

DUNGEON A DAY

DRAGON'S DELVE: CHORPILLE KEEP



BR = Bedroom
P = Secret Passage
S = Storage

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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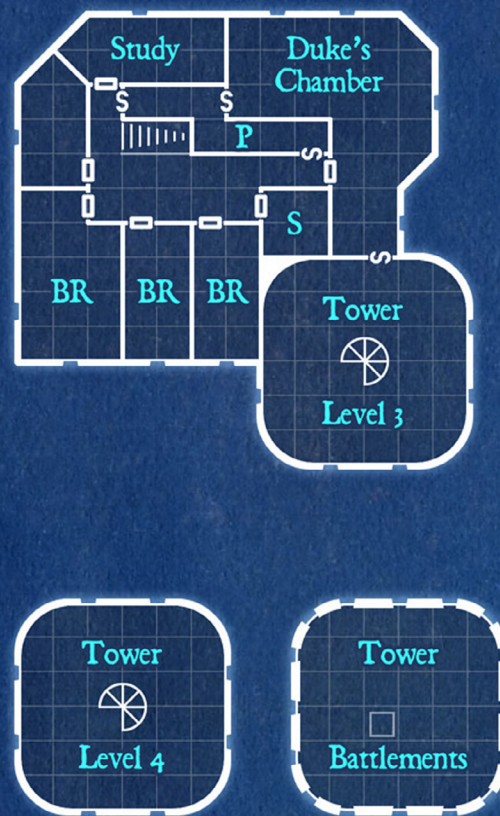
DRAGON'S DELVE



BR = Bedroom
P = Secret Passage
S = Storage
ST = Small tower

1 square = 10 feet

CHORDILLE KEEP



North



CHORDILLE KEEP

Built just over 100 years ago and razed almost completely just 20 years after its completion, Chordille Keep served as the home of Duke Bryson Chordille and his wife Duchess Andra Chordille. The hill now known as Bryson's Look had been the site of castles and fortresses before, and portions of these older structures were incorporated into the keep.

Just outside the keep on the northern side, a fabulous tree grew. This tree--much older than the keep itself--was known as Moontree and was sacred to Glarias. It was chopped down when the keep was razed.

After the Ghost Door is opened, Chordille Castle exists again as a ghost of its former self. Everything in it is a translucent bluish-white shade, but feels normal and solid. It is visible only from the inside, so it can be entered only via the steps up from Dragon's Delve. Once the PCs enter, they must discover the secret means of leaving by wandering through its rooms and corridors. They will encounter the ghosts of Duke Bryson Chordille and Duchess Andra Chordille as well as others.

Characters attempting to sleep in Chordille Keep anywhere other than Croshof's Room must make a Will saving throw (DC 20). Those failing will have a fitful rest filled with nightmares of ghosts and eternal torments in the

afterlife. After such a terrible sleep, spells will not be regained by wizards, and all other characters will be fatigued.

Escaping Chordille Keep is not easy. Once inside, characters cannot simply leave. Obvious exits such as the stairs down into the dungeon or the doors leading out are impassible. Spells such as *teleport* or *passwall* will not function if used to attempt to leave. Doorways and windows are unbreakable. The only way to leave can be found on the battlements of the tower.

Only magic items taken out of the keep remain solid and real when removed from

the structure. Everything else fades quickly away.

Unless otherwise noted, all ceilings in the keep are 15 feet high. Doors are heavy wooden doors (Hardness 5, 20 hit points, Break DC 25). Windows are narrow and glass. At first when the PCs look out the windows, they see beautiful countryside in the sunlight. If looking toward the northeast, they see the Moontree, a gigantic oak with silver leaves. As time passes within the keep, visions through the windows change. The sky grows dark as if both a storm and evening approach.



DETAILED AREAS IN THE KEEP

There are 16 unique encounter areas in the ghostly version of Chordille Keep. They will be presented in this order:

- The Ghost
- Entry
- Trophy Room
- Great Hall
- Kitchen and Staff
- Tower Ground Floor
- Gallery
- Library
- Croshof's Room
- Tower Level 2
- Study
- Duke's Chamber
- Tower Level 3
- Tower Level 4
- Tower Battlements
- The Ruined Keep

In addition, there are other areas detailed as such:

BR: A bedroom with one or two fine beds, a rug on the floor, lit braziers for warmth and light, lit candles, and tasteful paintings in frames on the wall.

P: One of the secret passages that snakes its way through the keep. These appear filled with dust and cobwebs and have peepholes into any room they touch. A Search check (DC 20) is needed to find a way into a secret passage, but the secret doors are always obvious from the point of view of something the inside of the passage.

S: This is a storage room filled with boxes, barrels, tools, foodstuffs, and/or dry goods

of various kinds. Everything in these rooms is mundane. Food is quite edible, but not at all nourishing or filling.

ST: The small tower at the front of the keep is two stories high connected by an iron ladder. Views from this chamber's arrow-slit windows always show a nighttime scene with an invading army bearing torches bearing down on the keep.

Unmarked areas are completely empty.

Chordille Knowledge (history) Skill Checks

DC 15 Duke Bryson Chordille once ruled this region with his wife, Andra.

DC 20 The duke and duchess built Chordille Keep 110 years ago. It was razed 90 years ago. They both died, leaving no heirs.

DC 23 The keep was razed by invading armies from nearby lands convinced that the Chordilles were stirring up something evil, perhaps in the far older dungeon beneath the keep. Some say that delving into the once-sealed dungeon cursed the duke and duchess.

DC 28 The invaders claimed that the duke and duchess were servants of a powerful demon lord and sought to perform a ceremony that would grant him dominion over the region.

CHORDILLE KEEP RANDOM ENCOUNTERS

The only sort of random encounter in Chordille Keep is a group of 1d3 wandering spectres. There is a 5% chance for this encounter each hour.



THE GHOST

Summary: The PCs pass up from the dungeon into the ghostly keep.

Sights and Sounds: This chamber is dimly lit, but quiet.

When you take the steps up from the first level of the dungeon, you expect to see the open sky amid the ruins

of Chordille Keep as you have so many times before. Now, however, things have changed. You come up into a chamber built of large stone blocks with a fifteen foot ceiling above. Banners hang on the wall displaying a golden falcon on a blue and green field. A few lit candelabras positioned on small tables in the corners of the room provide a bit of light. Everything you see, however, has a pale bluish-white luminescence to it that reminds you of one thing--the Ghost Door that you encountered on the eighth level of the dungeon.

Suddenly, you see a figure appear before you. It seems like an old man with a thin frame and a balding head. He wears simple but well-kept clothing. "You must stop her," he says, "she's mad. I know I should not betray her, but even the Duke is threatened by her actions now." And then he disappears before your very eyes.

The Man: The ghost is that of Croshof, the Chordille's butler. As such, in life he ran the household in every respect. All the other servants answered to him. Croshof was a good man, and loyal to the Duke

and Duchess, even when he discovered the Duchess' secret devotion to the demon prince, Rivenyk.

The Room: Other than the blue-white translucence, everything in the room seems very real to the PCs. Everything in the keep has a faint magical aura of necromancy.

The Secret Door: As with all secret doors in the keep, a Search check (DC 20) is needed to find the door. When found, a false stone panel slides to the west revealing the secret passage beyond.

The Stairs: The wide staircase goes down into Level 1, but once the PCs enter this room, they cannot go back into the dungeon. They are trapped here. The bottom of the staircase is closed off by an invisible barrier that cannot be breached. None of these spells will function if used to attempt to leave the keep: *passwall*, *dimension door*, *ethereal jaunt*, *teleport*, and all similar effects, *planar travel*, *gates*, and so on. A *wish* spell (on the DM's discretion) would work. Any of these will work if used to do something other than leave the keep. *Bags of holding* and spells like *rope trick* still work fine, as do summoning spells (summoned creatures return to their proper plane normally).

REVISIT

If the PCs return to this room, Croshof appears to them again. This time he says that "the Duchess has set things in motion which will condemn all our souls. If you find her, you can stop her, and allow us all our final rest." Then he disappears.

If the PCs return a third time, he makes a final appearance and says, "She calls upon her dark, demon-god at the top of the tower even as we speak." He disappears and does not reappear again.

DMs may wish to require that some significant amount of time--perhaps an hour--passes between each of Croshof's appearances.

Connections: This encounter leads to the Entry, the Trophy Room, and the Great Hall.

ENTRY

Summary: This would have been the main entrance to the keep 100 years ago, but it offers no egress to the PCs now.

Sights and Sounds: This room is dimly lit and quiet.

A large room offers what is clearly the main entrance into and exit out of the keep. Two large wooden doors, studded with and bound in iron, are barred with a heavy oak beam. They appear quite sturdy. The room has a large carpet of blue, green, and gold fibers covering the floor. Oil lamps hanging from the ceiling supplement the daylight coming in through the narrow windows. Three suits of full plate armor stand like statues with halberds and shields against the north wall. Decorative blue bunting drapes across the ceiling and the upper portions of the walls.

The Suits of Armor: The armor and the weapons are in excellent condition but are entirely normal. Remember that mundane items taken from the keep fade away.

The Front Door: This large set of valves cannot be opened, harmed, or bypassed by any means likely at the PCs' disposal. A wish or miracle will take them out of the keep, but that's about it.

If the PCs do attempt to use force or magic to open the door, they draw the attention of the night beast that dwells beyond the doors, somewhere in the outer darkness. It passes through the door (seeping through the cracks, which the PCs cannot do, even with the right spells) and attacks.

The Spirit of Darkness: The night beast is a representation of the ghostly reality in which Chordille Keep now resides. It is a vile, angry undead spirit intent on destroying the PCs.



Night Beast: hp 91

Tactics: The night beast is smart, but a bit overconfident. It uses its first round to cast shield on itself. It uses other spells as

needed--if it's taking a lot of hits in combat, it casts mage armor. If the PCs use a lot of effective magic, it casts dispel magic. And so on. Otherwise, it wades--seeps, really--into melee, attacking the weakest appearing, most vulnerable foes first.

If it suffers more than half its hit points in damage, it flees, but not out the door. It goes deeper into the keep, where it casts all the preparatory/enhancing spells that it can, and then comes back to attack the PCs again *invisible*, *hasted*, with *mage armor*, *cat's grace*, *shield*, and *see invisibility* cast.

REVISIT

If the PCs return, without making Listen checks they hear the sounds of many men outside the doors, banging on them as if to break them down. The men shout, in Common, "Open the door, blasphemers!" "Demon worshippers!" "Demon loving whore!" and similar things. These are the ghosts of the soldiers that attacked and razed the keep.

Connections: This encounter leads to the Ghost, the Trophy Room, and the Great Hall.

