* on herself, putting the following changes into effect:

AC 25, touch 14, flat-footed 24

Attack +10 melee (1d6+5 plus poison, short sword)

Tactics: Once discovered, the cultists immediately attempt to silence (kill) any witnesses. One of the thugs guards the victim while the other joins the rogues as they work together and flank the most dangerous looking opponent. Carmara wades into melee as well, preferring to attack arcane spellcasters. If things go poorly for the cultists, the cleric casts *obscuring mist* and they all run off in different directions (this is a pre-arranged plan in which they all find somewhere to hide until they can eventually get to an entrance to the catacombs beneath the town and slip away to Gardok's house.

The Victim: Tuniver Jarl (male dwarf Expert2) is a drunk dwarf wandering home from a good evening at the Bridgeman. In the

wrong place at the wrong time, he is really in no condition to do much more than bellow in protest as the cultist thug holds him still.

If the PCs rescue him, however, and manage to get him to his home, he will eventually sober up enough to give them a reward. Not being a rich dwarf, he can't offer more than 10 gp. However, he is a smith who recently got a job with his cousin in a much larger city. In two months, Tuniver returns to Brindenford with a new mithral chain shirt for each of his rescuers.

Development: If the PCs call for help, in 1d6+2 rounds, 1d4 random citizens show up each round to investigate the commotion and possibly lend a hand. These will be commoners mainly, but if at any point the cultists are outnumbered 2 to 1, they flee. Within 1d4 minutes, Sheriff Erro Mansan shows up to see what's going on.

This event alone is enough to alert Brindenford of the cult's existence (there have been suspicions and rumors for a while now), and to get the sheriff and the mayor to take action. See the Rumors of the Cult below for more information. (DC 13/W)

RUMORS OF THE CULT

People begin to disappear from Brindenford. It starts out slowly. Someone in one of the taverns tells of how a farmer living a few miles to the west hasn't been seen for more than a week. Later, stories begin to spread that a young boy in town disappeared while playing in the woods. Soon, people whisper that they've seen cloaked figures lurking in the shadows at night,

or have awoken to the sound of strange chants that quickly faded into obscurity.

Sheriff Erro Mansan has long suspected that something very strange and very horrible was going on in town, but he's never been able to find proof. With the blessing of the Lord Mayor, he begins investigating the local citizenry more closely. They both believe that the foul forces at work hide, at least in part, in the guise of the folk that live right in Brindenford--many perhaps having lived there for years.

The sheriff's inquiries cause fear and anger among the townsfolk, many indignant that anyone would ever even suspect them of wrongdoing or dark deeds. A few, like Jaskon Tully, suggest that perhaps it is time to get a new sheriff, or perhaps even a new mayor.

Of course, Jaskon is in fact a part of the cult, which is all too real. The Venom Cult operates in catacomb like tunnels beneath the city that link up to the dungeons of Dragon's Delve itself. With the arrival of their new high priest and the completion of their vile temple, they have stepped up their activities, kidnapping locals to use as sacrifices to their dark god, Nag.

Eventually, the sheriff comes to the PCs for help (assuming he knows of them and trusts them). He suspects (correctly) Jaskon and Gardok and (incorrectly) Vimble Mirhoffal of Queen's Crafts and Harrud Nousantal of the temple of Belestros. He would love to have help investigating them all. However, he would also greatly value any information about the cult's links to the dungeon, of which he knows nothing.

BESTIAL HOST INVASION! (EL 8 AND 7)

Summary: The Bestial Host gets much closer to Brindenford than anyone would like.

Sights and Sounds: This encounter happens just north of Brindenford, near the Ruined Temple of Glarias, just as night falls.

Screams of terror cut through the dark night. A man shouts, "Orcs!"

The Encounter: If the PCs respond to the screams and shouts, they find a small group of locals who saw a "band of orcs" just north of town. They fled, and are raising the alarm here.

If the PCs investigate, they see a group of the Bestial Host just outside the Ruined Temple of Glarias getting ready to break through the boarded up door. The group consists of eight kobolds, two bugbears, a troll, and four orcs, one of which is a cleric of the Beast God named Terros. The bugbears wield masterwork longswords.

Orcs (3): hp 8, 7, 6

Kobolds (8): hp 8, 6, 6, 5, 4, 4, 3, 2

Bugbears (2): hp 20 and 15; +6 melee (1d8+4 damage)

Troll: hp 63

Terros

Male Orc (Chaotic Evil)

Cleric 5 CR 5

HD 5d8+10 hp 34

Init +5 Speed 20 feet

Languages Common, Orc

AC 21, touch 11, flat-footed 20

BAB/Grapple +3/+6

Attack/Full Attack +8 melee (1d8+4, morningstar) or +4 ranged (1d6+3, javelin)

SA Rebuke undead 1/day, smite 1/day (+4 to attack, +5 damage)

SQ Darkvision 60 ft., light sensitivity

Fort +6 **Ref** +2 **Will** +6

Str 16, **Dex** 12, **Con** 14, **Int** 8, **Wis** 15, **Cha** 6

Crucial Feats N/A

Other Feats Endurance, Improved Initiative, Weapon Focus (longspear)

Crucial Skills Concentration +6, Heal +3

Other Skills Knowledge (religion) +2

Spells: 5/4+1/3+1/1+1

3rd--blindness/deafness (DC 15), *magic circle against good*.

2nd--*bear's endurance*, *bull's strength*, *hold person* (DC 14), *shatter*.

1st--*bane* (DC 13), *bless*, *command*, *cure light wounds*, *protection from good*.

0th--*cure minor wounds*, *guidance* (x2), *resistance*, *virtue*.

Deity: Beast God. **Domains:** Evil, Destruction

Possessions: plate armor, heavy steel shield, masterwork morningstar, *javelin of lightning*, *potion of bull's strength*, *scroll of cure serious wounds*, *divine favor*, and *magic vestment*, unholy symbol, 98 gp.

Tactics: Terros has already cast *protection from good* on the troll and *magic circle against good* on himself (giving both a +2 bonus to



AC and saves, as well as anyone near Terros) as well as *magic vestment* from his scroll (+1 to AC for a total of AC 22, 24 against good foes). If he knows that trouble is coming and has time, he casts the following spells on himself, in this order: *bull's strength* (+2 to attack and damage rolls), *bear's endurance* (+10 hit points and +2 to Concentration checks and Fort saves), and then finally *bless* on his whole group.

Once in the fight, everyone except Terros rushes into melee, although the orcs will run interference for the cleric as best they can. The cleric tries to use *hold person* and *blindness/deafness* on prominent characters, or his javelin

of lightning if his line up nicely (he won't use it if the troll, orcs, or bugbears are in the area of effect, but he won't spare the kobolds). After that, he either spends his time casting *bane*, *command*, or *cure* spells or engages in melee, whichever seems most prudent.

The Second Wave: Just when the PCs think the fight's almost over, however, another wave of bestial host members comes in. These new foes should show up about 4 rounds after the main fight has begun. The second wave consists of eight more orcs, six more kobolds, and four more bugbears. They crash out of the brush, with the kobolds staying back to use ranged attacks while the others engage in melee.

Kobolds (6): hp 8, 7, 6, 4, 4, 2

Orcs (8): hp 8, 7, 6, 5, 5, 4, 4, 3

Bugbears (4): hp 21, 19, 15, 15

Bystanders and Townsfolk: Some (2d6+2) of the able-bodied townsfolk can be convinced to go along with the PCs if a PC makes a Diplomacy check (DC 15). In fact, it's likely that 1d4+2 1st level commoners armed with a random assortment of knives or farm tools will come along whether they are asked or not, or even if the PC fails the check. If so, you probably don't have to play out each sword swing. Just have them occupy the kobolds' time.

This would be a great opportunity to have the PCs fight alongside Sheriff Erro Mansan. He's a 10th level fighter, though, so if he comes along (or shows up a round or two after the fight begins) include two extra trolls just for him to fight. Again, don't

worry about the mechanics of his fight unless you really want to. He'll beat two trolls, but it will likely take him the length of the encounter to do so. You may not want to let the players know you're handwaving over the mechanics of it, however, as that may reduce the tension.

Thieves in the Chapel: As detailed in the description of the ruined chapel, it is now used as a den of thieves. It's likely that only Ashran, Osteo, and Elios are present at the time. These thieves won't make their presence known unless they have to—which is to say, only if someone actually tries to break into the building itself or if their intervention can make the difference in overcoming the Bestial Host. They don't want the PCs to fail, because they don't want to face the humanoids alone.

Treasure: Each of the humanoids carries 1d10 gp per HD except for the troll, who has no possessions.

