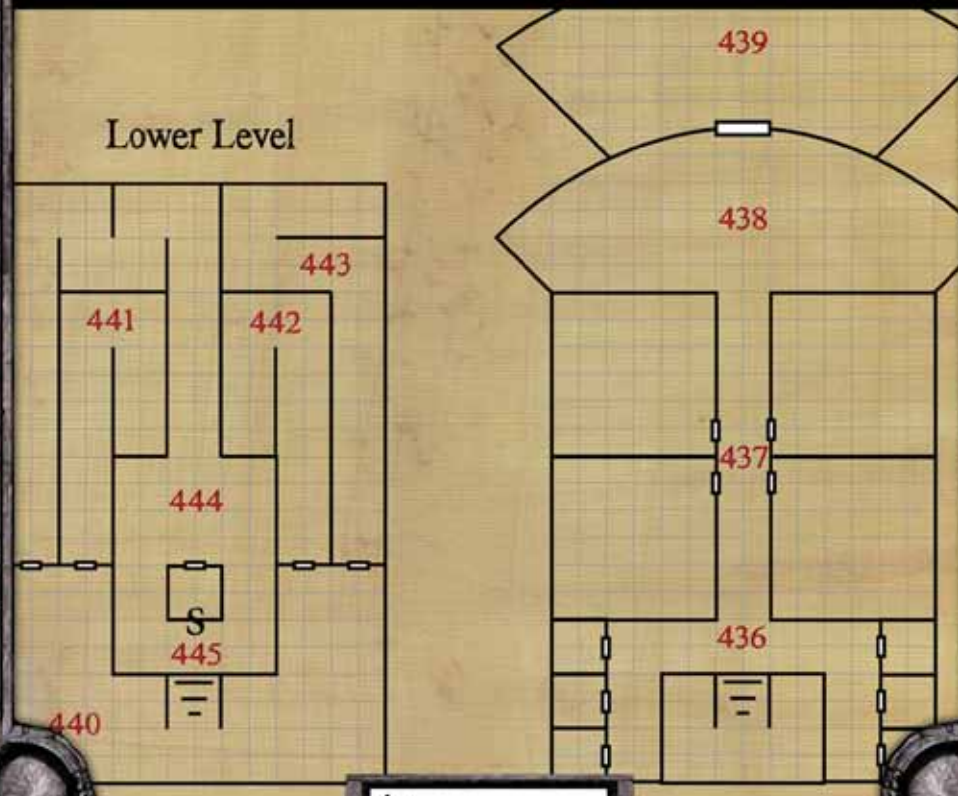


DUNGEON A DAY

DRAGON'S DELVE: The CRIMSON Aerie



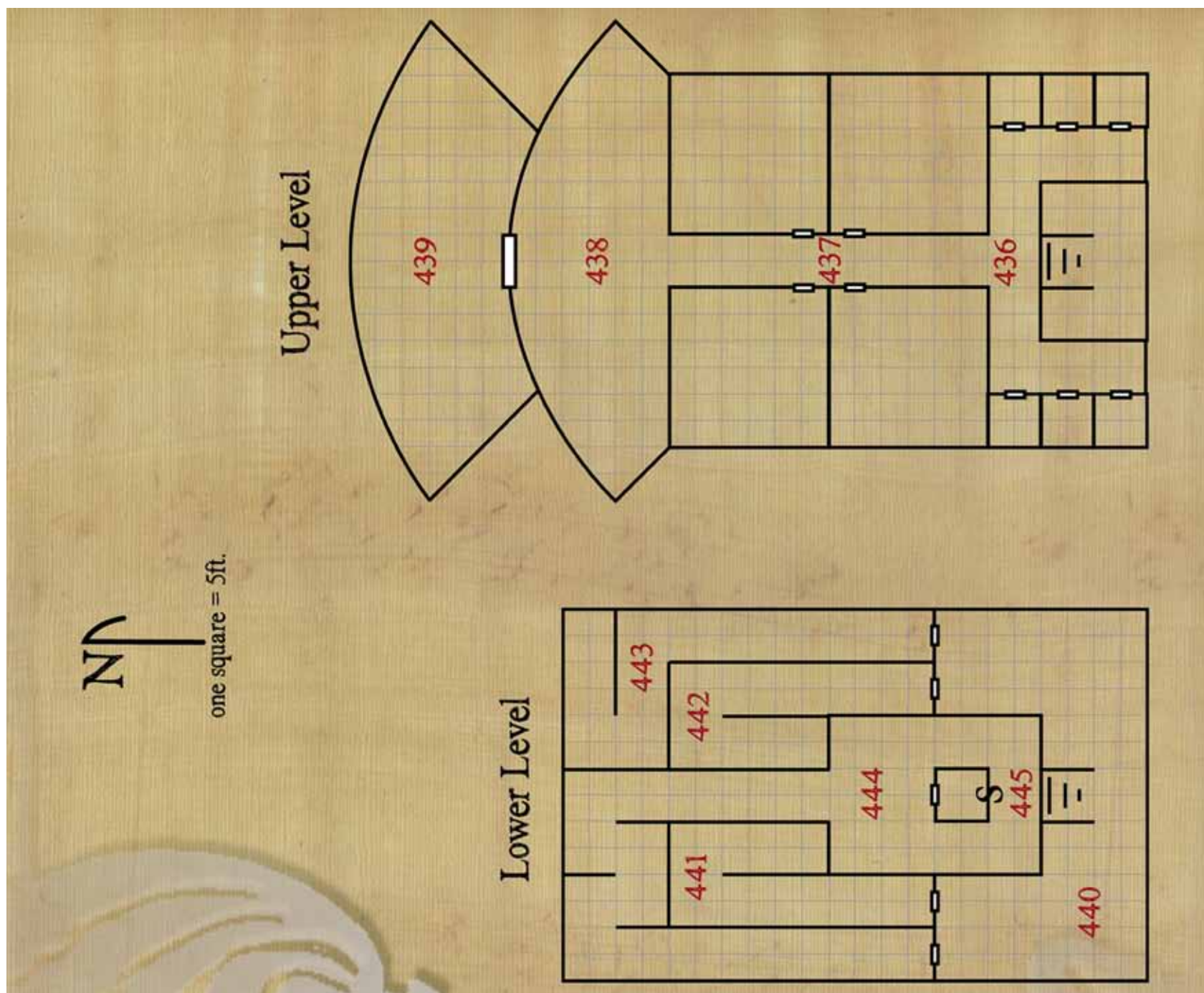
PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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DRAGON'S DELVE