New Monster

Night Beast CR 10

Large Undead (Neutral Evil)

Hit Dice: 14d12 **hp** 91

Init: +2 **Spd:** 30 ft, fly 60 ft (perfect)

AC 17, touch 11, flat-footed 15

BAB/Grapple +7/+13

Attack Claw +9 melee (2d4+2 plus energy drain)

Full Attack 2 claws +9 melee (2d4+2 plus energy drain) and bite +3 melee (1d6+1 plus energy drain)

Space/Reach 10 feet/10 feet

SA Choking darkness, death field, energy drain, spells

SQ Amorphous, darkvision 60 feet, DR 10/good, SR 20, sunlight vulnerability, undead traits

Fort +4, **Ref** +8, **Will** +14

Str 15, **Dex** 14, **Con** -, **Int** 15, **Wis** 16, **Cha** 16

Crucial Skills Balance +10, Listen +21, Move Silently +12, Hide* +20, Tumble +20

Other Skills Intimidate +21, Search +20,

Crucial Feats Combat Reflexes, Flyby Attack

Other Feats Iron Will, Lightning Reflexes, Weapon Focus (claws)

Spells (CL 7) 6/7/7/3, touch +7, ranged touch +7
3rd--*dispel magic*, *haste*

2nd--*cat's grace*, *invisibility*, *see invisibility*

1st--*chill touch*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*

0th--*acid splash* (R 13), *daze* (W 13), *detect magic*, *mage hand*, *touch of fatigue*, *resistance*

Beings of pure, liquid shadow, night beasts are said to be intelligent shards of the raw darkness beyond all worlds. The monster appears as an amorphous cloud of dark material that drifts through the air and sometimes crawls along the ground. In battle, it manifests a leering, skull-like face and two long arms that end in jagged claws that can rend and tear their enemies.

A night beast is called into the world by a power-mad undead creature or an ambitious living creature that seeks to expand its might. By conducting a blasphemous ritual known as the Song of Infinite Dark, an undead creature unleashes its inner soul and binds it with the raw substance of the darkness. With the ritual complete, the creature transforms into a night beast. It retains any class levels it may have had, along with its memories. In its new form, it serves as an avatar of destruction, slaughtering all living things it encounters and leaving a trail of death in its wake. Simple plants turn brown and die at a night beast's merest touch; an entire village can fall to this rampaging monster in the course of a night.

Combat: A night beast is a cunning adversary that maximizes the use of its abilities to overcome its enemies. Driven by an unquenchable need to drain the life from all creatures, it is a vicious foe that grants no quarter.

A night beast uses its choking darkness ability against weaker creatures and those that have already suffered serious wounds. While this maneuver leaves the night beast vulnerable to attack, it can quickly overwhelm enemies that are on the verge of defeat. Its death field ability benefits nearby undead, causing many night beasts to collect undead allies as a coterie of servants. The creature considers these followers to be nothing more than disposable minions. It uses them to occupy opponents while it moves into position for an ambush or escapes from a powerful foe.

Skills (Ex): A night beast is virtually impossible to see in areas of shadow or darkness. It gains a +10 racial bonus to all Hide checks made to hide in areas that are dimly lit or darkened.

Choking Darkness (Ex): A night beast's physical form is akin to liquid night, allowing it to grasp its opponents and drown them within its embrace. A night beast can opt to end its move in the same space as an opponent. If it completely covers its foe, the target takes 8d6 points of damage. A Fortitude save (DC 20) halves this damage. Using this ability counts as a standard action, since the beast must envelop the creatures trapped within it. A creature within this area gains a +2 competence bonus on all attacks against the beast. A creature within a night beast gains full concealment from those outside of it and a 30 percent concealment miss chance against those also caught in it.

Death Field (Su): The area around a night beast is permeated with negative energy. All living creatures within it lose their strength and stamina while undead ones grow stronger. All living creatures within a 30-foot radius of a night beast must make Fortitude saves (DC 20) or suffer a -2 penalty to Strength and Constitution for 1d10 minutes. Once a creature succeeds at a save against this effect, it does not need to check against that specific night beast's death field again for 24 hours. Undead within this area gain a +2 profane bonus to Strength as the night beast's aura fortifies their dark nature.

Energy Drain (Su): If a night beast hits an opponent with a claw attack or a bite attack,

that opponent also receives one negative level. The Fortitude save DC to remove any negative levels a night beast inflicts is 20.

Spells: A night beast prepares and casts spell as a 7th level sorcerer.

Amorphous (Ex): As a free action, a night beast can shape its body so that the creature can pass through openings as small as 1 foot in diameter. However, it cannot use this ability to flatten out its body and thereby increase the space it occupies when using its choking darkness ability.

Sunlight Vulnerability (Ex): Bright light burns a night beast like a devouring flame, blasting the inky darkness of its form into oblivion. A night beast takes 3d6 points of damage per round that it suffers full exposure to sunlight, either from the sun itself or a magical effect that duplicates the strength of the sun's radiance.

TROPHY ROOM (EL 7)

Summary: In his life, Duke Chordille was a renowned and skilled hunter. Many of his trophies are on display here.

Sights and Sounds: This room is dark and quiet.

The door opens into a large room with plastered walls. This impressive chamber is filled with hunting trophies. You see the heads of deer, elk, antelope, lions, moose, boars, wolves, large reptiles, and even hippogriffs and owlbears mounted at various heights in the room. There must be more than a hundred such heads. Rugs of bear skins, lion skins, and what must be a dire wolf lie on the floor. Stuffed eagles, falcons,

badgers, wolverines, rabbits, various fish, decorate the rest of the room on the walls or upon small tables or stands. The most impressive is likely a large stuffed grizzly in the middle of the room. Amid all of these trophies hang weapons of all sorts, although despite a few exceptions, most appear to be designed for hunting rather than combat. The exceptions include what appears to be a collection of spears and pikes, a very fine looking bastard sword with a jeweled pommel, and a kite shield with a simple half red, half white design upon it.



The Animated Animals: When the PCs first come in, call for Spot checks (DC 18). Those who are successful notice that it seems as though some of the stuffed animals are watching them, their eyes following their movements. After the PCs have been in the room for 1d4+2 rounds, some the trophies here animate and attack, powered by the evil influence of Rivenyk and the spirits in

the keep. They are recklessly hostile and fight to the death. Fortunately for the PCs, they're not too tough.

The worst of them is the stuffed grizzly bear, that moves and attacks in the manner of a bear, but using animated object stats. The other attackers are mounted deer, elk, and moose heads, which magically fly about the room with a speed of 30 and perfect maneuverability. Their attack is a gore attack. At first the medium heads use the Aid Another rules to help the attacks of the others.

Large Animated Object (bear): hp 62

Medium Animated Object (deer, elk, boar, and lion heads): hp 33, 30, 28, 27

Large Animated Object (moose head): hp 51

Treasure: This room is filled with valuables. Many of the trophies themselves are quite valuable (20 to 1,000 gp each), and there are a dozen masterwork spears and pikes, six masterwork shortbows, three masterwork longbows, and eight masterwork daggers and knives in the room. A Search check (DC 15) reveals, amid all the other stuff, two jeweled knives (250 gp each), and a gold case (75 gp) with various animal teeth and claws. Of course, none of this matters because none of it can be taken from the room.

Of far greater importance is the bastard sword, taken from an orc chief by the Duke himself, which is a +2 *bastard sword*. The red and white shield is a trophy taken by the Duke's grandfather from an evil warlord named Aggaranon. The *shield of Aggaranon* is a potent magic item.

Connections: This encounter leads to the Entry, the Ghost, and the Great Hall.

New Item

Shield of Aggaranon: This +2 heavy steel shield is very cold to the touch, but it can be worn and readied comfortably. Its special ability becomes apparent if the wielder is damaged by fire. The shield offers no particular protection against fire, but it immediately retaliates against the fire-using foe with a blast of cold. This blast inflicts 5d6 points of cold damage (Reflex save DC 18 for half damage) and it ignores issues of range or barriers. For example, if a red dragon breathes fire on the wielder then moves around a corner, 150 feet down a hall, with a door in the hall closing immediately behind her, the dragon still blasted by cold.

The triggering fire attack could be from a spell, a special ability, a magic item (such as a *flaming weapon*) or simply a torch being used as a club. But the wielder must suffer the fire damage. If the wielder has spells that protect him from the entirety of the fire attack, the shield's power is not triggered.

The shield's cold blast functions no more than once per round. If the wielder takes fire/heat damage that has no obvious source (such as from an environment that is simply hot), the shield's power does not activate.

Once, and once only, the wielder can choose (as a free action after the fire damage is inflicted) to retaliate with a blast of cold that inflicts damage equal to double the fire damage he suffered in the attack. Doing so turns the shield to ice, which then instantly

melts, destroyed forever with no ability able to restore it (even a *wish*).

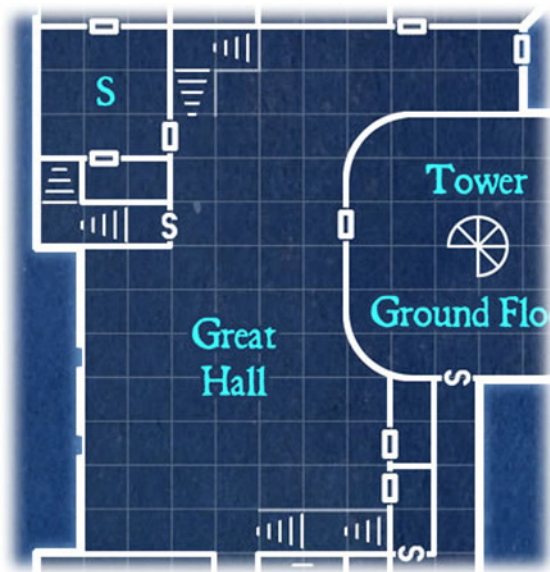
Strong evocation; CL 15; Craft Magic Arms and Armor, cone of cold, fire shield; Price 30,170 gp; Cost 15,170 gp + 1200 xp

GREAT HALL

Summary: This was once the main hall of the keep. You will need the Chordille Portrait Illustration handout (see Appendix C).

Sights and Sounds: This room dimly lit and quiet.

Daylight from tall, narrow windows in the west illuminate this vast hall. It rises up two stories within the keep, stairs leading to an upper gallery on the southern portion of the room. Blue banners hang from the forty foot ceiling, each bearing the Chordille crest, a golden falcon. Between the two large windows hangs a huge portrait of what must be the Duke and Duchess.



It is easy to image huge banquets, extravagant celebrations, or elaborate balls held in this room. If you pause, you can almost hear the clanking of silverware and glasses, the lute and pipe music, and the murmurs of those gathered here in their finery. Now, however, the room is open and mostly empty, with long tables covered in white cloth, pushed against the western wall, and benches and chairs stored neatly beneath them.

One large wooden chair remains in the middle of the room, and upon the seat, a golden hourglass.

A curved wall with a door in the northeast suggests the entry into a tower room. Another set of stairs in the north part of the hall leads to the second story. Doors in that section lead, no doubt, to kitchens or pantries.

The Portrait: Show the players the Chordille Portrait Illustration handout.

The Chair: If the PCs approach within 20 feet of the chair, a ghostly apparition appears seated upon it. It is the man in the portrait. He appears distraught. He may have been crying earlier, as well as drinking. He looks past the PCs and says, "No. Not Andra. Not my own wife? How could this be?" And then he disappears.

The Hourglass: The hourglass on the chair is a sort of gift to the PCs from the spirit of the Duke to help the PCs indirectly against the plans of his wife. It is an *hourglass of reversal*.

The Side Door: There's another minor exit in the northeast part of the hall. It is entirely outside of the power of the PCs to open or damage this door.

The Secret Stair: A secret door (Search check DC 20 to find) in the western part of the room leads to a staircase going down. This staircase once went down to Level 1 to Area 7, also allowing quick access to the shrine in Area 28.