Development: Obviously, if the PCs aren't already in good with the locals, this kind of action on their part will make them local heroes to everyone, and a valuable asset in the eyes of the sheriff. In fact, the Lord Mayor herself (on Mansan's recommendation) will hold a small ceremony in the middle of town with a feast and award each of the PCs with a medal (gold, worth 50 gp).

The path of the host members leads off into the wilderness where an even larger force makes its camp along with their leader, Scral. (This will be detailed in the next bonus encounter.)

BESTIAL HOST PATROL (EL 10)

Summary: The Bestial Host has made a camp ten miles outside of Brindenford. The PCs run into a patrol sent out from the camp and discover that training and experience can make goblins much mightier than they appear.

Sights and Sounds: This encounter happens on the way to the Bestial Host camp, in the wilderness.

Through the trees, you see well-equipped goblins riding terrifying-looking wolves of great size and ferocity.



The Encounter: The PCs, following the trail left by the Bestial Host that happened to come very close to Brindenford, run into a dangerous patrol consisting of 6 normal goblins, 4 worgs, and 4 goblin warriors including Krart, their captain. The higher level warriors all ride the worgs (Krat on the largest, with the most hit points). Whether they come upon the goblins or the goblins come upon them depends on how stealthy the PCs are trying to be. The goblins patrol quietly, keeping to the thick underbrush and trees when they can.

Goblins (6): hp 8, 7, 5, 5, 4, 3; each has a *potion of aid*

Worgs (4): hp 45, 31, 29, 27

Goblin Worg Riders (3)

Male Goblin (Neutral Evil)

Warrior 5 CR 4

HD 5d8+5 hp 30, 28, 27

Init +1 Speed 30 feet

AC 15, touch 12, flat-footed 14

BAB/Grapple +5/+2

Attack/Full Attack +8 melee (1d6+1, morningstar) or +7 ranged (1d4, shortbow)

SQ Darkvision 60 feet

Fort +5 Ref +2 Will +0

Str 12, Dex 13, Con 12, Int 10, Wis 9, Cha 6

Crucial Feats N/A

Other Feats Alertness, Weapon Focus (morningstar)

Crucial Skills Hide +6, Listen +5, Move Silently +6, Ride +4, Spot +5

Other Skills N/A

Possessions: studded leather armor, small morningstar, small shortbow, 30 arrows, *potions of cure light wounds*, and *aid*, 19 gp.

Krart

Male Goblin (Neutral Evil)

Warrior 8 CR 7

HD 8d8+8 hp 45

Init +4 Speed 30 feet

AC 19, touch 15, flat-footed 15

BAB/Grapple +8/+5

Attack +12 melee (1d10+1, greatsword) or +14 ranged (1d4+2, shortbow)

Full Attack +12/+7 melee (1d10+1, greatsword) or +14/+9 ranged (1d4+2, shortbow))

SQ Darkvision 60 feet

Fort +7 Ref +6 Will +1

Str 13, Dex 18, Con 12, Int 10, Wis 9, Cha 7

Crucial Feats Point Blank Shot, Rapid Shot

Other Feats Weapon Focus (greatsword)

Crucial Skills Hide +6, Listen +5, Move Silently +6, Ride +6, Spot +5

Other Skills N/A

Possessions: +1 studded leather armor, small masterwork greatsword, small masterwork composite shortbow (+1), 30 +1 arrows, *potions of aid*, *cure moderate wounds*, and *oil of magic weapon*, necklace of bones and jewels (500 gp), 41 gp.

Tactics: If the goblins see the PCs before the PCs see them, they take the time to drink

potions of aid (all gain 1d8+1 bonus hit points and +1 to attack rolls and saves vs. fear) and if there's still more time, Krart uses his oil of magic weapon on his greatsword (+1 damage). If the DM wishes, you can assume each goblin gains 5 hit points.

Krart rides up into point blank range and peppers the PCs with arrows using Rapid Shot while the other worg riders charge into melee. The goblins on foot also stick to ranged attacks,

hiding behind trees and other cover as much as possible. If seriously threatened, the mounted goblins retreat to the camp to rouse an alarm, likely leaving the goblins on foot to die.

Development: If the goblins get back to the camp, they can quickly raise a group of 2d6 kobolds, 2d6 goblins, 1d6 hobgoblins, 1d6 orcs, 1d4 bugbears, and an ogre. Given 5 minutes to prepare, the survivors of the goblin patrol can lead this new force back to where they engaged the PCs. Meanwhile, the camp itself will be on alert.

Alternate Use: Even if the PCs did not follow the Bestial Host's trail back to their camp, they could still easily run into this unit of goblins on the way to the dungeon. Rather than being a patrol, Krart and his fellows are a scout team.

BESTIAL HOST ENCAMPMENT (EL VARIES)

Summary: The Bestial Host has made a camp ten miles outside of Brindenford.

Sights and Sounds: This encounter happens once the PCs arrive at the campsite of the Bestial Host.

In a broad vale, you see hide tents erected around cook fires. Skull totems and crude banners rise above the camp. Milling about are what appear to be perhaps a hundred or more bestial humanoids, well armed and eager for a fight.

At the center of it, you see four brutish ogres, their flesh covered in ritual scarification, carrying a skull-adorned palanquin, the seat of



which appears to have been fashioned from the skull of an enormous lizard. Upon this bestial throne sits a broad-shouldered creature with greenish flesh, perhaps a troll. Although he wears glistening plate armor and what likely passes for regal finery among these creatures, he bears no weapon. A bone, blood-stained headdress rests atop his head, an ugly crown for an ugly king.

The Encounter: The PCs, following the trail left by the Bestial Host that happened to come very close to Brindenford, having dealt with or avoided the encampment's guard patrol, finally come upon the camp of the host. This is truly a host, well over a hundred individuals. These are well-equipped fanatics who will die for their god and their priest-king, who is practically the avatar of the Beast God, in their eyes.

Kobolds (44): hp 4 each

Goblins (40): hp 5 each

Hobgoblins (22): hp 6 each

Orcs (20): hp 5 each

Bugbears (11): hp 16 each

Ogres (4): hp 29 each

Troll: hp 63

In addition, the host has a number of trained beasts and animals. These are typically mangy and scarred individuals, the winners of many pit fights and abuses. The worgs are the province of the goblins, the dire apes answer to the hobgoblins, the boars are each a companion to an ogre, and the kobolds master the dire badger.

Worgs (8): hp 30 each

Dire apes (4): hp 35 each

Boars (2): hp 25 each

Dire badger: hp 28

Lastly, and most terrifying, there is their priest-king, Scrall. Scrall is a handsome troll, which is to say that he is ugly, but not monstrous. Perhaps he has some human blood in his lineage. Clad in black and red plate armor, he wields no weapon, preferring to tear foes apart with his claws. He speaks (in Goblin) almost continually in battle or when among his followers, extolling the bloody virtues and fearsome power of the Beast God and describing the gory glory that the host can attain by following him.

Scrall

Male Troll (Chaotic Evil)
Cleric7 CR 12

Initiative +1 **Speed** 20 ft.

HD 6d8+7d8+91 **Hit points** 181

Armor Class 26, touch 10, flat-footed 25

Languages: Giant, Goblin

BAB/Grapple +9/+19

Attack +14 melee (1d6+6, claw)

Full Attack +14 melee (1d6+6, 2 claws) and +9 melee (1d6+3, bite)

SA Rend (2d6+9)

SQ Darkvision 90 feet, low-light vision, regeneration 5, scent

Fortitude +19, **Reflex** +7, **Will** +13

Str 22, **Dex** 12, **Con** 24, **Int** 12, **Wis** 15, **Cha** 11

Crucial Feats: Power Attack

Other Feats: Alertness, Improved Natural Armor, Iron Will, Track

Crucial Skills: Concentration +13, Listen +8, Spot +9

Other Skills: Knowledge (nature) +4, Knowledge (religion) +12

Spells per Day 6/5+1/4+1/2+1/1+1

0th--create water, detect magic, detect poison, guidance, mending, resistance.

1st--divine favor, doom (DC 13), cause fear (DC 13), entropic shield, inflict light wounds, shield of faith.

2nd--cure moderate wounds, death knell, resist energy, shatter, silence.

3rd--contagion, dispel magic, protection from energy.

4th--divine power, unholy blight

Domains: Evil and Destruction

Possessions: +2 full plate armor of fire and acid resistance (10), +2 cloak of resistance, ring of counterspells (lightning bolt), potions of cure serious wounds and rage, ivory holy symbol (75 gp), gold ring with ruby (650 gp), 10 pp, 355 gp.

Tactics: The campsite is a place for the host to rest, so not every individual is likely ready for battle right away. Figure that a mixed group of ten orcs and hobgoblins and two bugbears stand on guard at any time. A quarter of the numbers listed above can be ready and able to fight in 1d3 rounds. Another quarter can be ready to fight 1d6 rounds later. The entire camp would take at least 5 minutes to rouse and organize into a fighting force.