THE CRIMSON AERIE



THE CRIMSON AERIE

The Crimson Aerie is one of the many sanctums, laboratories, and retreats that the Mages Four used during their more than two centuries of active adventuring. The Fourfold Keep in Dragon's Delve was their primary residence, but they continued to use the other locations for special projects, for meetings with other powerful entities, and as places to get away and simply clear their minds. The Crimson Aerie was especially good for the latter purpose due to its extremely isolated location.

Named for the color of the stone from which it is built (plus the spectacular red hues of sunsets viewed from its deck), the Crimson Aerie is situated on a cliffside near the top of one of the fabled Rune Peaks on a continent far to the west of Dragon's Delve. It is a relatively small building that has very little in the way of wizardly amenities. There are no labs, stores of spell components (other than what the mages might bring with them), or libraries—just a private room for each of the Mages Four, a secure storage area in the lower level, a large common room, and an even larger balcony overlooking the magnificent surrounding mountains.

In order to arrive here, the PCs will have had to find the key left in Lissandera's Chambers and deduce its connection to the strange “back door” hidden in the Fourfold Keep's Trophy Room. However, when they arrive, the aerie is also being visited by a stranger who came via a completely different route.

The Crimson Aerie may seem like a location that is unrelated to the actions within the dungeon. However, if the PCs clear out the other interloper, it provides them with a place that they can go to rest safely (something that is certainly lacking in the lower reaches of Dragon's Delve). It also provides the GM a location to reasonably give the PCs a second chance to find important information or items they overlooked during their previous explorations (particularly of Fourfold Keep or any other site connected to the Mages Four).

The ceilings in the Crimson Aerie are 10 feet high unless otherwise noted.

There are 10 encounters in the Crimson Aerie. There are no random encounters in the Crimson Aerie.

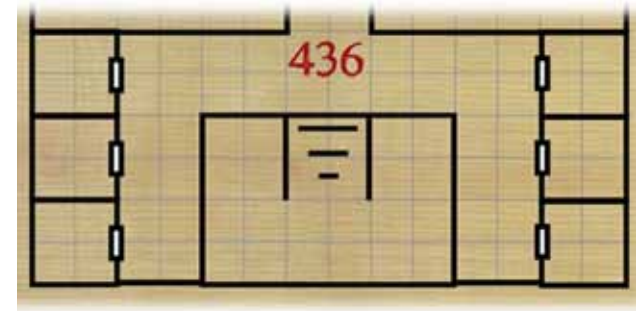
436. THE BALCONY

Summary: A balcony overlooking the lower floor landing, and generally where guests to the Crimson Aerie arrive.

Sights and Sounds: This chamber is dimly lit. The PCs see the following.

This ten-foot-wide ledge serves as a balcony looking down onto an open space. There are handrails to prevent visitors from accidentally falling the twelve feet to the floor below. Along either side of the balcony, a row of three doors lead to rooms beyond. In the center, a wide staircase leads down to the lower floor.

Background: This is the general arrival spot for the Crimson Aerie. Four of the rooms on the balcony function identically to the one described in the “Back Door” of the



Fourfold Keep, the other two are merely storage rooms. The Mages Four had the aerie built with the “entrance” in the rear so that they could maximize the impact of bringing guests forward to see the view from the common room and the deck.

They installed multiple teleporting doors merely as a convenience in case there were a large number of individuals arriving at the same time or traveling to different locations.

Storage Rooms: Two of the doorways on the balcony lead to large storage rooms. These are the northern doors on either side of the balcony.

These rooms contain linens, blankets, dried and preserved rations, camping equipment, and other basic gear that one might find useful if coming to the Crimson Aerie in a moment of emergency. All of these are items that can be stored for long periods of time without fear of spoiling (though, having been left untouched for centuries, some of it may be useless now).