Connections: This encounter leads to the Entry, the Trophy Room, the Tower Ground Floor, and the Kitchen & Staff.



New Item

Hourglass of Reversal:

This hourglass of gold and glass is a powerful magic item. Once per day, it can be overturned, with the sands flowing backwards (up rather than down). This takes 10 minutes to complete. When done, the character who turned it over can choose to

remove all negative levels he may have, or to restore ability score damage or drain from one ability score. It cannot affect lost levels or other conditions.

Moderate Conjuration; CL 7; Craft Wondrous Item, *restoration*; Cost: 8,500 gp; Weight: 3 pounds.

KITCHEN & STAFF (EL 10)

Summary: The keep has a very large kitchen, and this area also serves as the servant's workroom and quarters and provides storage as well.

Sights and Sounds: This room is dimly lit. Those making Listen checks in the room (DC 20) hear faint kitchen noises: pots clattering, food being chopped, food sizzling in pans, etc.

This large chamber is a maze of tables, cabinets, cutting boards, ovens, and wooden baskets holding heaps of produce. Beyond this, it is further maze of cots, more cabinets, workbenches, washtubs, barrels, crates, and more.

You can even detect the odor of cooking and baking--roasting goose and vegetables, sizzling bacon, and cinnamon and sugar rolls--throughout the area, as if a large meal was being prepared just at this moment.

Furnishings: The main portion of this large, open space is a mammoth kitchen. The Chordilles had many lavish feasts, but on a daily basis they offered food to the local populace, quickly and easily winning over the folk with their generosity.

The northern area is a servant's area. This area is not just where the servants lived, but where they worked, sewing, doing laundry, repairing items, and performing other labors.

Inhabitants: The spiritual remnants of the servants of the keep are here, hidden in the shadows. The spirits are basically shadows themselves.



These are not typical undead shadows, however, as they do not damage Strength. They damage a random ability score. They also do not make new shadows by damaging ability scores. Lastly, they are Neutral in alignment, not evil.

Shadows (12): hp 24, 22, 22, 21, 20, 19, 19, 19, 18, 17, 16, 15

Tactics: The shadows have poor tactics. They are timid, striking and then retreating. They do not coordinate their actions, and at any given time about half their number hide while the other half strike.

If one of the PCs wears the signet ring of Duke Bryson Chordille found in area 242, the shadows do not attack that character. In fact, if the wearer makes a Diplomacy or Intimidate check (DC 15), he or she can convince the shadows not to attack anyone. If this happens, and the PCs attempt to speak with the shadows, they will say only "the mistress lies at the top of the tower, immersed in darkness."

No other action can be compelled from them.

REVISIT

If the PCs return to this area, there are no undead to threaten them, yet they find the kitchen filled with cooking food in pots and pans, and already-finished items in dishes and trays. Everything is fresh and wonderful, but eating it gives the characters no nutrition and slakes no hunger.

Connections: This room connects to the Great Hall.

TOWER GROUND FLOOR (EL 8)

Summary: Getting into the tower isn't easy. Those that do find that Andra has left challenges within to prevent the PCs from reaching her.

The Door: It is impossible to open or harm the door into this chamber from the Great Hall. The door opens normally from within this room into the Great Hall, however. Barring using some kind of spell, the secret passage to the south of this chamber is the easiest way in.

Sights and Sounds: This chamber is dark and quiet.

This large round room is clearly the base of a tower. An iron-wrought spiral stair extends up into another level above. This appears to be a barracks room of some kind, with a number of bunked beds of oak with straw-filled mattresses, a



long wooden rack with weapons, iron footlockers, and shields on the walls.

But then all of this fades. In instant, the room is filled with a swirling miasma of glaring colors and flashing lights.

The Room's Contents: Other than the stairs, the contents of this room are figments. They appear briefly and then are never seen again.

Dazzling Color Blast: Anyone in the room, or looking into the room, one round after the first creature enters the room is automatically dazzled (no save) for 1d6 rounds. Further, each such character must make a Will save (DC 22) or face further effects, determined randomly for each affected creature:

01-20 Creature is sickened for 1d4 minutes.

21-40 Creature is dazed for 1d6+4 rounds.

41-50 Creature is stunned for 1d4+1 rounds.

51-60 Creature is blinded for 1d4 hours.

61-70 Creature is panicked for 1d6+1 rounds.

71-80 Creature is confused for 1d6+4 rounds.

81-90 Creature is knocked unconscious for 1d10 minutes. Only inflicting damage will rouse him before that time.

91-95 Creature goes into an insane rage and attacks all creatures within sight (nearest creatures first) to the best of his ability for 1d4+1 rounds.

96-00 Roll twice again. In case of conflicting conditions, the higher roll is the dominant one.

The Stairs: The stairs are also warded. A magical trap blasts anyone stepping onto it with electricity. The trap affects everyone that steps on the stairs, and anyone remaining on the stairs for more than one round suffers the effects again.

Electric stairs trap: CR 6; location trigger; automatic reset; 8d6 electrical damage (Reflex save DC 18 for half damage), Search DC 30; Disable Device DC 30

Connections: This room connects to the Ghost, the Entry, Great Hall, and Tower Level 2.

THE GALLERY

Summary: High above the Great Hall, something watches the PCs as they explore the keep.

Sights and Sounds: This area is dimly lit and quiet.

Overlooking the Great Hall, a wide balcony rises above the south and eastern portions of the large expanse, reached by a grand staircase. A beautifully carved mahogany railing runs along the edge of the gallery. The south and eastern walls of the gallery have small inset niches holding marble busts of various historical and religious figures.

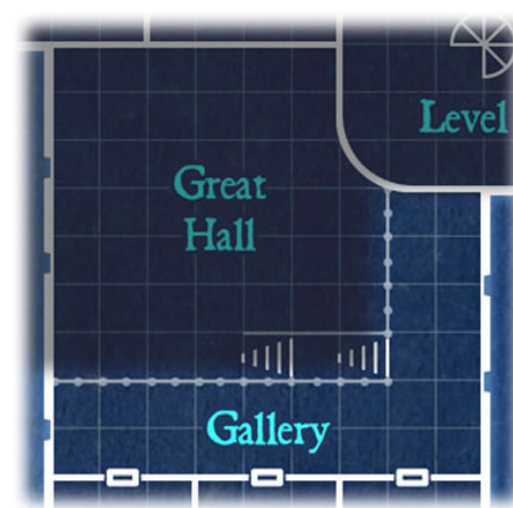
The Watcher: As the PCs are in the Great Hall, or start to climb the steps to this area, have each make a Spot check (DC 15). Those that succeed feel as though they are being watched, although they see no one.

Inhabitant: Once the PCs are in the Gallery, the figure of a small boy materializes in front

of them. "Who are you?" he asks. If the PCs ask who he is, he tells them he is Yester Chordille, son of the Duke and Duchess. Anyone with Knowledge (history) or Knowledge (nobility and royalty) skill can attempt a check (DC 17). Success means that they know that the Chordilles had no children.

"Yester" converses with the PCs as long as they desire, always in the manner of an 8-year old child, but virtually everything he says is a lie. If asked about the Duchess, he'll explain that the people who believe her to be bad are wrong. He'll tell them that she can currently be found beneath the keep. The DM should feel free to elaborate as much as desired--it doesn't matter what he says, because it's all lies.

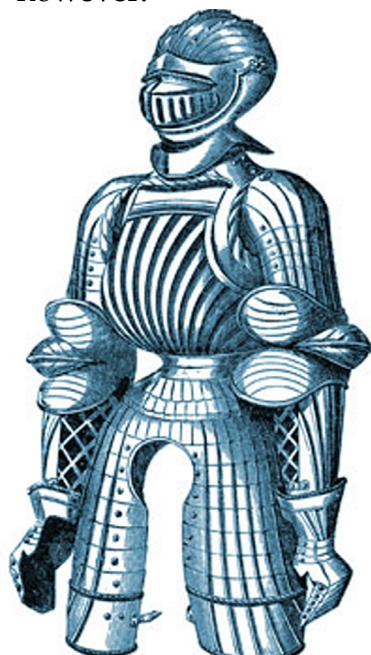
Yester can't accompany the PCs and he tells them that if they leave him they'll never see him again. If anyone confronts Yester with the fact that the Duke and Duchess had no children, he'll disappear in a huff, never to return.



Although Yester is actually an evil spirit lying to the PCs on Andra's behalf, it may be best to treat him as a sophisticated illusion. DMs that wish it can even allow saving throws (DC 20) to disbelieve in him.

REVISIT (EL 10)

The next time the PCs come into this area, even if it's only minutes later (after exploring the Library, perhaps), the doors to the two empty rooms (on either side of the Library) open and undead creatures swarm out. This happens even if the PCs have searched those rooms and (of course) found nothing. In fact, if a PC is close enough to get a look, they can see that the undead seem to materialize in the doorways, as though passing into this world from somewhere beyond. The doorways seem normal after the combat, however.



The undead consist of six skeletal warriors from each door, accompanied by a spectre. The spectres look like flying suits of armor, but only the upper torso of the armor is visible. The skeletons rush forward to attack while the spectres fly into the middle of

the Great Hall and from there use a special power they possess: telekinesis with a caster level of 15 (375 pound limit, DC 17 to resist). They use this ability to attempt to grab figures in the Gallery and toss them over the balcony to the floor 20 feet below. After a few rounds of this, they swoop down to use their energy drain attacks. The fact that these spectres appear to be armored does not affect their AC.

Human Warrior Skeletons (12): hp 6 each

Spectres (2): hp 55, 49

Connections: This area connects to the Great Hall and the Library.

THE LIBRARY (EL 5)

Summary: Filled with strange talking books, the PCs have a chance to learn much in this chamber.

Sights and Sounds: This room is dimly lit and quiet.

This long room is lined with tall bookcases made of polished maple. The shelves are filled with books of all types, as well as varied bric-a-brac such as small sculptures, decorative boxes, and curios of different shapes and sizes. As you watch, one of the books floats slowly off the shelf and opens. Within the space between the two open pages, a man's face rises and welcomes you to the library. "What do you wish to know?" the face asks.

The Talking Books: If the PCs stand in this room and ask a question, a book (a different one each time) floats off a shelf and the male or female face within it attempts to answer.

Assume that the books have a +10 bonus to all Knowledge skills, and attempt to answer using that knowledge. This means that if the PCs ask a question about history, or magic, or nature, there's a chance the library knows the answer. If the library doesn't know, the face just shakes its head silently. If the PCs ask a question that a Knowledge skill wouldn't cover, such as "what is Rivenyk up to?" or "what will happen tomorrow," or somesuch, no book floats out at all. Essentially, questions regarding present or future events, or subjects about which no book has ever been written cannot be answered.



The History of the Duke and Duchess Chordille

If a PC asks any question having to do with the Duke or Duchess, a large book rises from a shelf, opens, and a bearded male face floats up to say this:

One hundred and ten years ago, fortune granted Duke Bryson Chordille the surrounding lands, and he moved his household and wife to a hill overlooking the town of Brindenford. There, he found a mighty tree sacred to Glarias, Goddess of the Moon. Next to this mighty tree he built his wondrous keep, unaware that the deity's power

had already waned due to her imprisonment deep below that very site.