Further, not all of the humanoids listed above may be at the camp at the same time. Some of the host may be off hunting game or gathering firewood or other supplies—or even staging small raids on farms or isolated folk.

Before any battle, Scral first casts shield of faith granting him +3 to AC for a total of AC 29. Next he casts divine power to get a +7 attack bonus, +3 damage, and +7 hit points (hp total 162). If he has time, he casts divine favor for another +2 to attack and damage, but as he's only got 7 rounds of divine power, he's unlikely to waste one casting a spell unless he has to. More likely, he saves that spell for when divine power runs out and instead wades into melee. With divine power active, he uses Power Attack for 5 points, making his full attack: +16 melee (1d6+14, 2 claws) and +11 melee (1d6+9, bite).

All of the host members obey Scral's every command and put themselves in harm's way to aid him. In general, the kobolds make ranged attacks, the goblins are skirmishers (throwing a javelin and then charging in using aid another tactics to help their larger allies), and the rest fight as appropriate. While a wild and bloodthirsty bunch, they occasionally try military-style tactics, with a unit of hobgoblins, for example, holding back and then charging in en masse when a group of goblins falls.

Treating With Scral: Scral doesn't speak any of the languages of men, but he keeps a goblin named Tufran with him at all times that speaks Common well enough to serve as a translator. Scral is true to the Beast God,

however, and always prefers violence and blood over words. If the PCs do not come bearing tribute, he will likely not speak with them, but instead attempt to slay them.

Scral and the host have come to secure, once and for all, the temple on Level 1 of Dragon's Delve, and eventually the temple on Level 7 as well. Any other goal (raiding Brindenford or the surrounding area) is secondary.

Scral has attained his position through violence, fear, and respect. As such, he cannot turn down a direct challenge issued to him by the PCs. If they think of it, demanding that he fight the PCs alone will

enable them to fight just him, with no help from his subjects.

Treasure: While Scral has most of the host's good loot, the group as a whole has about 2,000 gp worth of treasure, but it is spread out among all the individuals, the dozens of tents, and so on, in the form of coins and goods.

Development: If the PCs defeat Scral, the host flees in confusion and panic, never to gather again.

The host is large, obviously. Not enough to, say, conquer Brindenford, but enough to make some devastating raids, if it comes to that. Remember, however, that that's not their goal. Assuming that the force Scral sent to secure the abandoned temple of Glarias was defeated, he won't necessarily try another such maneuver. He's more interested in the temples in Dragon's Delve, which means Scral has two foes: the adventurers that have been killing his followers on Level 1 and the demons occupying Level 7. Any raids that the Bestial Host makes in the area may be ruses to draw the PCs (and/or other local NPCs adventurers) out and slay them. Scral would be content to simply send a message to leave his god's temple(s) alone and then use the bulk of his forces to drive out the other creatures in the dungeon, at least down to Level 7. The latter is likely an absurd goal, but he doesn't know that yet.



In any event, if the authorities in town learn of the massive encampment, they will attempt to take action, assuming that the Bestial Host is there to attack the town. They gather together capable locals and attempt to arm them. They will also likely beg the PCs to do something about the problem, offering them land or other property (or perhaps services or goods from Brindenford merchants) as a reward.

Further, this is not the entirety of the Bestial Host by a long shot. It's safe to assume that much of its ranks are elsewhere (conducting raids, claiming or defending still more temples, etc.), and that, given time, these forces may join the camp as well. The camp can also get reinforcements over time by calling up forces from the dungeon or even recruiting local humanoids. If their numbers are quite depleted, however, they're likely to simply withdraw into Dragon's Delve, either on Level 1 or Level 6.

Upping the Ante: One thing that some DMs may wish to do is to make the camp even larger, to fully represent the name Bestial Host. Triple the number of humanoids, at least. This doesn't necessarily make the entire encounter more challenging--in fact, it makes it more clear to the PCs that they can't win by attacking it outright. When they see a camp of many hundreds of warriors, they know they'll have to think of a different solution. The drawback is that at that size, the Bestial Host really can move in and conquer Brindenford, and it becomes hard to justify that they would not do so.

Special DM Note: Obviously, an outright attack on the camp is a very poor plan, unless the PCs are very powerful. Scrall all by himself may be too much for the PCs at first. Guerrilla tactics on the part of the PCs, attacking patrols and raiding parties, or drawing parts of the host away from the camp where they can be more easily dealt with is a much better idea. The PCs will find that while it is not easy to defeat the entire host, it is not actually all that difficult to protect the locals from raiders, as long as they are attentive.

THE WATER STONE

Summary: A dive bar in Brindenford catering to fishermen and loggers.

Sights and Sounds: No sign marks the entrance to the Water Stone, having fallen long ago. No one ever saw the need to replace it. Inside, smoke hangs in the low-ceilinged room like a blanket. The sour smell of decades-old alcohol spills and sweaty, bloody brawls hits newcomers like a wall. The patrons inside the large taproom seem to come in two varieties. The first, the drunken revelers, talk loudly and even sing, play rowdy games, and engage in rough or lusty banter (sometimes both at once). The second quietly drink by themselves with dour expressions, saying nothing.

Beyond the main large room with its long oak bar, undecorated walls, rickety wooden tables and mishmash of stools and chairs, there is a back room behind a drape used for storage. That's it. Moene the bartender

sleeps in the storeroom and his belongings are guarded by his vicious dog, Bardiche.

The Details: The Water Stone does not serve food, or offer rooms for rent. Beer, ale, and whisky comprise most of the drink choices, but sometimes Moene comes up with a supply of cheap wine or rum.

The Clientele: It is an unspoken truism (known to most patrons and many locals) that it would be unwise for an elf to come into the Water Stone. With so many customers working as loggers or those dependant on logging, the feud between those people and the elves of the north makes the place a hostile environment for elves.

The customers are mostly loggers and fishermen, and even those two groups



don't get along well. Each has very conflicting needs on the river. The fisherman claim that the loggers ruin the fishing and the loggers think the fishermen just get in the way. Brawls in the Water Stone, which are common, frequently spark over this conflict.

The Owner: Moene Crafter (male human Ftr2/Exp2) is an old, tough bit of gristle. Almost bald, missing an eye, a stooped back, wearing clothes likely not washed in months (likely not even taken off in months), Moene appears as though he could drop dead at any moment. Appearances can be deceiving, though. Moene carries a +1 human-bane dagger at his side at all times and getting into a fight with him would likely be a poor decision for most people, as many overly rowdy customers have discovered over the years.

Moene is unmarried, unfriendly, and virtually never leaves the bar.

Server, Tharlu Neesh: The only employee Moene keeps is a single waitress, Tharlu Neesh (female human War4). Tharlu is thin and pretty even after a hard life of 40 years. The fact that she has survived in her job for as many years as she has is a testament that she's as tough and smart as her boss (she carries three hidden masterwork daggers herself). Moene, being fairly canny, realizes that few could do her job, and actually pays her well.

Customer, Bilieu Maurt: Bilieu Maurt (male human Rog5), short, stout man with a goatee, makes his living by picking the pockets of drunks in the Water Stone. Regulars are well

acquainted with his activities and keep their eye on him. What no one knows (but a few suspect) is that Bilieu gives Moene a cut of his take in order to be allowed to work here.

Customer, Gurth Barrot: Gurth (male dwarf Exp4) is that most rare of individuals, a dwarf boatman. He is big and muscular and his unkempt beard stinks of fish, even by fisherman standards. He's in the bar every night, and everyone hates him for his rude (but often surprisingly eloquent) insults and angry, demanding demeanor. He doesn't like to fight, though, and backs down from anyone willing to stand up against him.

Development: PCs coming to the Water Stone who can make their way past the loggers and the fishermen (who likely have nothing to offer adventurers in terms of information) find that it is also the place in town where unsavory types of an interesting nature come when in town. It's not unheard of for a disguised orc, tiefling, or similar creature to hide in the back of the taproom to meet with other disreputable folk to discuss what might be going on in the dungeon. Eventually, for example, the PCs might learn that a drow wizard named Mordacal (male drow Wiz11) comes here (in magical disguise) to meet with the occasional dungeon explorer or resident to trade information. Mordacal has connections deep in the dungeon interested in knowing what's going on throughout the upper levels and can--for a price or a trade-in-kind--offer detailed, accurate intelligence about virtually any area of Dragon's Delve.

TEMPLE OF THE RIVER GODS

Summary: A temple in Brindenford caters to the gods of the celestial river, worshipped by those who use the river and those who merely respect all that it represents: the Celestial River which is all rivers in one.