While his workers carved out cellars and dungeons for him, they found their way into a vast labyrinth. This was the legendary Dragon's Delve, a place thought purely mythical at the time. Duke Chordille forbade them to go farther, but the work had already broken age-old seals that could not be remade. Unbeknownst to the Duke, his wife Andra stole down into the subterranean catacombs and eventually discovered great evil in the form of the demon Rivenyk. She built a shrine where she communed directly with the dark man, eventually swearing fealty to him, entering into a so-called shadow marriage. Henceforth, she sought to undermine her mortal husband and his devotion to the goddess Glarias. Before she could complete her plans, however, word had spread of her corruption—it seemed that everyone knew of her devotion to the demon prince except her own husband, the loving duke. Nobles from the surrounding lands, believing that the Chordilles would tap into some great evil in the dungeon that would put them all at risk, sent armies to the duchy. Just a few years after its completion, the keep was razed. The duke and duchess were slain without heirs. The Duchy of Chordille became the Fallen Duchy, a wilderness without a ruler, and Dragon's Delve, initially believed sealed once again, began to attract strange and dangerous creatures as well as adventurers willing to brave its time-lost reaches for the gold of the past and the glory of today.

Removing a Book: Any book removed from a shelf and looked at in a conventional manner will instantly become a vacuous

grimoire, requiring two immediate Will saves (DC 15) when looked at. Failing the first means suffering 1 point of immediate Intelligence drain. Failing the second means 2 points of Wisdom drain. Any book removed from the library turns to dust.

The Bric-A-Brac: As with all non-magical objects in the keep, none can be successfully removed. It will seem, however, as though some of these are worth as much as 200 gp, and they include a gold box with pearl inlay, a silver statue of a dog, a crystalline orb with a gold stand, a terracotta plate with an engraved griffon, and so on.

Connections: This area connects to the Gallery.

CROSHOF'S ROOM

Summary: This chamber once belonged to the Chordille's butler, and it offers a safe haven in the keep.

Sights and Sounds: This room is dark and quiet.

This simple room contains a single bed, a table, two chairs, a workbench, and a number of shelves and cupboards. Simple food and drink is spread out upon the table, and tools cover the workbench. A few candles here and there wait to be lit. There is a different feeling here than the rest of the keep. It seems quiet here. Comfortable. Welcoming.

Safe Haven: This was the room of the Chordille's butler, Croshof. In a way, his spirit watches over the PCs and he does what little he can to aid them. Do not check

for random encounters here. No resident of the keep will come into this room.

Food: The food on the table never seems to run out. It is simple fare: hard bread, bean and vegetable soup, dried meat, cheese, water, and wine. Unlike food found elsewhere in the keep, it is nutritious and filling. Like other objects in the keep, however, it cannot be successfully removed from the place.

Candles: The candles here, if lit, are never consumed. This is true only in the keep, however.



Croshof's Dreams: Those who sleep in this room do so safe and soundly. However, they have dreams in which they see Croshof, an old man with a thin frame and a balding head wearing simple but well-kept clothing. In the dream, Croshof makes the full situation clear to the PCs (or tries to). DMs should tailor the dreams to what he or she feels the players still need to understand. The main points are these:



*DuchessChordille worshipped the demon prince Rivenyk. The duke didn't know, but others did, and that's why they were slain and the keep razed.

* With her master's help, the duchess built the Ghost Door in order to recreate the keep and bring herself back after death.

* The Ghost Door consumed many spirits to recreate the keep, but they can be freed to go on to their proper

afterlife if the duchess is defeated.

* The duchess is at the top of the tower.

* The duchess plans to conduct a ceremony that will grant Rivenyk power and dominion over the area.

* Hidden within the tower is a dagger important to the duchess' plans. (Originally mentioned in the Butler's Diary)

* The PCs can't leave the keep until the duchess is defeated.

Connections: This area connects to the Great Hall, the Study, and the Duke's Chamber.

TOWER LEVEL 2 (EL 8)

Summary: Deadly guardians here seek to keep the PCs from progressing upward.

Sights and Sounds: This chamber is dimly lit. Those making Listen checks (DC 18) can hear the mohrg moving about.

This round tower room appears mostly empty except for a long wooden table of elegant make, with a large box of glass and gold atop it. That, and the horrible undead beast with the obscenely long tongue lunging at you.

Inhabitant: The creature here is the undead remains of a murderer that was also a worshipper of Rivenyk. It attacks immediately.

Mohrg: hp 91

Tactics: Commanded to keep anyone from ascending the tower, the mohrg attacks the closest foe in direct combat unless someone attempts to ascend the stairs, in which case he ignores all others to attack that character.

Puzzle Box: The box on the table has two compartments, the contents of which are visible through the glass. In one, the PCs will see a golden ring. In the other, a small scepter that almost looks like a wand. Each compartment seems to open individually. Opening the box does not appear straightforward and simple. In fact, anyone making a Search check (DC 20) can determine that not only is there clearly some kind of trick to opening it, it appears as though opening one may very well seal the other compartment permanently. The box itself is magically protected by the

equivalent of a *wall of force* which keeps the box from simply being smashed, although a *disintegrate* spell would cancel this effect.



To open the box, a character must make a Disable Device check (untrained checks are allowed). The final check determines the result:

Check	Result
19 or less	Both compartments are permanently sealed.
20	Nothing is opened, but the PC can try again.
25	One compartment is opened (player choice), the other is permanently sealed.
30	One compartment is opened (player choice), the other possibly can be opened with another check (DC 30).
35	Both compartments are opened.

Treasure: The ring is a *ring of greater climbing*. The scepter is a *rod of comestibles*.

Upping the Ante (EL 10): Use two mohrg rather than one.

Connections: This area connects to the Tower Ground Level and Tower Level 3.

New Magic Item

Rod of Comestibles: One discrete object of any material, up to 5 pounds, can be made safely edible with the touch of this small golden rod. The object becomes soft enough to chew and tastes palatable. The actual transformation does not occur until eating begins, however, so if the rod is touched to an orc's axe, it's still a usable weapon until someone actually starts to eat it, at which time it is no longer a useful axe. Attended objects get a DC 18 Fort save (using the bonus of their owner). Magical objects get a saving throw whether attended or not. Eaten items are destroyed and lose all potency. The rod can be used once per day.

Moderate transmutation; CL 9; Craft Rod, *purify food and water*, *major creation*; Price: 5,000 gp.



STUDY

Summary: An old friend, Hunter the dog, can be found here in a different context.

Sights and Sounds: This chamber is well lit. Those making a Listen check (DC 20) can hear the sounds of a dog sleeping before a crackling fire.

This appears to be a warm, welcoming chamber. A fire burns in a fireplace, and a dog sleeps in its glow. The mantle holds a shelf of books, while the rest of the room is furnished in dark oak furniture arranged on a red and gold rug. Ledgers and other papers lay neatly arranged on a broad desk. A table holds a silver tray with silver goblets and a few bottles of liquor. A collection of smoking pipes and tobaccos is arranged on another table. The walls hold a few ceremonial weapons, a few landscape paintings, and a golden plaque.

Inhabitant: The dog is Hunter, first encountered in area 30. If he is already a friend of the PCs, he greets them warmly and eagerly. If the PCs recognize and treat him well, henceforth when he appears, he has 50 hit points and uses stats for a dire wolf. In this room only, if he licks a PC, the act heals 3d6 hit points of damage (assuming the PC is hurt). This works once per character. If a PC wears the signet ring of the duke (found in area 242), the character is also affected as if by a *greater restoration* spell is cast upon him or her. This works only for one character.

If the PCs do not yet have a relationship with Hunter, the encounter goes pretty



much as described in area 30: if treated well he will begin to appear at the DM's discretion to help the PCs.

He will remain here as long as the

PCs do, unless mistreated, at which time he simply fades away. If the PCs return, he is not here. This appearance of Hunter does not count toward his maximum number of appearances (usually no more than once every other day). In fact, he may appear again when the PCs encounter Duchess Chordille.

Hunter manifested: hp 15 (or 50)

The Plaque: This ornate gold plate (worth 150 gp in gold, 800 gp for historical value) commemorates Bryson Chordille's grant of the land that would become the Duchy of Chordille and of the Ducal title. Unlike most items, this can be removed from the keep without it fading away.

The Ledgers and Papers: Anyone making a Search check (DC 15) can determine that these papers belong to Duke Bryson Chordille. They are general correspondence and accounts pertaining to the duchy and the keep--nothing really relevant, although one letter does mention a plan to seal off the keep from the dungeon altogether using masonry. Another mentions that the wards against evil placed in the dungeon cast by the clerics of Glarias seem to be having no effect (this is because she is imprisoned, but the Duke does not know this).



The Books: The books cover topics such as military history, hunting, brandy, and tobacco.

The Rest: The brandy and tobacco are exquisite here (about 800 gp worth), and the silver tray and goblets are worth 300 gp as a set. Of course, none of this can be successfully removed from the keep.

Connections: This area connects to the Duke's Chamber, Croshof's Room, and the Great Hall.

THE DUKE'S CHAMBER

Summary: This is the bedchamber of the Duke and Duchess. The ghost of the Duke can be found here.

Sights and Sounds: This chamber is lit. Anyone listening at a door may (Listen check DC 22) hear a man humming a tune.

This large bedchamber is lavishly appointed, with rugs on the floor and tapestries on the wall. Embroidered curtains near the windows match the canopy over the wide bed, itself draped in fine

linens. Other furnishings, upholstered chairs and divans, a heavy mahogany table partially covered in a clean white cloth and topped with lit candelabras of silver and dangling crystal. A large birdcage stands in one corner, with a trio of songbirds pecking at food.

A broad-shouldered man stands looking out the window in a halo of bright sunlight. He smokes a pipe and idly hums a gentle tune as he turns toward you. His face is familiar--the regal nose, the square chin, the well-trimmed hair and beard--this is none other than Duke Bryson Chordille, who died almost 100 years ago.

"A fine day," he says to you with gentle familiarity.

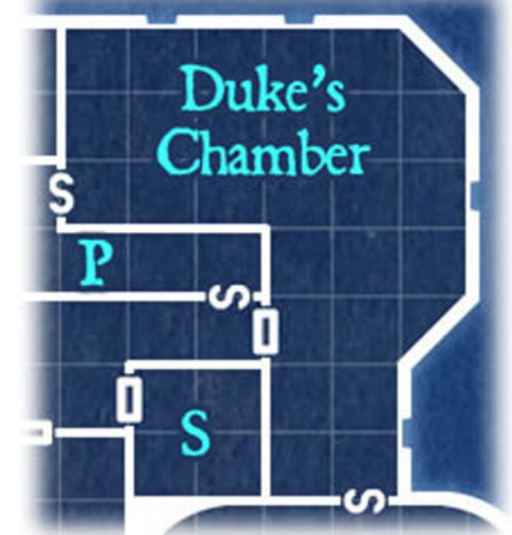
Inhabitant: The figure is indeed the ghost of Duke Chordille. Like some of the other ghosts the PCs have likely encountered in the keep, however, he's more a figment than an undead creature. He cannot attack nor can he be attacked. Any attempt to do so (or to turn him) causes him to shake his head with sadness and fade away.

If the PCs attempt to speak with him, he will engage in small talk at length about the weather, hunting, tobacco, Hunter, or even the politics of the day (100 years ago). A Knowledge (history) or Knowledge (nobility and royalty) check (DC 18) would allow a PC to speak to the duke as though he were a contemporary. However, even if the PCs speak to him more realistically, telling him that they are from 100 years in the duke's future, that the duke is a ghost, and so on, it doesn't seem to phase him. If asked how the PCs can leave the keep, he says only, "My wife can show you the way."

Essentially only two topics will rouse him from his gentle mood, but they are likely the two topics the PCs are most likely to want to bring up. The first, obviously, is the duchess. The second is the circumstances of the duke's death and the fall of the duchy.

If the PCs bring up the duchess, Bryson's expression grows dark. He says, "you know, I never knew. It may seem hard to believe, but one's eyes can truly be clouded by love and trust. She stands upon the battlements, preparing her ritual. Find the knife before she can." And then he disappears, and won't return.

If the PCs bring up his death, the invasion of the duchy, the razing of the keep, or anything similar, he grows visibly angry. With fists clenched he tells them, "those bastards claim they came here to quench some kind of evil, but they truly did it for their own greedy ends. Invading my lands,



destroying my home!" He is angry, but he does not disappear. He will no longer make calm small talk, however, unless a PC succeeds at a DC 18 Diplomacy check.

The Signet Ring: If, while the duke is calm, a PC points out that he or she has the duke's ring found in area 242 of Dragon's Delve, have the PC make a Diplomacy check and base his reaction on the result:

Check	Reaction
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14 or less	The duke says "thank you," and takes the ring. It disappears and he won't speak of it again. The ring appears in the possession of Rochele Deibar one night (See the adventure hook, Lord of the Ring).
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15	The duke tells the PC to find his heir and give it to her. (See the adventure hook, Lord of the Ring).
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20	The duke thanks the PC, takes the ring, and in return tells him or her something about the dungeon or the surrounding area that he doesn't yet know, such as the location of a secret door that will lead to treasure, a danger in a yet-unexplored area, or something similar (DM's discretion). The ring appears in the possession of Rochele Deibar one night (see the adventure hook, Lord of the Ring below).
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The Windows: The windows of this room look out directly onto the Moontree. If a PC

gazes overlong at the tree, day turns quickly to night and the tree glows in the moon's radiance. If any PC says the name "Glarias" aloud while this happens, they gain the effects of an *aid* spell that lasts until they leave the keep.

The Birdcage: At the bottom of the cage lie three *feather tokens*: *swan boat*, *tree*, and *whip*. Although a spell like *detect magic* will find them immediately, without it someone would have to make a Search check (DC 22) to find them.

The Secret Door: This locked stone panel pivots in the middle. It requires a Search check (DC 20) to find, and an Open Locks check (DC 25) to open.

Connections: This area connects to the Study, Croshof's Room, the Great Hall, and Tower Level 3.



Adventure Hook: 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).

TOWER LEVEL 3 (EL 6)

Summary: Once a chapel of Glarias, this is secretly a temple of Rivenyk now. You will need the Glarias Temple Image handout (see Appendix C).

Sights and Sounds: This room is very dimly lit and quiet.

This round tower chamber appears to be some kind of temple. A round gray carpet covers much of the white marble floor, a half moon symbol in its center. Near the eastern side of the room, you see an altar of white and black polished granite. The front of the altar bears an engraved image of a man gazing at the moon. Banners with moon symbols hang from the ceiling along the curved walls. On a table opposite the altar, you see three large glass jars.

Symbols: Anyone making a Knowledge (religion) (DC 15) can identify this as a temple of Glarias, Goddess of the Moon. However, a check with a result of 22 suggests that something is off. Certain expected symbols or items pertaining to Glarias' worship appear to be missing.

Altar: Show the players the Glarias Temple Image handout. Anyone succeeding at a

Search check (DC 22) finds that the front panel bearing the engraved image can be fairly easily removed. Behind it is a leering demonic visage. If this is exposed, in one round the room grows darker, although still dim. The symbols of Glarias turn into symbols of Rivenyk (see area 194). Any evil outsider in the room while the temple takes this form gains a +5 bonus to their Spell Resistance.

Jars: Close examination indicates that each jar contains a large seed. A Knowledge (nature) check (DC 15) suggests that it is no commonly known plant, but it may be related to the Moontree. If one of the jars is opened, the seed immediately begins to grow into a mighty plant tendrill. The tendrill has these stats:

Medium Plant (Neutral)

Hit Dice 4d8+20 **hp** 34

Initiative +2 **Speed** 0 feet

AC 17, touch 12, flat-footed 15

BAB/Grapple +3/+7

Attack/Full Attack +7 melee (2d4+6, slam)

Space/Reach 5 feet/10 feet

SA Improved Grab, constrict (2d4+4)

SQ Plant traits

Fort +9, **Ref** +3, **Will** -3

Str 18, **Dex** 14, **Con** 20, **Int** --, **Wis** 3, **Cha** 3

If the other jars are within reach, however, the tendrill's first and second action will be to smash the other jars. Doing so creates another tendrill growing rapidly out of

the seed. If all three seeds begin to grow, they entwine together to form a single tendriculos.

Tendriculos: hp 99

Tactics: The tendrill(s) attack any living creature within reach. If the tendriculos forms, it attacks and pursues all creatures it encounters until they are dead.

REVISIT (EL 6)

If the PCs visit this room again, regardless of how they left it, it has "converted" on its own into a temple of Rivenyk. A squamous demon coils around the altar, attacking the PCs in a straightforward manner. The demon wears a +1 *amulet of natural armor*.

Squamous Demon: hp 62; AC 23

Connections: This area connects to the Tower Level 2, the Duke's Chamber, and Tower Level 4.



TOWER LEVEL 4 (EL VARIES)

Summary: A cluttered and wrecked chamber, this room hides the dagger that the duchess needs to perform her ritual.

Sights and Sounds: This room is dark and quiet.

This round room is cluttered with old furniture, crates, boxes, objects covered in dusty sheets, and general debris. The windows look out onto a dark night, although through them, in the distance, you can see many flames, as though carried by a huge crowd or army, bearing torches.

Suddenly, as you stand there, the windows all break open, and in fly a swarm of black and gray moths of large size.

Inhabitants: The moths that swarm into the room are more spiritual guardians from the duchess. Hundreds of moths come in, but on the first round of their appearance, four instantly grow to a size of 5 feet long and attack. Use stats for giant bees, with each also having the supernatural power to affect all that can see the moths within 30 feet with a hold monster affect (DC 15) once per day each. The visual manifestation of this power involves a sort of hypnotic fluttering of the moths' wings where the dark shapes and spots on the light wings appear to shift and change.

Giant moths (4): hp 13 each

Every time a giant moth is slain, it is replaced by another moth that grows instantly, so there are always four giant

moths in the chamber. Non-giant moths may be slain easily, and so the only way to "clear" the room is to slay all the moths, such as with an area effect spell that fills the entire chamber. However, even if this is accomplished, within 1d6+4 rounds, more moths start coming back in, and the process begins again.

The Windows: Even though the windows are broken, it is impossible to climb out, as though a *wall of force* or similar magic blocks the way.

Treasure: If the PCs manage to get some time to Search amid the clutter and junk, they find a number of valuable things (gold candlesticks, rare books, jewelry, silver lamps, rare wines, etc.) amid many more mundane objects and lots of worthless junk and outright debris. However, of course, the PCs can remove none of it successfully. However, all of the clutter and junk in the room is a bit of a ruse, and the valuables are a distraction. Duchess Andra has hidden her potent artifact, a *book of infinite spells*, given to her by Rivenyk himself.

The book is hidden in an old trunk, locked (DC 30 to open) and buried under junk and other things stored here. A successful Search check (DC 20) is needed to even find the trunk. However, if the check suggests that they do find the trunk, call for a second Search check. If the result is 20 or less, the searcher doesn't notice the importance of the trunk (it looks like a mostly worthless box on the inside--it's well-disguised). Instead, the character finds that there is a secret cache

under a loose flagstone beneath the trunk, in which Croshof hid Andra's ritual knife so long ago. (Ironically, she has not found the knife because she would never think to look beneath her most prized possession.) Only if the second check is above 20 will the PC see the trunk as being important. A check of above 28 is needed to find/notice both the hidden knife and the trunk with the book.

The key to the trunk is hidden in the room as well, but it's extraordinarily difficult to find (Search DC 40).

The Book: Andra owes much of her success to the *book of infinite spells* given to her by her dark master. She currently has the book keyed to a page with the spell *greater planar ally*. For her, the book always has opened to exactly the spell she's needed to do what Rivenyk has desired: building the secret shrine in the dungeon, making the Ghost Door, and even performing the ritual she needs to perform now from the battlements.





For a PC, however, its spells are random as detailed in the item description.

Destroying the book would obviously take this power away from her, and would in fact put an immediate end to her plans. She cannot perform the final ritual if the book does not exist. The PCs can't claim or use the book until Andra is slain. If the PCs retain the book, it's suggested that it not open to a page with a spell higher than 6th level.

The Knife: The knife is a +1 *unholy ghost touch dagger*. Destroying the dagger—including throwing it out one of the windows, a tactic that will indeed work—also puts an immediate end to Andra's plans. She cannot perform the final ritual if the knife does not exist. Like all magic items, the PCs can remove the dagger from the keep, however it has a strange "curse." No one who hasn't been in the keep—which is to say, the anyone but the PCs—sees no value in the dagger. It can't successfully be sold or traded. However, a cleric or paladin of good alignment of at least 10th level who can see the value can also pray to a god of good alignment on holy ground and turn it into a +1 *holy ghost touch dagger*.

Connections: This area connects to the Tower Level 3 and the Tower Battlements.



TOWER BATTLEMENTS (EL 12)

Summary: Duchess Chordille waits here. You will need the Duchess Andra Illustration handout (see Appendix C).

Sights and Sounds: It is dimly lit here. All can hear, in the distance, the sound of an army on the move.

Atop the main tower of the keep, you can see for miles. The night sky above you glistens with effervescent stars, but on the horizon in different directions you see a different kind of light—the torches of hundreds of people marching on the keep.

Looking over the dark stone battlements, you see a frail, ethereal figure in a long dress. The ghostly woman gives you a furtive glance and then gazes back at the approaching army. She says softly, "Oh, you must save us from these brigands, come to bring an end to all that is good. If not for me, do it for my lovely husband."

Inhabitants: The figure is the ghost of Duchess Andra Chordille. Show the players the Duchess Andra Illustration handout. She's likely not what the PCs are expecting. She doesn't play the evil cultist, but rather the frightened noblewoman on the eve of her own demise. This is all an act, but she's very good at it (she fooled her husband all those years, after all). If needed, grant her a +12 bonus to Bluff checks.

If confronted about her relationship with Rivenyk, she will begin to cry and say that it's all lies. That dastardly butler, Croshof, always hated her and wanted to turn the duke against her. The duke never believed Croshof's lies until the end. She weeps harder.



If the PCs offer to help her, she asks them to search for an evil knife somewhere in the keep and bring it here so that it can be thrown from the battlements and destroyed. This will put everything to rest, she assures them.

If the PCs refuse to help and simply demand to leave the keep, she waves her hand sadly and they appear standing at the entrance to the dungeon, amid the ruins of Chordille Keep. See The Ruined Keep. *This will not happen if the PCs have the knife or the book* (see below).