Sights and Sounds: Located right on the river, the Temple of the River Gods is most often filled with fishermen, loggers, and other townsfolk who come simply say a quick, silent prayer to one of the gods here (or all of them) before going about their business.

The temple is a very simple structure, open to the elements on the river's side. The interior is empty, almost cavernous, with a long, low fountain of clever design that circulates the water in a slow circle around a brass brazier always filled with burning coals. This fountain stands before a huge relief carving of all six of the gods worshipped here, commanding one entire interior wall of the structure. The temple has no other rooms or sanctuaries. The priests live elsewhere.

The temple's altar is outside the building itself, built half in the water at the river's edge. It is a massive stone block with the names of all six deities chiseled upon it.

The Celestial River: As it winds its way into and out of each world, the Celestial River flows through all planes, carrying with it potent magical power. Wise interplanar travelers use this mystical waterway to carry them from plane to plane. This route can be



The River Gods: Like all rivers, the Celestial River gives life and nourishment, but it can be treacherous. It cools and refreshes, but it can also destroy. The six Gods of the Celestial River embody these qualities as well.

- Kulaj is the creator goddess and represents the source of the river. She is the mother of all the other gods in the pantheon. Kulaj is the creator deity and the

patron of farmers, artisans, and most of the common people, as well as gnomes and halflings. She is also the goddess of magic, and thus of wizards and sorcerers. Her domains are Law, Magic, and Plants. Her symbol is a hand that appears to hold a mountain range in the palm. Her weapon is a mace.



- Urgan, oldest of the children of Kulaj, is the worker who uses the power of the river for his own ends as he shapes steel and stone. Urgan is the Neutral Good god of the earth

and metalworkers and stoneworkers. He appeals to dwarves, gnomes, and perhaps orcs. His domains are Earth, Fire, and Good.

His favored weapon is the warhammer and his symbol is a wheel with a hammer and gemstones set upon it.



- Dorana is the dangerous water deity representing the threat and the vengeance of nature. Dorana is the Chaotic Neutral goddess of the sea

and vengeance and, to a limited extent, all conflict and even war. She is revered by all those in and on the sea as well as by fighters and some paladins. Her domains are Air, Chaos, and Water. Her favored weapon is the longsword and her symbol is a wave pierced by a lightning bolt.



- Essoch and Enaul are twins who use the river's power to mirror the stream of time, with its many branches and forks. Enaul is the Lawful Neutral god of cities and civilization (bards

often worship him), while his brother Essoch is the Chaotic Neutral patron of the wilderness and the primal aspects of all people (thus appealing to druids, barbarians, and even rangers). The brothers make for interesting patrons of the different aspects of elven nature. Enaul's domains are Travel, Knowledge, and Law. His favored weapon is the rapiera and his symbol is an hourglass and an arrow. Essoch's domains are Chaos, Animal, and Strength. His favored weapon is the staff



dangerous, for it is filled with rapids and waterfalls that could dump an unprepared traveler into a hellish abyss. Ancient texts claim to contain maps of the branches and forks of the river leading to different worlds, but only some of them are accurate.

The Celestial River is a fundamental aspect of the multiverse, bringing magic from plane to plane. This source of near limitless power has given rise to a pantheon of deities called the Gods of the Celestial River.

The Gods of the Celestial River are few in number, yet potent and influential nonetheless. They gain their divine power from the river and, in turn, shepherd its waters as they flow throughout all worlds. Wherever the waters of the Celestial River run, its gods have power and, at least to some degree, dominion. Since it flows everywhere, they command great and wide-ranging power indeed.

and his symbol is a staff hooked around a crescent moon.



- Mallock represents the treachery of a river that appears to be a gentle stream one moment, but becomes dangerous rapids the next. Mallock is the dark god whose deceptive nature

makes him appealing to some rogues. He is Lawful Evil, and his domains are Evil, Law, and Trickery. His favored weapon is the dagger and his symbol is a serpent entwined around a crescent moon.

The Priests: Mother Linna (female human cleric9) is the high priestess of the temple, representing Kulaj, but also the entire pantheon. Her dark features and her sparkling green eyes make her beautiful, despite the fact that she is in her early 50s. Other priests include the very old Brother Hurth (male dwarf cleric5) who represents Urgan, Brother Werrimar (male human cleric4) who represents Dorana, Sister Viana (female elf cleric3) and Brother Kallin (male elf cleric3), representing Essoch and Enaul, and Brother Mils (male human cleric1/rogue4), representing Mallock.

The priests only come to the temple to perform specific rituals. They very rarely work together--the significant rites of each deity are usually performed separately, and any time the entire pantheon needs representation, Mother Linna does so. In fact, it's whispered among those that care that for the most part, the various priests don't actually get along. Of them all, Brother

Mils and Sister Viana make the fewest appearances. No one actually even knows where Brother Mils lives.

Much of the time, a visitor will find no representative of the gods here. Much of the worship of the River Gods is private, however, consisting of prayers spoken by the faithful before undertaking an important task, seeking blessings and guidance. Many see the priests of the River Gods as oracles, and ask them advice and questions about the future. Occasionally, they get the information they seek.

THE OLD STATUE (EL O)

Summary: An old statue of Duke Chordille once stood in Market Square in Brindenford, but it was destroyed 90 years ago. Sometimes, however, even a statue can come back...

Sights and Sounds: This encounter happens at night, in the middle of Brindenford.

On your way home from a fine dinner and a rousing evening in the tavern, you hear a shriek from across the Market Square. Dappled moonlight bathes the expanse, mostly empty at this time of night, and in this milky illumination you see a massive figure of a man--a giant--standing atop a pedestal looking down upon you.

The Encounter: This encounter should be staged either just before or just after the PCs deal with Chordille Keep. The giant

figure is in fact the ghost of a statue that once stood in the square, just as the keep is now a ghostly version of itself. The statue is of Duke Bryson Chordille. It appears momentarily where it once stood, and then disappears again.

The Shrieking Woman: There's another person in the square--a woman named Farla Nothomias (human female Com5). If the PCs go to speak with her, they discover that she saw much more than the statue. When the statue appeared, she also saw the ghostly forms of soldiers with torches and weapons, anger and murder in their eyes. Farla believed that they were real and coming for her. She doesn't know anything about the strange vision that they all shared.



Finding Out More: A successful Knowledge (history), Knowledge (nobility and royalty), or Knowledge (local) check (DC 17) allows a character to know that there used to be a statue of Duke Chordille standing in the square, and that it was destroyed on the same night that the keep was razed, about 90 years ago.

A Gather Information check (DC 15) will also reveal that information, and in addition the fact that the statue sometimes reappears when there is a lot of activity around the ruins of the keep. So with the recent influx of adventurers interested in Dragon's Delve, the statue has been appearing even more often of late.

Development: The DM can use this encounter just for a little flavor in the campaign. However, it can also be the source of foreshadowing regarding the reappearance of Chordille Keep (if the DM has not yet introduced that), or the setup for another encounter of the DM's choosing. Divinations might suggest that the ghost of the duke is attempting to warn the folk of the duchy of some threat. Perhaps the coming of the Bestial Horde. Perhaps something else.

LAWFORD'S DAIRY (AND THE WORM) (EL 10)

Summary: Something horrible lurks below the dairy in Brindenford.

Sights and Sounds: A simple sign "Lawford's" hangs over the front door of this very old brick building. The interior is mostly open, with a busy staff churning butter and making cheese. Below the building is a

spacious, deep cellar that remains very cold and helps in the storage of the products sold here.

The eastern side entrance lies within a newer wooden portico. This is where farmers bring milk to sell to the dairy each morning. This tends to be a gathering place for farmers as well as city folk to chat about the day's news. Although buying customers are encouraged to use the main entrance, most use this side entrance.

Proprietor and Staff: Stalbor Lawford (male human Commoner3) owns and operates the dairy, as his family has for more than 100 years. The widower lives in a house just next door and is always at the dairy. No employee works harder than he. His two beautiful daughters, Laula and Fiorna (both female human Commoner1), work there as well. In addition, Stalbor employs three other locals and occasionally hires on extra help as well.

Background: Most people in town know that Lawford's Dairy was once a manor house more than 100 years ago. What only a few know (Knowledge (history) or Knowledge (local) DC 20) is that the house was owned by none other than Jamissan, warrior-bard of the south. Jamissan explored much of Dragon's Delve in his day, and uncovered many treasures. He also created a number of infamous magic items. When in the dungeon,



however, he found a black cloth that appears to be a particularly large portable hole. He stored it below his house, in a secret room he created below the cellar, and due to various circumstances left it there.

While he had stored valuable items in the hole, what Jamissan never realized was that there was already something down in the deepest recesses of the portable hole—a small cocoon in which festered an ever-growing undead creature known as a ghoulish worm. Now the ghoulish worm has grown to full size and hungers for living creatures to devour and transform.

Encounter: Normally, the dairy would be a place that the PCs would likely never particularly notice. However, at some point, the PCs might hear of the place as people in town talk about strange noises coming from the place, particularly at night. This eventually comes to a head when the ghoulish worm breaks out of the secret room and up into the cellar.

When it does, it has no ghouls inside it, but quickly begins to rectify that situation.

Hopefully, the PCs are on hand to come when all the screaming starts and heroic enough to give aid (as an incentive, the DM could pre-arrange a budding relationship with one of the PCs and Laula or Fiorna). By the time they get there, the worm has already swallowed some of the dairy's employees and customers so that when they engage in combat and it breathes, they may recognize some of the ghouls that it disgorges.

The worm attacks in the most straightforward manner and fights to the death.

Development: Within 5 rounds, a few locals show up to help, but are likely capable of no real assistance. Within 10 rounds, Sheriff Mansan shows up to help.

The Secret Room: The worm destroyed everything in the secret room. However, an examination of what's left allows the PCs to find a golden brooch (150 gp) with Jamissan's seal upon it. Those making a Knowledge (history) or Knowledge (Nobility and Royalty) (DC 20) check can identify it. Likewise, the tattered remains of the portable hole can be found (tattered bits of black cloth) and a Knowledge (arcana) check (DC 22) allows a PC to identify that as well.

Treasure: Although the portable hole was destroyed with the worm came out, Jamissan had other treasures in there that survived. These include a stone horse (courser), a suit of +1 chainmail of silent moves, and a lesser metamagic rod (extend).

Aftermath: If the PCs slay the worm, they are hailed as heroes. While the event makes a few people even more sour on the whole topic of dungeons and adventurers, most do not make the connection to Dragon's Delve and believe that the monster just happened along and the town was lucky enough to have the PCs on hand.

NEW MONSTER

Ghoul Worm (CR 10)

Huge Undead (Chaotic Evil)

Initiative +5 **Speed** 30 feet, burrow 10 feet

HD 20d12 **hp** 130

AC 18; touch 9, flat-footed 17

BAB/Grapple +10/+26

Attack +17 melee (2d8+12, bite)

Space/Reach 15 feet/15 feet

SA Improved grab, swallow whole, breath weapon

SQ Darkvision 60 feet, undead traits

Fort +6, **Ref** +7, **Will** +14

Str 26, **Dex** 12, **Con** -, **Int** 5, **Wis** 12, **Cha** 10

Crucial Feats: Awesome Blow, Combat Reflexes, Improved Bull Rush, Power Attack

Other Feats: Awareness, Improved Initiative, Iron Will, Weapon Focus (bite)

Crucial Skills: Listen +18, Spot +14

Other Skills: N/A

Swallow Whole (Ex): Grapple check against held opponent. 2d8+12 crushing damage per round. Plus, if the worm currently holds

ghouls, 1d3 of them make attacks against swallowed victim. Those slain inside the worm immediately become a ghoul.

Gizzard AC 15, 25 hp to escape. Can hold 2 Large, 8 Medium, 32 Small, 128 Tiny or 512 Diminutive and smaller opponents.

Breath Weapon (Ex): The ghoul worm holds 3d6 ghouls inside it. As a standard action, it can disgorge 1d6 ghouls in a 40 foot cone of caustic slime and ichor. Those within the cone suffer 1d6 points of impact damage and 1d6 points of acid damage per ghoul discharged (Reflex save DC 20 for half damage). On the following round, the ghouls stand and attack the worm's foes. Swallowed victims are disgorged when the worm breathes (adding to the damage inflicted), suffering breath weapon damage (no save) unless they are already a ghoul (ghouls suffer no damage from being disgorged). The worm must have ghouls or swallowed victims within it to use this attack. Saving throw DC is Charisma based.

THE SUMMONER

Summary: A sorcerer comes to the area who could be friend or foe, depending on what the PCs do.

Sights and Sounds: This encounter begins in Brindenford, but could go anywhere from there.

You see a devilishly handsome man with dark hair and complexion. He wears fine clothes of dark blue and red and carries a beautiful and ornate dagger in his belt.

Encounter: The first time the PCs hear of Farstow Wick, it's in Brindenford, as they're conducting some other business or relaxing between dungeon forays. Word in town is that a powerful sorcerer has come to the area, but no one knows exactly where he's spending his time or what he's doing here. People are suspicious of the newcomer, but not actually afraid.

The truth is, Farstow makes a camp in the woods not far from the ruins of Chordille Keep. He comes into Brindenford in various disguises, asking questions and observing the various adventurers in town. He's interested in joining a group of dungeon explorers going down into Dragon's Delve, but he's a careful man who doesn't join up with anyone unless he knows something about them.

The PCs may catch wind that various strangers have been asking around about them, or they may even notice Farstow (in disguise) watching them or following them. If they react with immediately hostility or undo anger, Farstow takes an immediate dislike to them. He may not take any sort of revenge immediately (although he'll defend himself if attacked, obviously), but the worse the PCs treat him, the more likely it is that he will use his spells and abilities to make trouble for them later.

If the PCs are friendly, however, and seem at least moderately competent, Farstow offers to join up with them. He only asks for a fair cut of the treasure, and will even cast a few spells to demonstrate his prowess if need be. If the PCs accept, he'll be a fine ally, although he will never go that extra



mile or risk his life to help another. The only creature he feels strongly enough to do so is Belliss, his feisty, finicky, tabby cat familiar.

Farstow Wick

Male Human (Neutral)
Sorcerer 10 CR10

Init +0 Speed 30 feet

HD 10d4+30 hp 55

AC 12, touch 12, flat-footed 12

Languages Common, Ingan, Infernal

BAB/Grapple +5/+5

Attack +6 melee (1d4+1, dagger)

Fort +6 **Ref** +5 **Will** +8

Str 10, **Dex** 11, **Con** 16, **Int** 14, **Wis** 12, **Cha** 17

Crucial Feats Combat Casting

Other Feats Alertness, Craft Magic Arms and Armor, Craft Wondrous Item, Lightning Reflexes, Scribe Scroll

Crucial Skills Bluff +12, Disguise +9, Listen +3, Spot +5

Other Skills Disable Device +6, Knowledge (Arcana) +14, Knowledge (Local) +3, Search +5, Spellcraft +9

Spells Known 7/7/75/3 CL 10, +5 melee touch, +5 ranged touch

5th--*summon monster V*

4th--*ice storm, summon monster IV*

3rd--*deep slumber (DC 16), fly, summon monster III*

2nd--*bull's strength, cat's grace, invisibility, summon monster II*

1st--*comprehend languages, mage armor, shield, summon monster I, true strike*

0--*daze (DC 13), detect poison, disrupt undead, flare (DC 13), ghost sound (DC 13), light, mage hand, read magic, touch of fatigue (DC 13)*

Possessions Farstow's dagger, amulet of health +2, bracers of armor +2, gloves of fire (functions just like a wand of burning hands with 35 charges), potion of heroism, scroll of summon monster V, 50 gp, 41 sp, white gold ring (75 gp).

Belliss, cat familiar: hp 27

Personal Info: Background: Adventurer - Mage, Ht: 5' 6", Wt: 144lbs, Hair: Dark brown, Eyes: Hazel, Age: 22.

Tactics: Farstow likes to summon monsters to fight for him, always with an extra spell effect on them thanks to the magical dagger he made himself. In a perfect situation, he remains flying and invisible while summoning bearded devils or fiendish tigers affected with mage armor, bull's strength, or true strike. For his own protection, he casts shield and cat's grace on himself. If he must, he will blast foes with a cone of cold.

Development: If spurned by the PCs, Farstow may join another group of adventurers, telling his new friends not to trust those that treated him poorly. The whole group becomes rivals for the PCs. If the PCs actually reacted with violence or cruelty, at some point he will follow them invisibly and send summoned monsters to attack them--perhaps even as they encounter some other threat in the dungeon.

NEW ITEM

Farstow's Dagger: This long, thin +1 dagger has intricate runes covering the blade. It's true power, however, lies not in its ability to inflict wounds. The wielder, using it as a part of the somatic gestures when he casts a summon monster spell imbues the summoned creature with additional abilities. Basically, the wielder can impart one prepared spell effect (or one spell slot's effect) on the summoned creature as if he had cast that spell on the summoned creature. The spell or spell slot is used in so doing. So a sorcerer who knows bull's strength and could expend both a 2nd level

spell slot in addition to the normal spell slot used to cast a summon monster spell, and the summoned monster would appear with a bull's strength spell in effect. This requires no extra time.