If it's obvious that her ruse isn't working, she whistles, and the vrock that she recently conjured thanks to the *greater planar ally* spell from the *book of infinite spells* (found in Tower Level 4) comes flying up over the battlements to protect her, fighting to the death if need be. The duchess herself has the stats of a greater wraith, but does not willingly enter combat unless certain conditions are met.

During the fight, the advancing armies around the keep reach the walls and begin to assail the fortress, but this is all simply background for the far more important and real struggle atop the tower.

Duchess Andra Chordille (dread wraith): hp 98

Vrock: hp 121

Tactics: Once combat starts, the duchess wants her demon to slay the PCs for her. She won't enter combat unless one of the conditions mentioned below is met, unless she is threatened directly and cannot easily get away, or unless the demon is slain or banished.

The duchess knows that the knife, while vital to her plans, is also highly dangerous to her. If one of the PCs wields it, she avoids him as best she can, although she will not leave the battlements.

The vrock always moves to stand between the duchess and the PCs, even if it means drawing additional attacks against itself. The duchess is immune to its spores and screech. It uses all of its abilities to its utmost, but it won't attempt to summon more demons. It fights to the death.

The Knife: If the PCs present the knife found on Tower Level 4, the duchess asks for it (nicely, if she's keeping up the ruse, otherwise, she demands it, and offers the PCs' lives in exchange for it). With it, she can complete her ritual, which takes 10 more rounds. Regardless of whether she was in the middle of her ruse or not, she begins the ritual, invoking the power of Rivenyk and

ignoring the PCs until the end, wherein she needs to sacrifice one of them with the knife.

If the PCs attempt to toss the knife over the battlements, she and the vrock do everything they can to stop them. (If the PCs do it and the vrock hasn't yet made itself known, it catches it and brings it back up to its mistress.)

However, if the knife is used against her, not only does it have the *ghost-touch* property, it inflicts 5d10 damage on her (normal against anything else, of course),



once each round. If used in the killing blow against her, it becomes a *holy weapon* as described in Tower Level 4 instantly. If a character wears the duke's signet ring found in area 242 of Dragon's Delve and wields the knife, the special damage against the duchess increases to 10d10.

If the PCs have already destroyed the knife, the duchess and her demon attack them in revenge, without hope of conducting the ritual.

The Ring: If any character is wearing the duke's signet ring, the duchess attacks that character immediately and to the exclusion of all others once combat starts. The exception being if the character wields the knife. Then she avoids that character at all costs.

The Book: If any character brings the book of infinite spells found on Tower Level 4, the duchess attacks that character immediately and to the exclusion of all others once combat starts. If both the ring and the book are present, the book trumps the ring in terms of gaining her attention and enmity.

If the PCs have already destroyed the book, the duchess and her demon attack them in revenge, without hope of conducting the ritual.

The Ritual: If Andra gains the knife, she can begin her ritual, which takes 10 rounds. During that 10 rounds, she must slay a living soul (which is why the PCs are there) with the knife. If successful, she makes the keep permanent and dedicates the entire Fallen Duchy to Rivenyk (see The Ruined Keep for more information).

Development: If the PCs destroy Andra, they immediately appear standing at the entrance to the dungeon, amid the ruins of Chordille Keep. See The Ruined Keep.

The duchess cannot complete the ritual without the PCs (or some kind of living sacrifice), even if she finds the knife, so if they manage to leave and she was not destroyed, the next time they come up from the dungeon they find themselves in the keep again. This time, the duchess and a number of ghostly and demonic allies will attempt to kidnap them and bring them to the top of the tower for the sacrifice. See The Ruined Keep.

If the duchess succeeds in performing the ritual, the keep is made real. See The Ruined Keep.

Connections: This area connects to the Tower Level 4 and the Ruined Keep.

THE RUINED KEEP (EL VARIES)

Summary: The PCs return to the ruined keep. But what happens next depends on what they accomplished inside the ghostly version.

Sights and Sounds: Lighting depends on the time of day. The sounds of birds or animals that live in the ruin can be faintly heard.

Suddenly you find yourselves at the stairway entrance to Dragon's Delve. The moss-covered stones of the ruins of

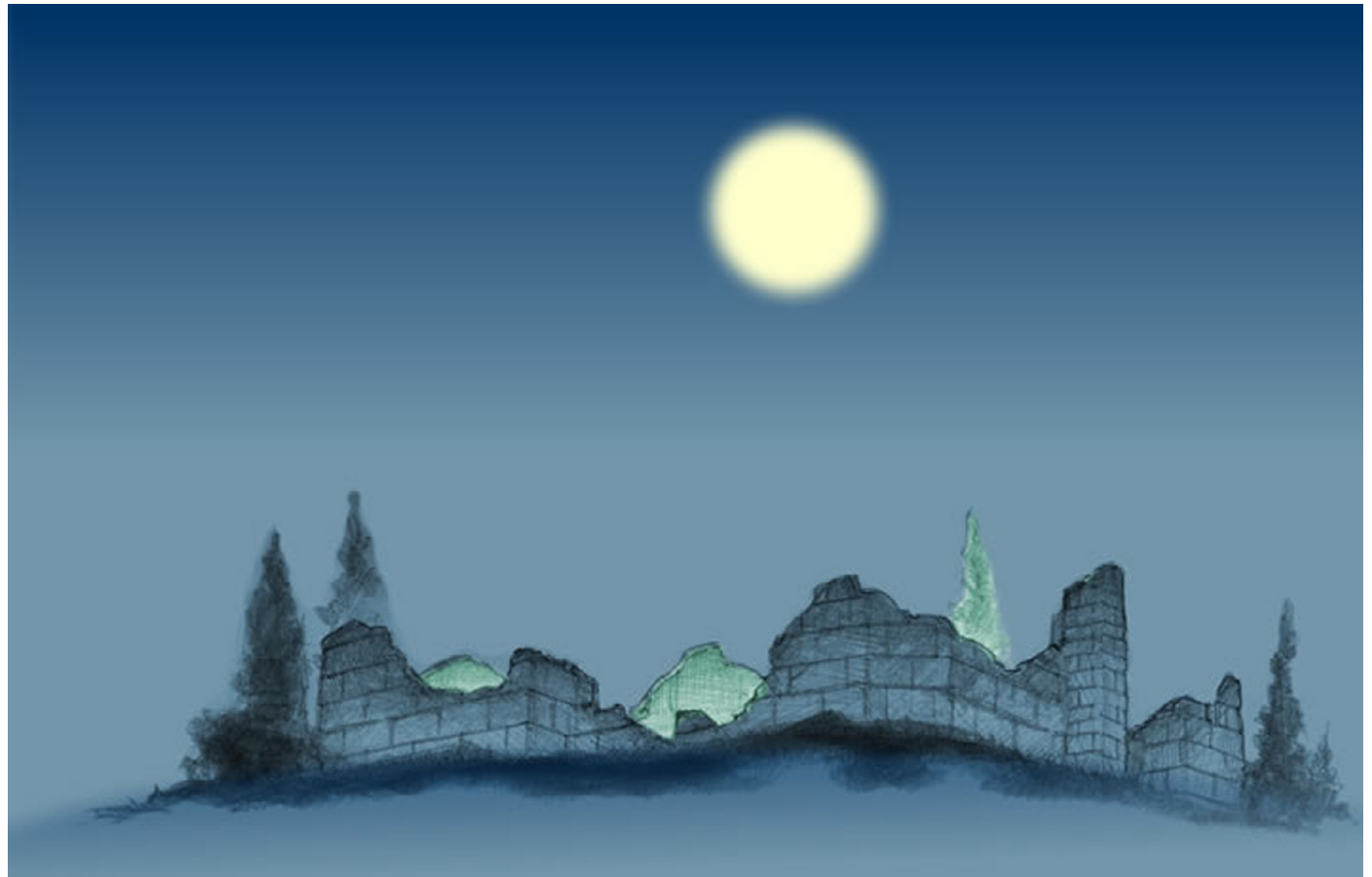
Chordille Keep lie about you, just as they once did. The ghostly keep has disappeared into the ethereal void, without nary a wisp of evidence that it ever existed.

Arrival: The PCs are free of Chordille Keep. They can travel to Brindenford, back into Dragon's Delve, or anywhere else they wish to go. No time seems to have passed while they were in the keep, and no one on the outside was even aware of its existence. The ghostly version of the keep existed outside of normal time and space.

Andra is Slain: The most likely way the PCs arrived here is due to their success in the battle against Duchess Andra Chordille.

Any injuries they sustained while in the keep are gone, and they feel refreshed. Chordille Keep never returns, and the demon prince Rivenyk has been dealt a terrible blow. The duke, duchess and all the other spirits in the keep are gone forever.

Should the PCs return to area 263 on Level 8, they find that the Ghost Door has disappeared forever. The ghosts from Level



8 are also gone, and the PCs know intuitively that they are in their proper afterlife.

The PCs should earn additional experience points as if they had overcome a challenge of CR 10.

Andra Sent Them Away: It's possible that the duchess simply sent the PCs away. This won't have happened, however, unless the *book of infinite spells* and the *unholy knife* Andra needs are still in the keep.

The next time they come up from the dungeon they find themselves in the keep again. If the knife is not yet found, every encounter in the keep is "reset" as though the PCs were never there before. Of course, the PCs are likely to be more prepared for some of the surprises this time.

If the duchess has the knife, the PCs are attacked almost immediately by two brute demons and four wraiths, who attempt to kidnap at least one character for sacrifice on the top of the tower.

Brute demons (2): hp 80 and 74

Wraiths (4): hp 58, 51, 42, 33

The Ritual Was a Success: If the ritual was a success--that is to say, the duchess got the knife, killed a PC, and completed the 10 round ritual--the PCs aren't returned to the ruined keep at all. Instead, they stand outside the fully rebuilt Chordille Keep. The layout and the furnishings of the keep are the same, but all the inhabitants and spirits are gone. Duchess Chordille is alive again (aristocrat6/wizard6) and now inhabits the keep.

The demons of Level 7 are now free to go wherever they want, even on the surface.

In the coming weeks, both the keep and Terregaunt's Tower become abodes of evil, with evil creatures--both demons and monsters--serving the duchess as soldiers. In one fell swoop evil reigns in the Fallen Duchy, and the folk of Brindenford are subjugated to a foul new ruler.

Andra begins forcing her creatures and conscripts from the folk of the duchy to build a massive temple to Rivenyk. Although it will take at least a year to build, and many foul and bloody rites will be involved, if this all comes to fruition, Rivenyk will become a minor god rather than simply a demon prince, and Andra will become his first cleric.

Development: If Andra is destroyed and there is no hope that her ritual will be completed, Rivenyk marks the PCs as particularly hated enemies. He will harass them with demonic attacks and trickery whenever possible. And he has other schemes for attaining godhood, of course, hinging on events and creatures far deeper in the reaches of Dragon's Delve.

TERREGAUNT'S TOWER

More than four miles southwest of Brindenford stands an old tower. This is a fairly massive structure as free-standing towers go. Even after the top floor partially collapsed the tower still stands 120 feet high. At its base, the tower stretches more than 80 feet across. Strange greenish-silver vertical

rods seem built into its structure, but they seem too thin to provide any actual support.

Background: Built by an adventurer that served the powerful and infamous warlord, Lord Saral, as a henchman, the tower is over 500 years old. Its builders wove magic into its structure, however, and thus it remains in excellent condition. Only the damage to its rooftop betrays its age.

Terregaunt, a skilled fighter in his own right, spared little expense in the tower's construction, and after the success he enjoyed at his master's side, the retired adventurer had vast wealth to spend. He lived only a few short years in his completed home before Azassarah, the Red Saint, led a vengeful army into the region to attack Lord Saral and his own amassed forces. Because of his past association with Saral, the Red Saint went after Terregaunt as well and laid siege to the tower. Aided by conjured griffons and giant eagles, the Red Saint's followers broke into the tower through the roof, lead by a half-celestial named Uoto. Eventually, Terregaunt himself was captured and imprisoned by the Red Saint. For a short time, the Red Saint himself took up residence in the tower.

For more information, read *The Song of Azassarah*.

Very recently, a blackguard named Jarla Vreech claimed the tower for herself, probably drawn by the lingering Abysmal Effect. She uses it as her home and a place for her friend, Barzonyn DuMair, a necromancer, to practice her dire work.

Nearby the Tower: The tower stands upon a tree-covered precipice at the edge of the gentle hill known as Bryson's Look. No paths lead to it, and no farms or homes lie nearby.

The existence of the tower is no secret to the people in the surrounding area. They've lived in its shadow their entire lives. Unlike the ruins of Chordille Keep, however, the abandoned tower has always remained quiet until fairly recently.

Details of the Tower: Exterior walls are 5 feet thick. Interior walls are 5 inches thick. All doors are iron, but are unlocked unless otherwise mentioned. Ceilings are 20 feet high except on the top two levels where they are 15 feet high. The interior staircases are extremely steep with very low ceilings and (intentionally) difficult to ascend or descend quickly. Speeds are halved going down and one-quarter normal going up.

Encounters on the Way to the Tower (EL 3): DMs wishing to do so can place any (or all) of the following encounters between Brindenford or Dragon's Delve and Terregaunt's Tower:

1. An ettercap has set up a trap using its web. Unwary PCs (Spot check DC 20) will walk right into a fine sheet of webbing, entangling them and anchoring them in place. Then it attacks. It then attacks from a high tree branch, launching net-like webs from above on any not entangled, so that it can descend and feed on prey safely.

Ettercap: hp 30

2. A centaur named Bruenica makes her way through the wilderness, hunting. She isn't automatically hostile to the PCs, but they'll have to use Diplomacy or Bluff to improve her Unfriendly attitude (DC 25 to make her Friendly) if they want to get any information from her. She knows the area well and can tell them with certainty that someone has very recently taken up residence in the formerly long-abandoned tower. She won't go there, for fear of the dark sorcery present. Her people say that the place has always been on the verge of great evil, and now it stands on a precipice, ready to be pushed over the edge. She can't explain any further.

If attacked, she defends herself with her longbow, using a run-and-shoot tactic.

Bruenica, centaur: hp 26

3. Close to the tower, a shadow spy working for the necromancer, Barzonym, spies on the PCs as they approach. It keeps to the shade of the thick foliage and darts from natural shadow to natural shadow. It doesn't attack immediately, but if PCs spot it, it will attack them--assuming it doesn't have to come out into direct daylight to do so.

THE SONG OF AZASSARAH

*Sing to me, angels, of the man who drove the
white ships back into the sea.*

*Sing to me of the saint vested in red, who stole
might from the gods.*

*Sing to me, angels, of he who would wield
purloined power to protect the land.*

*Sing to me of the saint vested in red, who stole
might from the gods.*

Buried well in the lore of the mystics who name themselves the Apodictic Order lies the origin of the man known today as the Red Saint. Born Azassarah, son of Guillon, as a young man the Red Saint showed an aptitude that should have led him into the priesthood of some noble god of the Southron Lands, such as hoary Oculus, the Watcher of Infinity, or even Nia-shamas, Matron of the Thousand Stars. But such was not to be. Azassarah did not become a priest, but instead enrolled in the Recherche, the great academy of the arcane in distant Larn, where the desert sun never knows challenge.

Deep in the bowels of the ancient university, Azassarah learned forbidden arts allowing him to call upon the puissance of the gods without giving them worship. The mage-to-be learned to call upon divine power without serving as a priest. Thus did he follow in the steps of others of the Apodictic Order such as timelost Mai'aos, who defeated the nightgaunt horde of Bela-Shuma.

Conjuring angels to compel from them their secrets, Azassarah learned even greater secrets of theurgy and mystic lore. When finally ready, he used his newfound power to overcome Devich, commander of the Ghoulish Armada on an island in the Starswept Sea. Hailed as a hero of all the coastal kingdoms, he continued to wield his borrowed spells and purloined power for the good of those around him. Pirates and marauding giants, demonic sorcerers and dragons of all colors fell before him. It

was not long before all who encountered him referred to him as the Red Saint, named after the traditional crimson vestment of the Apodictic Order.

Eventually, however, Azassarah learned of yet another threat, this time far to the north. Guided by divinations and second sight, the Red Saint led an army of fanatic dervish-soldiers and griffon-borne cavalry to confront the evil of Lord Saral, who had gained much in the way of wealth and power and even more in the way of monstrous followers, by exploring the dark recesses of that most unholy of labyrinths, Dragon's Delve.

When Azassarah's forces arrived in the region surrounding the infamous dungeon, a barely civilized wilderness at the time, they encountered Saral's horde of dark-eyed men, hunched were-creatures, baying gnolls, and teeth-clenched ogres. Many who claim knowledge of the day contend that Saral's intent was neither overtly malign nor destructive. His was not a goal of the conquest or destruction of the civilized lands, but instead he sought to carve his own kingdom from the wild lands.

But Azassarah and the angels that whispered to him believed differently. Singings carefully-chosen paeans to various gods of war, designed not to give them praise but to further adopt their might and insight, the mithral-clad Southron army fell upon the gathered host of Lord Saral at the Battle of Poet's Bridge. Silvered arrows rained up into and then down out of the cloudless sky, and dervish falchions met gnoll shields and spears.

Azassarah won the day at Poet's Bridge, scattering Lord Saral's varied followers into the wilderness, many never seen again. The wizard turned Saral's use of the upper levels of the Dragon's Delve against him, calling upon intricate secrets long believed lost even by those who understand theurgy to turn a portion of the dreaded labyrinth upon itself, forging it into a mystic prison.

The final circumstance of Lord Saral himself has long been open to much debate about sages and scholars. Was he slain in the battle? Imprisoned with his troops? Did he escape to some distant land? Accounts providing clear resolution have all been shown to be false. What is known, however, is that after Poet's Bridge, the Red Saint turned his gaze upon the tower of Saral's former right hand, Terregaunt. Despite the latter man's disavowal of any of his former master's current plans, Azassarah felt that Terregaunt could not be trusted to remain free. If anyone might attempt to rally the routed forces still strewn throughout the forest, it would be Terregaunt.

Despite mysterious magic used to buttress his mighty tower, Terregaunt could not stop the Red Saint from breaching his defenses. The mage's theurgic might was simply too great.

Uoto the great mail-clad warrior, son of a deva and a priestess-princess from sand-strewn Larn, leapt from his griffon mount onto the top of the tower. Proud and tall Uoto, thews shimmering with holy flames, was first among the Red Saint's armies. But at the top of the awesome tower stood

Terregaunt himself, clad in his infamous breastplate of unbreakable glass, wielding the Twin Swords of Avarang.

The two circled each other for moment after long moment, saying nothing. When finally they clashed, the ring of mystic metal against mystic metal echoed across the land. Each man believed the other to be an interloper, an infidel, and a threat too dangerous to abide. Terregaunt's blows were slow and ill-practiced at first, for he had retired from a life of combat. The half-divine warrior's blows were quick and fierce, and any who would have seen the first moments of the conflict would have been certain of his victory. But memories buried deep in the muscles of a fighter like Terregaunt blossom when challenged, and his skill and power came back to him. He strengthened and improved as Uoto tired and weakened.

Eventually not one but both of Terregaunt's matching blades pierced the deva-son's breast, sending silver mail clattering down the sides of the tower. His champion slain, the Red Saint himself intervened, incensed. Spell after spell rained down upon the mighty Terregaunt until he fell, not dead but subdued by sorcery.

The Red Saint placed the warrior within his forbidding prison and took the tower for himself. There was little time for the mystic to rest, however, for baleful tidings arose from the south. In his absence, the Ghoul Armada had returned under the banner of an even mightier and more malevolent undead sea-king. Azassarah left an elven

knight named Bethirion in charge of the army now occupying the region.

Azassarah ultimately sought to become a god himself, because only a god could fight the battles he felt needed fighting. Looking beyond potential threats like Lord Saral, the Red Saint saw the demon lords and even the gods of darkness as the true foes he needed to overcome. Such was his sense of duty. Such was his arrogance.

Bethirion ruled over what would one day, years later, be called the Duchy of Chordille for a handful of years. Word reached him that Azassarah had been slain when the demon lord Esezu broke his staff of power in a retributive strike upon the flagship of the Ghoul Armada. Claiming to be the Red Saint's successor, Bethirion returned south. When seers told Bethirion that Azassarah lived still, having been flung to a distant nether-plane rather than being killed, Bethirion brooded over the situation for six days and nights.

Eventually, his solution was not only to ignore the diviner's words, but to put

each to death so that their words would never be heard by any who might seek to challenge Bethirion's right to claim the amassed wealth and holdings of Azassarah, which overshadowed that of kingdoms and empires.

Some claim that the gods finally saw fit to punish the man who sought their power without giving them due reverence, without following their teachings, and without adhering to their dogmas. Others say that it was those same gods acting on the Red Saint's behalf, which struck Bethirion down in a hunting accident just a year and a day later. Whichever the case, the legacy of the Red Saint is now mostly forgotten. His armies and followers have long since gone, his wealth and lore scattered with them.

The years have slowly consumed the memories of the once-great mystic. Even most of the Song of Azassarah is lost. Most bards only sing the verses regarding the battle of Terregaunt and Uoto today, and even then, only those of the older school know that much.