Moderate Conjunction; CL 10; Craft Magic Arms and Armor, Craft Wondrous Item, summon monster V; Price: 12,302 gp; Cost: 6,302 gp + 480 XP

JOSHAN THE WHITE ROSE

Summary: A potential ally comes to Brindenford.

Sights and Sounds: This encounter probably happens in Brindenford, but could occur elsewhere.

You see a dashing young man standing just a bit taller than six feet. He has long brown hair and a toothy smile that -- like his eyes -- seem to glow with the soft, pale light of the moon or the stars. He carries little more than a sword and what appears to be a white rose.

The Encounter: The PCs meet Joshan by happenstance. He's likely carousing in a tavern, acting extremely un-paladin-like (at least, from the stereotypical perspective). His warm and welcoming demeanor makes it possible, however, for them to become fast friends. If the PCs are not the kind of folk that Joshan would ever work with, he'll instead keep an eye on them, and ask around about them. More likely, however, should the PCs be good sorts, he'll want to join them, at least for a while--they have the best chance of knowing where the action is, after all.

Background: Born under an eclipse of the moon while a strange comet hung in the sky, Joshan has never followed conventional paths. A devout follower of Kulaj, blessed by her in many ways, Joshan had no intention of becoming a knight. He eschewed heavy armor and greatswords, charging destriers and gleaming lances. Although he remained as faithful to the teachings of his religion as anyone, he preferred to spend his time in taverns and among common folk, rather than noble with ladies and landed gentlemen.

His actions dismayed the church elders, who had foreseen that Joshan would become the champion of the goddess. They attempted to convince him to spend more time in religious studies. Joshan, however, wanted nothing of it, proclaiming that his relationship with the sky goddess had nothing to do with musty texts and ancient scrolls. Still, their disapproval weighed heavily upon him. His time in taverns led him to favor drink over reality.

Joshan eventually would have fallen completely away from his calling and succumbed to the draw of alcohol, except for his vision. One night, wandering through a field on his way home from a wild festival in town, he had a vision of his goddess coming down to him on a falling star. Where she trod upon the earth, a rose of white light bloomed. She did not speak, but simply smiled at him, her eyes shining with encouragement. As she ascended back to the heavens, Joshan plucked one of the moonlight roses and felt its power flow into him.



Infused with renewed dedication and bolstered by the idea that the path he carved for himself would be the right one, he began training. Not in knightly combat but in feats of balance and acrobatics, and in swashbuckling skills that allowed him to focus on his inherent agility rather than simple brute force.

Today, one can still find Joshan among the commoners, in a tavern, hanging around a shop, or in the midst of a festival--if there's a party going on, Joshan is there. From this vantage, he carries out the good works of the sky goddess by helping those who can't help themselves, whether it be defending a barmaid from an unruly patron or a farmer from a greedy landlord.

As a sign of his epiphany, he always fights or undertakes a strenuous task with a white

rose clenched in his teeth. This gained him the moniker "the White Rose," which he delights in. He remains fluid when fighting, never standing still and always using his surroundings to his best advantage. In combat, he sometimes uses both hands on his sword (giving him an extra +1 damage bonus), but he often likes to keep his left hand free to help him vault over obstacles or use makeshift weapons out of whatever is at hand (a chair, an oil lamp, a chandelier, a curtain). He loves to fight, but he never partakes of that addiction unless championing a good and noble cause. Joshan never turns from danger and always rises to a challenge, usually with an eager gleam in his eye.

Money flows through him like air. If he has some, he spends it quickly and generously on those around him. If he has none, he tries to rely on his charm alone to get by. He finds no sin in drink, and often says he fights better with an ale in his belly and a shot of something a bit harder sloshing about in his head.

Joshan the White Rose (Lawful Good)

Male human Pal7/Mnk3 CR 10
 HD 7d10+21 + 3d8+9 hp 96
 Init +2 Speed 40 feet
 AC 19, flat-footed 15, touch 16
 BAB/Grapple +9/+11

Attack +13 melee (1d8+3, longsword), or +11 melee (1d6+2, unarmed strike)

Full Attack +13/+8 melee (1d8+3, longsword), or +9/+9 melee (1d6+2, flurry of blows)

SA Smite evil (+4 attack, +7 damage), stunning attack, turn undead (as 5th-level cleric)

SQ Aura of courage (immune to fear), detect evil, evasion, lay on hands (28 hp), divine health (immune to disease), remove disease 2/week, still mind (+2 saves versus enchantment)

Fort +15, **Ref** +13, **Will** +11

Str 15, **Dex** 18, **Con** 16, **Int** 10, **Wis** 15, **Cha** 18

Crucial Feats: Deflect Arrows, Combat Expertise, Dodge, Quick Draw, Stunning Fist

Other Feats: Alertness, Improved Unarmed Strike, Weapon Focus (longsword)

Crucial Skills: Balance +7, Climb +8, Heal +6, Hide +6, Jump +11, Listen +4, Move Silently +7, Spot +4, Tumble +11

Other Skills: Diplomacy +13

Spells (CL 3, +11 melee touch, +13 ranged touch)

1st--cure light wounds, divine favor

Possessions: +1 keen longsword, +3 greaves of armor (just like bracers, but worn on the legs; still count toward the bracers "slot"), potions of cure moderate wounds and spider climb, elixirs of sneaking, hiding and jump, 39 gp, 2 sp

Using Joshan: Joshan makes for a fun NPC to accompany short-handed PC groups, or he could be a replacement PC if needed. In the latter case, give him a +4 amulet of natural armor as well, improving his AC to 23.

APPENDIX D: GLOSSARY

The following terms are referenced in various places throughout Dragon's Delve.

Anra Saddana: Female human that serves as Lord Mayor of Brindenford. She's also a business owner in the town. Pronounced "Ann-Rah Sah-donnah" See the Gathering Hall for more information.

Baine Strongbow: A paladin that once aided the town of Brindenford. Although slain by assassins, his soul is held within his sword, which lies somewhere on Level 5. See also The Paladin's Sword.

Bargelos: A draconic descendant of Metterak that dwells on Level 10 of the dungeon. "Cursed" to be a gold dragon rather than a red. Hated enemy of Theophrastus. Pronounced "Bar-gell-oss."

Barzonyn DuMair: A human necromancer that has taken up residence in Terregaunt's Tower. She is a close friend of Jarla Vreech. Pronounced "Bar-zohn-in Dew-Mayr"

Beast God: A relatively minor god of ferocity and blood. Dark and savage, the Beast God calls upon the primal, bestial nature of his followers, encouraging them to revel in blood and violence.

The Beast God is Chaotic Evil. His domains are Chaos, Evil, and Destruction. His favored weapon is a battle axe.

Belestros: A god of strength, stone, and all things tangible. Belestros' followers are practical and usually live off of some natural resource, such as farmers, herders,

or miners. For more information, see The Temple of Belestros.

Belestros is Lawful Neutral. His domains are Law, Strength, and Earth. His favored weapon is the mace or cudgel.

Bestial Host: A strange religious cult dedicated to a deity known simply as the Beast God. The host is a mixture of goblins, kobolds, hobgoblins, orcs, bugbears, and degenerate humans (basically, Neanderthals). They emulate the savagery of their god and usually fight with little fear of pain or death. Not all the members of the host speak the same language, but most speak either Common or Goblin. See also Using the Bestial Host.

Bethirion: Elven knight that served the Red Saint and ultimately betrayed him. Pronounced "Beth-ee-ree-on."

Birshwar: Half-dragon cleric that reveres Metterak and builds shrines around the twelve secret sigils that he finds.

Bluesteel Doors: Occasionally, delvers report coming upon strange "bluesteel" doors, so named because they are made of steel with a distinct bluish tint. These doors are sealed and particularly sturdy; one cannot open them by normal magical means, such as a knock spell. They have no lock to pick. Instead, each door will open to a specific word. Sometimes, those who search can find the key word hidden in a nearby relief carved in the wall or scrawled upon a stone. Other times, they must discover it through separate investigation or divination.

Typical bluesteel doors are 3 inches thick with a hardness of 12, 120 hit points, and a break DC of 31.

Brindenford: A small town in what is now called the Fallen Duchy. Brindenford lies near the ruined Chordille Keep, and the numerous entrances to the dungeons underneath it. For more information, see Surrounding Environs.

Captain Darkblood: Undead pirate captain and self-proclaimed "Pirate King" on Khorant. Discovered the secret of sailing safely to the island.

Caval the Conjurer: One of the Mages Four, this human male wizard specialized in conjuration spells and summoning tricks. Pronounced "Cav-el."

Chaster: Halfling wizard that was once an adventurer exploring Dragon's Delve, now a thrall of the Font of Dreams. He can be found in area 42 or area 58.