APPENDIX A: MONSTERS & NPCS

Medium Plant (Neutral) (Tower level 6)

Hit Dice 4d8+20 **hp** 34

Initiative +2 **Speed** 0 feet

AC 17, touch 12, flat-footed 15

BAB/Grapple +3/+7

Attack/Full Attack +7 melee (2d4+6, slam)

Space/Reach 5 feet/10 feet

SA Improved Grab, constrict (2d4+4)

SQ Plant traits

Fort +9, **Ref** +3, **Will** -3

Str 18, **Dex** 14, **Con** 20, **Int** --, **Wis** 3, **Cha** 3

Night Beast CR 10 (Entry)

Large Undead (Neutral Evil)

Hit Dice: 14d12 **hp** 91

Init: +2 **Spd:** 30 ft, fly 60 ft (perfect)

AC 17, touch 11, flat-footed 15

BAB/Grapple +7/+13

Attack Claw +9 melee (2d4+2 plus energy drain)

Full Attack 2 claws +9 melee (2d4+2 plus energy drain) and bite +3 melee (1d6+1 plus energy drain)

Space/Reach 10 feet/10 feet

SA Choking darkness, death field, energy drain, spells

SQ Amorphous, darkvision 60 feet, DR 10/good, SR 20, sunlight vulnerability, undead traits

Fort +4, **Ref** +8, **Will** +14

Str 15, **Dex** 14, **Con** -, **Int** 15, **Wis** 16, **Cha** 16

Crucial Skills Balance +10, Listen +21, Move Silently +12, Hide* +20, Tumble +20

Other Skills Intimidate +21, Search +20,

Crucial Feats Combat Reflexes, Flyby Attack

Other Feats Iron Will, Lightning Reflexes, Weapon Focus (claws)

Spells (CL 7) 6/7/7/3, touch +7, ranged touch +7
3rd--*dispel magic, haste*

2nd--*cat's grace, invisibility, see invisibility*

1st--*chill touch, mage armor, magic missile, ray of enfeeblement, shield*

0th--*acid splash* (R 13), *daze* (W 13), *detect magic, mage hand, touch of fatigue, resistance*

Beings of pure, liquid shadow, night beasts are said to be intelligent shards of the raw darkness beyond all worlds. The monster appears as an amorphous cloud of dark material that drifts through the air and sometimes crawls along the ground. In battle, it manifests a leering, skull-like face and two long arms that end in jagged claws that can rend and tear their enemies.

A night beast is called into the world by a power-mad undead creature or an ambitious living creature that seeks to expand its might. By conducting a blasphemous ritual known as the Song of Infinite Dark, an undead

creature unleashes its inner soul and binds it with the raw substance of the darkness. With the ritual complete, the creature transforms into a night beast. It retains any class levels it may have had, along with its memories. In its new form, it serves as an avatar of destruction, slaughtering all living things it encounters and leaving a trail of death in its wake. Simple plants turn brown and die at a night beast's merest touch; an entire village can fall to this rampaging monster in the course of a night.

Combat: A night beast is a cunning adversary that maximizes the use of its abilities to overcome its enemies. Driven by an unquenchable need to drain the life from all creatures, it is a vicious foe that grants no quarter.

A night beast uses its choking darkness ability against weaker creatures and those that have already suffered serious wounds. While this maneuver leaves the night beast vulnerable to attack, it can quickly overwhelm enemies that are on the verge of defeat. Its death field ability benefits nearby undead, causing many night beasts to collect undead allies as a coterie of servants. The creature considers these followers to be nothing more than disposable minions. It uses them to occupy opponents while it moves into position for an ambush or escapes from a powerful foe.

Skills (Ex): A night beast is virtually impossible to see in areas of shadow or darkness. It gains a +10 racial bonus to all

Hide checks made to hide in areas that are dimly lit or darkened.

Choking Darkness (Ex): A night beast's physical form is akin to liquid night, allowing it to grasp its opponents and drown them within its embrace. A night beast can opt to end its move in the same space as an opponent. If it completely covers its foe, the target takes 8d6 points of damage. A Fortitude save (DC 20) halves this damage. Using this ability counts as a standard action, since the beast must envelop the creatures trapped within it. A creature within this area gains a +2 competence bonus on all attacks against the beast. A creature within a night beast gains full concealment from those outside of it and a 30 percent concealment miss chance against those also caught in it.

Death Field (Su): The area around a night beast is permeated with negative energy. All living creatures within it lose their strength and stamina while undead ones grow stronger. All living creatures within a 30-foot radius of a night beast must make Fortitude saves (DC 20) or suffer a -2 penalty to Strength and Constitution for 1d10 minutes. Once a creature succeeds at a save against this effect, it does not need to check

against that specific night beast's death field again for 24 hours. Undead within this area gain a +2 profane bonus to Strength as the night beast's aura fortifies their dark nature.

Energy Drain (Su): If a night beast hits an opponent with a claw attack or a bite attack, that opponent also receives one negative level. The Fortitude save DC to remove any negative levels a night beast inflicts is 20.

Spells: A night beast prepares and casts spell as a 7th level sorcerer.

Amorphous (Ex): As a free action, a night beast can shape its body so that the creature can pass through openings as small as 1 foot in diameter. However, it cannot use this ability to flatten out its body and thereby increase the space it occupies when using its choking darkness ability

Sunlight Vulnerability (Ex): Bright light burns a night beast like a devouring flame, blasting the inky darkness of its form into oblivion. A night beast takes 3d6 points of damage per round that it suffers full exposure to sunlight, either from the sun itself or a magical effect that duplicates the strength of the sun's radiance.

APPENDIX B: SPELLS & MAGIC

Hourglass of Reversal

This hourglass of gold and glass is a powerful magic item. Once per day, it can be overturned, with the sands flowing backwards (up rather than down). This takes 10 minutes to complete. When done, the character who turned it over can choose to remove all negative levels he may have, or to restore ability score damage or drain from one ability score. It cannot affect lost levels or other conditions.

Moderate Conjuration; CL 7; Craft Wondrous Item, restoration; Cost: 8,500 gp; Weight: 3 pounds.

Rod of Comestibles

One discrete object of any material, up to 5 pounds, can be made safely edible with the touch of this small golden rod. The object becomes soft enough to chew and tastes palatable. The actual transformation does not occur until eating begins, however, so if the rod is touched to an orc's axe, it's still a usable weapon until someone actually starts to eat it, at which time it is no longer a useful axe. Attended objects get a DC 18 Fort save (using the bonus of their owner). Magical objects get a saving throw whether attended or not. Eaten items are destroyed and lose all potency. The rod can be used once per day.

Moderate transmutation; CL 9; Craft Rod, *purify food and water*, *major creation*; Price: 5,000 gp.

Shield of Aggaranon

This +2 heavy steel shield is very cold to the touch, but it can be worn and readied comfortably. Its special ability becomes apparent if the wielder is damaged by fire. The shield offers no particular protection against fire, but it immediately retaliates against the fire-using foe with a blast of cold. This blast inflicts 5d6 points of cold damage (Reflex save DC 18 for half damage) and it ignores issues of range or barriers. For example, if a red dragon breathes fire on the wielder then moves around a corner, 150 feet down a hall, with a door in the hall closing immediately behind her, the dragon still blasted by cold.

The triggering fire attack could be from a spell, a special ability, a magic item (such as a *flaming weapon*) or simply a torch being used as a club. But the wielder must suffer

the fire damage. If the wielder has spells that protect him from the entirety of the fire attack, the shield's power is not triggered.

The shield's cold blast functions no more than once per round. If the wielder takes fire/heat damage that has no obvious source (such as from an environment that is simply hot), the shield's power does not activate.

Once, and once only, the wielder can choose (as a free action after the fire damage is inflicted) to retaliate with a blast of cold that inflicts damage equal to double the fire damage he suffered in the attack. Doing so turns the shield to ice, which then instantly melts, destroyed forever with no ability able to restore it (even a wish).

Strong evocation; CL 15; Craft Magic Arms and Armor, *cone of cold*, *fire shield*; Price 30,170 gp; Cost 15,170 gp + 1200 xp

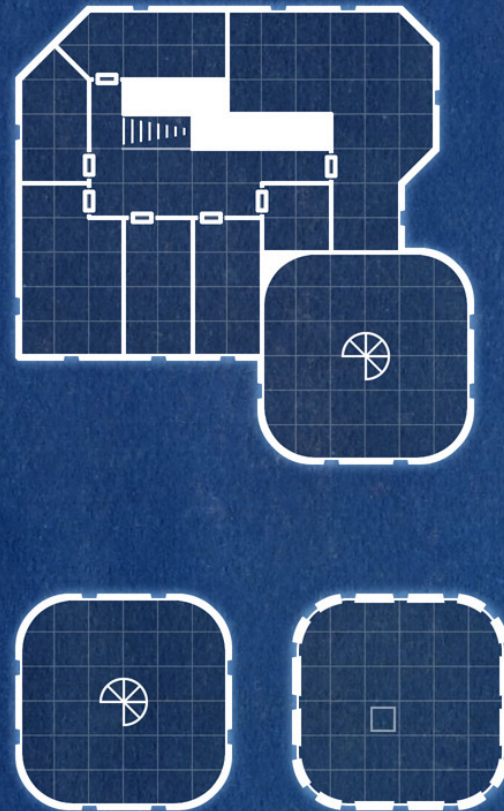
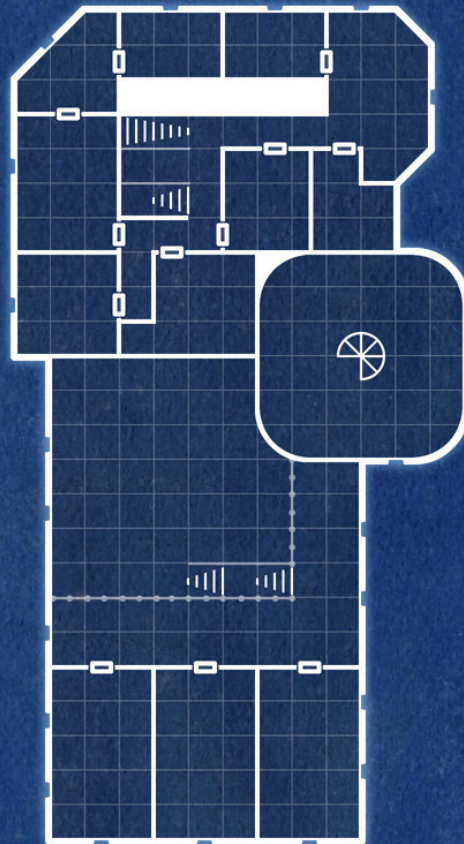
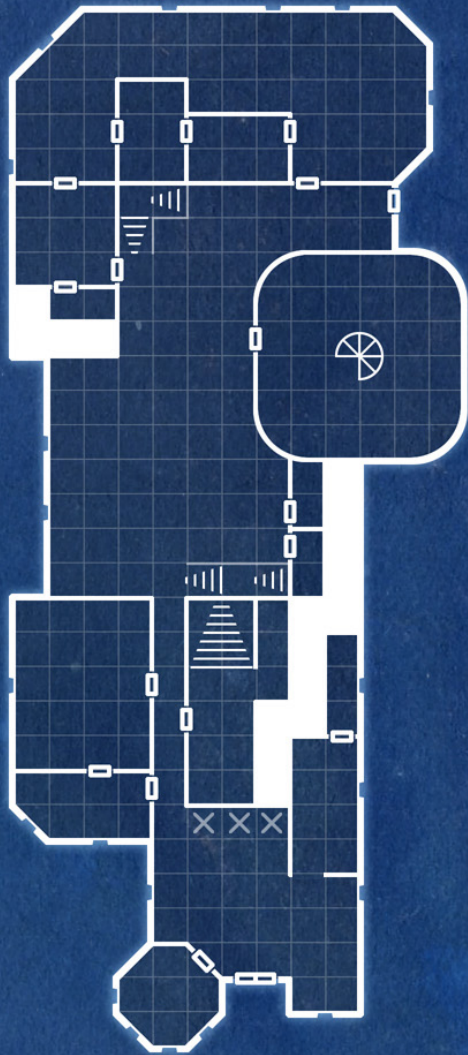
Chordille Portrait Illustration







Chordille Keep Map no Secrets no Labels



1 square = 10 feet



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-donah" 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-eeek."

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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