Chordille Keep: The home of Duke Bryson Chordille, razed about 100 years ago. It stood above Dragon's Delve and connected with Level 1. The ruins are still visible, although there is little left. Potentially reappears as a ghostly keep after the Ghost Door is activated on Level 8.

Crasien: Tiefling wizard on Level 7 of Dragon's Delve with many half-fiends under his control. He can be found in area 225. Pronounced "Crass-ee-ehn."

Croshof: The butler of Duke Bryson Chordille. He was faithful to the duke, but knew of Duchess Andra Chordille's evil

schemes. He is now a ghost in Chordille Keep. Pronounced "Crosh-off."

Czarzem the Wicked: A unique demon that appears to be a man composed entirely of living, buzzing flies. Can be found on Level 7. Pronounced "S-zar-zem."

Dagon: One of many "old ones" worshipped by the ancient Khorantians. Today his cult has been resurrected using the name "The Shark God."

Dagon is Chaotic Evil. His domains are Evil, Chaos, and Water. His favored weapon is a spear. Pronounced "Day-gon."

Devil's Maw: An old cave from which an underground river flows into the River Turant. Most locals consider the cave to be a place to avoid--haunted, cursed, or otherwise possessed of ill magic.

Dorana: The dangerous water deity representing the threat and the vengeance of nature. Dorana is the Chaotic Neutral goddess of the sea and vengeance and, to a limited extent, all conflict and even war. She is revered by all those in and on the sea as well as by fighters and some paladins. See the Temple of the River Gods.

Her domains are Air, Chaos, and Water. Her favored weapon is the longsword and her symbol is a wave pierced by a lightning bolt. Pronounced "Door-an-ah."

Drathos: An evil, domineering fighter living on Level 5 of Dragon's Delve.

Duchess Andra Chordille: Wife of Duke Bryson Chordille. Secretly, she revered Rivenyk.

Duke Bryson Chordille: Dead ruler of what is now called the Fallen Duchy. Pronounced "Cor-deel."

Entropy Engine: A huge magical artifact created by the Mages Four to harness some of the ambient magical energies found in the lower levels. The Entropy Engine is currently malfunctioning and leaking energy.

Erralak: Ocular tyrant that serves Bargelos. Erralak has a shaft that connects Levels 1, 2, 5, 7, 8, and 10. Pronounced "Air-uh-lack."

Erro Mansan: The sheriff in Brindenford--a human fighter of considerable skill. Pronounced "Air-oh Man-san." See The Gathering Hall for more information.

Essoch and Enaul: These gods are twins who use the river's power to mirror the stream of time, with its many branches and forks. Enaul is the Lawful Neutral god of cities and civilization (bards often worship him), while his brother Essoch is the Chaotic Neutral patron of the wilderness and the primal aspects of all people (thus appealing to druids, barbarians, and even rangers). The brothers make for interesting patrons of the different aspects of elven nature. See the Temple of the River Gods.

Enaul's domains are Travel, Knowledge, and Law. His favored weapon is the rapiera and his symbol is an hourglass and an arrow. Essoch's domains are Chaos, Animal, and Strength. His favored weapon is the staff and his symbol is a staff hooked around a crescent moon. Pronounced "Eess-ock" and "Ee-nawl."

Eulalai Pujalt: Halfling wizard friend of Serrestique who was a prisoner of the demons on Level 7 for a very long time. Can be found in area 217. Pronounced "Yoo-lal-eye Poo-jalt."

Fallen Duchy: Once known as the verdant and flourishing Duchy of Chordille, this remote and sparsely populated region is now without a ruler.

Felstor Knoveli: A half-elven sage in Brindenford. See Felstor Knoveli, Master Sage for more information.

Font of Dreams: Magical fountain on Level 2 that controls creatures through their dreams. This fountain was originally created by the Mages Four. The font can be found in area 62. See also Fights and Dreams.

Gardok: A wealthy farmer living just on the outskirts of Brindenford who is a high-ranking member of the Venom Cult. His full name is Devin Gardok, but everyone just knows him as Gardok. Pronounced "Gardock."

Ghost Door: A metaphysical construct created by the ghost of Duchess Andra Chordille on Level 8 of the dungeon to give herself and her home a new "life." This magical creation, as a side effect, draws the attention of ghosts and spirits throughout the region.

Glarias, the Moon Goddess: A minor goddess worshipped in the lands surrounding the Fallen Duchy and revered there in its heyday. Glarias presides over the moon, so while she is not an evil goddess,

she uses shadow (and even darkness) as well as light as both tools and raiment. When she was captured and imprisoned by the Dragon Prince, her godly power was given to the Beast God.

Glarias is Chaotic Good. Her domains are Good, Knowledge, and Luck. Her favored weapon is mace. Pronounced "Glah-ree-as."

Harrud: Brother Harrud is the priest of Belestros in Brindenford. He is an opponent of the power structure of the town. For more information, see The Temple of Belestros.

Hell coins: Reddish-gold coins with faces of the tormented upon them, these perverse coins are minted by demons and devils and contain doomed souls. Worth 200 gp to a fiend, 10 gp to others (or 0 gp to those who find such things abhorrent). Also known as "hell money." See Area 205 for more.

Iamon: Ancient god who died in a divine war in the very earliest days of the world. His corpse fell to earth and is now buried deep below what is now Dragon's Delve. The ambient energies radiated by the corpse are the source of "chaos magic" that affects many sites in the dungeon. Pronounced "Ee-ay-mon."

Iris Gellow: High priestess of the temple of Vune. See the Temple of Vune for more information. Pronounced "Eye-ris Gell-oh."

Jamissan: Greatest of the Warrior Bards of the South, Jamissan is known to have found and created many unique magical items.

Jarla Vreech: Blackguard that has taken up residence in Terregaunt's Tower. Close

friend of Barzonyn DuMair. Pronounced "Jar-lah Vreech."

Jaskon Tully: Miller in Brindenford. He is secretly a high-ranking member of the Venom Cult.

Jumanik: Satyr cleric-bard from centuries ago, Jumanik loved puzzles. He lived in Dragon's Delve for many years. Pronounced "Ju-man-ick."

Kelmanosh: Distant land whose high king technically rules over the Lost Duchy. (In truth, the former duchy is a remote region all but forgotten by the outside world.) Pronounced "Kell-man-osh."

Khorant: A distant island reachable through a magical gate on Level 5 of Dragon's Delve. No other means exists to reach this mysterious locale located somewhere on the Sea of Eternal Storms.

Khorantians: An ancient folk native to the island of Khorant. Although originally elvenkind, the foul practices and ceremonies they conducted eventually turned them into a degenerate piscine race, akin to sharks.

Kulaj: The creator goddess of the pantheon of the River Gods, she represents the source of the Celestial River. She is the mother of all the other gods in the pantheon. Kulaj is the creator deity and the patron of farmers, artisans, and most of the common people, as well as gnomes and halflings. She is also the goddess of magic, and thus of wizards and sorcerers. See the Temple of the River Gods.

Kulaj is Lawful Neutral. Her domains are Law, Magic, and Plants. Her symbol is a hand that appears to hold a mountain

range in the palm. Her weapon is a mace. Pronounced "Koo-lahj."

Lissandera the Enchanter: One of the Mages Four, this female human wizard loved various enchantment spells and also excelled in alchemy and magic item creation. Pronounced "Lis-an-dayr-ah."

Logger's Guild: Guild of foresters and loggers active in Brindenford and north of the town. The group has frequent disputes with the elves of the northern woods. See also the Logger's Landing.

Lord Darrulm: Leader of the grahlus in the Grahlus Fort on the island of Khorant.

Lord Saral: A powerful fighter who explored and eventually lived in Dragon's Delve. He was an expert of weapons of all kinds and led a legion of soldiers and creatures at one time. Pronounced "Sayr-al."

Lost Shepherd: A tavern in Brindenford owned by a former adventurer. This tavern draws most of those interested in exploring Dragon's Delve.

Lost Temple: An old temple of Glarias somewhere deep in the woods about three miles southwest of Brindenford. Some lingering magic of the imprisoned goddess keeps it hidden from the forces of the Beast God who would love to claim it.

Mages Four: A group of four aligned mages of infamous power. Centuries after Queen Ryssa's people overthrew her and abandoned the dungeon, they claimed most of it for themselves. They built the Entropy Engine, among other powerful artifacts.

Mallock: This god represents the treachery of a river that appears to be a gentle stream one moment, but becomes dangerous rapids the next. Mallock is the dark god whose deceptive nature makes him appealing to some rogues. See Temple of the River Gods.

He is Lawful Evil, and his domains are Evil, Law, and Trickery. His favored weapon is the dagger and his symbol is a serpent entwined around a crescent moon. Pronounced "Mal-ock."

Master Mui Yan: An infamously skilled warrior who teaches fighting secrets in a hidden dojo deep in Dragon's Delve. Pronounced "Mwee Yahn."

Metterak: The self-styled Prince of Dragons, this red dragon is one of the most infamous wyrms in all the world. He reportedly lairs deep within Dragon's Delve (in fact, that's what gives the place its name). Pronounced "Met-er-ak."

Moontree: A huge tree located in Chordille Keep, sacred to Glarias. It eventually became tainted with evil. Even though the tree was chopped down, its roots live on in the dungeon.

Nag: A minor god of serpents and poison. Nag appears to be a giant cobra made of darkness. He is revered by the Venom Cult and a few serpentine creatures (nagas, for example). His mate is Nagaina, and they are frequently worshipped together, although Nagaina is never mentioned without Nag. See Level 6: Domain of the Venom Cult.

Nag is Lawful Evil. His domains are Evil, Knowledge, and Death. His favored weapon

is a very long, curved knife (a short sword). Pronounced "Nog" and "Nog-ah-eena."

Nibul of the Seven Arches: A mysterious magical being that traveled with Lord Saral when he explored Dragon's Delve. Nibul was slain by Metterak. Pronounced "Nie-bull."

Old Man's Tunnel: An entrance into the dungeon via a natural tunnel that runs just south of Brindenford into Level 6 of Dragon's Delve. Although most of the locals have heard of it, very few know where it can be found or if it's real.

Orr: A fabled wizard-priest whose tomb lies hidden in Dragon's Delve. Pronounced "Or."

Phaedor Rhendelmar: A half-elven druid most believe to have been mad. In ages past, he attempted to create methods to grow plants underground and tested his theories in Dragon's Delve.

Pholaen the Worldweaver: An elven wizard and member of the Mages Four. He has a mobile laboratory deep in the dungeon. Pronounced "Fo-layn."

Pit in the Woods: South of Dragon's Delve is a pit where, hundreds of years ago, locals threw criminals and madmen. The pit leads, eventually, to Level 9, where some descendants of those thrown in the pit dwell.

Poet's Bridge: An ancient stone bridge over the River Turant south of Brindenford. Site of a huge battle between the forces of Lord Saral and the Red Saint.

Queen Ryssa: A cruel dwarven queen of antiquity who forced her people to delve

deep into the earth, creating much of the dungeon. Pronounced "Rie-sah."

Ramscorn: Ferocious orc barbarian that is the leader of the Bestial Host guards of the Beast God temple on the first level of the dungeon. He set out to explore and conquer the rest of the dungeon and can be found on Level 2 in area 51. See also The Stolen Bracer.

Red Saint: A powerful cleric named Azassarrah that led an army against the forces of Lord Saral. Once he had defeated Lord Saral and cleared the upper levels of Dragon's Delve, he created a magical prison in which to place his enemies. Azassarrah is pronounced "Azz-ah-sayr-ah."

Rivenyk: A demon lord who holds sway on Level 7. He was secretly worshipped by Duchess Chordille. Pronounced "Riv-en-ik."

Scroll: The troll priest-king of the Bestial Host. He dwells in the hills far from the dungeon but sends guards and priests there to watch over the temple on Level 1. In theory, he may visit himself one day.

Sea of Eternal Storms: A magical ocean far, far away. At least one terrible storm rages upon these waters at all times, making them virtually impossible to navigate. At the center lies the island of Khorant.

Shakaran Titanslayer: This human male sorcerer was one of the Mages Four and specialized in physical combat, enhanced by magic. Pronounced "Shah-kar-an."

Signar Fuen: Powerful adventurer who died in the dungeon. Signar was once a high-level fighter and explored much of

the dungeon. He reached Level 14, where his party all died, and he was drained by undead down to 3rd level. He was killed in area 2. In his flight from the dungeon, he lost an intelligent amulet on Level 12. Pronounced "Sig-nar Fway-en."

Sillitta Ederus: Cleric of Vune. Engaged to Whedon Rasholt. See the Temple of Vune

Serrestique: Female human wizard who came to the dungeon to seek information about the Mages Four. She used a number of chambers on Level 1, but is currently in stasis in the prison on Level 5. Pronounced "Sayr-est-eek."

Stoneseek: Name that Queen Ryssa's dwarves gave to the location now known as Dragon's Delve.

Teigel Fascher: Male human shopkeeper in Brindenford that caters specifically to adventurers headed off to Dragon's Delve. He sells regular gear as well as the occasional magic item. See also Fascher's Supply.

Tekunki: A powerful spirit (a "fire god") that dwells atop the Angry Mountain on Khorant. Likely a representative of the gods or other forces that destroyed the original civilization on the island. Pronounced "Teck-oon-ee."

Tenebrynn Glimmersight: Male elf in Brindenford being considered for the town's council, despite the fact that he opposes the actions of the the Logger's Guild. Pronounced "Ten-ee-brin." See Logger's Landing for more information.

Terregaunt: A dark, brooding fighter. Terregaunt was a henchman of Lord Saral when he first came to Dragon's Delve, but eventually became an important figure all his own. He built a tower to the southwest of the dungeon. Pronounced "Terr-ah-gawnt."

Theophrastus: Human sorcerer who has sealed himself up in an indestructible gem on Level 8 of the dungeon in order to awaken 1,000 years in the future (and to hopefully outlast his enemy Bargelos). Pronounced "Theo-frass-tuss."

Tral-Ferrer: A djinni lord trapped in Dragon's Delve by a strange curse for many years more than a thousand years ago. To enact his escape, he wove a magical carpet said to hold some secret of the dungeon. The carpet was divided into three parts.

Twelve Secret Sigils: Physical manifestations of the Dragon Prince's power in Dragon's Delve, these symbols have appeared throughout the dungeon. Finding and indentifying them will grant creatures power, usually having a draconic aspect of some kind. Each of the twelve sigils is more powerful than those that come before it, so the twelfth is the greatest of them.

Uoto: Half-celestial warrior who served the Red Saint. Now buried in Terregaunt's Tower. Pronounced "Oo-oh-toe."

Urlaster: Sorcerer from more than 100 years ago who explored Dragon's Delve. He lived in Brindenford, his former home is now the tavern, the Lost Shepherd. He fashioned a key that provides a way into the Prison of the Red Saint. Pronounced "Ur-las-ter."

Urgan: Oldest of the children of Kulaj, Urgan is the worker who uses the power of the river for his own ends as he shapes steel and stone. Urgan is the Neutral Good god of the earth and metalworkers and stoneworkers. He appeals to dwarves, gnomes, and perhaps orcs. See the Temple of the River Gods.

His domains are Earth, Fire, and Good. His favored weapon is the warhammer. His symbol is a wheel with hammer and gemstones set on it. Pronounced "Er-gahn."

Val Donage: Retired female human adventurer who explored Dragon's Delve who now owns the Lost Shepherd. Pronounced "Val Don-adge."

Vangell: Human male sorcerer who explored much of Dragon's Delve and now lives among the pirates on Khorant. Pronounced "Van-gel."

Venom Cult: A secretive, evil cult devoted to murder, death, poison, and serpents. The cult uses a portion of Dragon's Delve as its base of operations, although it has secretly infiltrated the town of Brindenford as well. The cult's patron is Nag, a minor but extremely sinister god.

Vesh: Humanoid creatures descended from either blind cave fish or very deep sea fish, or perhaps both. These blind, freshwater carnivores are strictly subterranean and can be found mainly on Level 3 of Dragon's Delve, although a few have wandered elsewhere. Use locathah stats.

Vraedix: A magical information storage device based on a semi-sentient thinking machine the Mages Four discovered on a different world. Found on Level 7 of Dragon's Delve.

Vimble Mirhoffal: A wealthy halfling male in Brindenford. He is the proprietor of Queen's Crafts. Pronounced "Vim-bul Meer-hof-al."

Vune: A goddess of light, purity, and charity. Most, but not all of Vune's clerics are female. Those that are not belong to a sub-sect called the Brothers of Charity and focus on aiding the poor, the sick, and orphans in the name of their goddess. The rest of the clergy is interested in spreading Vune's teachings of helping others before helping oneself. Vune's worship is widespread and extremely popular. Her clerics are often treated as a special, highly respected social class. See also the Temple of Vune.

Vune is Lawful Good. Her domains are Good, Healing, and Sun. Her favored weapon is a mace. Pronounced "Voon."

Wendways: A mystical conduit stretching through Dragon's Delve allowing near-instantaneous travel between key spots throughout the dungeon.

Whedon Rasholt: Head guildsman of the Logger's Guild. Engaged to Sillitta Ederus of the Temple of Vune. See also the Logger's Landing.

BRING A GENIUS TO THE TABLE!

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