Any commonly available mundane equipment that one could reasonably expect to be part of a mountain cabin's larder or storage shed can be found in one of these rooms.

Back Doors: The middle and southern doors on either side of the balcony lead to rooms that seem completely empty. If one enters the room and closes the door, though, they behave identically to the “back door” found off the Trophy Room in the Fourfold Keep.

Just as when arriving, a key is necessary to use these rooms in order to leave the Crimson Aerie. If the PCs somehow manage to lose the key they used to get here, they will have to find some other way to get down from this lonely mountain peak (not to mention back to Dragon’s Delve).

As mentioned in the original description, the doors in these chambers can be used to access a wide variety of keeps, castles, cabins, and other sanctums kept the Mages Four. There is no plan for more of these sites to be detailed on Dungeonaday.com, but the GM may wish to create some of his own. In that case, all that needs to be done is to give the PCs access to keys attuned to those places, plus some reason to suspect that the keys should be used in this way. An appropriately difficult Knowledge (arcana), Spot, or even Intelligence check could make plain that the keys are physically similar to the one used to get to the Crimson Aerie.

Stairs: The staircase in the center of the balcony is wide and well made. However, whenever anyone walks on it, the steps emit high-pitched squeaks that are surprisingly pleasant to listen to—like a chorus of songbirds in springtime. This sound can be heard throughout the aerie.

These are “nightingale stairs,” designed to make it difficult for anyone to use them surreptitiously. The squeaking itself is a mundane effect, created by the intricate construction of the staircase. However, the pleasant effect is an enchantment added by the Mages Four, who did not want to listen to discordant chirps whenever anyone used the stairs. (It was important they know about the passage, but not so much so that they were willing to be annoyed by the sound.)

Walking on the stairs without creating any sound requires a DC 40 Move Silently check.

Upping the Ante (EL 15): The intention is for the PCs’ entrance into the Crimson Aerie to be unremarkable. However, GMs who wish to increase the general level of danger in the building may wish to put a quartet of barbed devils on the balcony (or, alternatively on the Landing) serving as guards to prevent anyone from interfering with the activities in the lower level.

Barbed Devil (x4): hp 126

Connections: This chamber connects to areas 424, 436, and 440. See the Map of the Crimson Aerie.

PATHFINDER STATS

When using the stairs, a Stealth check is required. If using the Upping The Ante option, use the following creatures.

Barbed Devil (x4): hp 138

Other than that, no modification is necessary to run this encounter using Pathfinder.

437. PRIVATE CHAMBERS

Summary: Four rooms, one belonging to each member of the Mages Four.

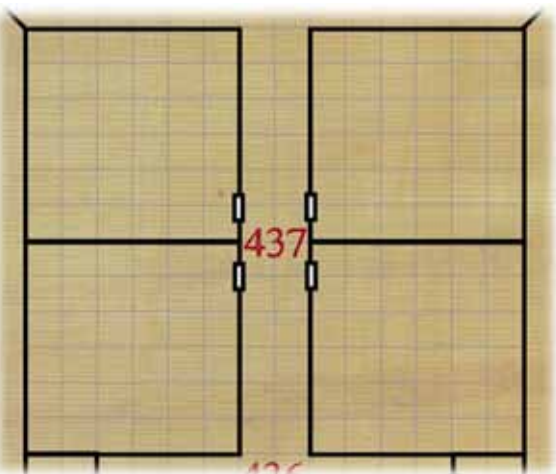
Sights and Sounds: This chamber is brightly lit. The PCs see the following.

A wide hallway leads straight on from the stairs, heading toward a larger room that is lit by bright sunlight. In the middle of the hall there are four doors, two on each wall.

Background: Each member of the Mages Four has a private chamber in the aerie. They were never permanent residences, so they are not filled with any particular items or equipment—the mages brought the books and materials they needed at the start of each visit, and took what was left with them when they returned home. However, there is the detritus of many such visits—remnants of spell components, journals with only a handful of entries, personal items mistakenly left behind, and such.

Although brief suggestions for items that might be found in each room are presented below, the GM should also feel free to seed them with items and information presented in the mages’ private chambers at the Fourfold Keep (areas 427, 429, 431, and 433) or other material that the PCs overlooked or bypassed. There is very little in the world that the Mages Four would not have been able to get, if they set their minds to it, so it is possible to include practically any item imaginable in these rooms.

The exact placement of which mage is in which room on the map is not important.



The default assumption is that they listings below detail the rooms in clockwise order beginning with the northeast room, however the GM should feel free to arrange the rooms in any order he prefers.

Lissandera's Room: Unlike her room in the Fourfold Keep, Lissandera keeps this decorated in a plain but tasteful manner with a bed and other furniture made in a quaint, even folksy style. There are no signs of the excessive self-indulgent entertainments she enjoys within her more securely private chamber. Indeed, those who have visited her bedroom in Dragon's Delve may attempt a DC 30 Sense Motive or Knowledge (history) check to see that Lissandera was clearly a very conflicted person.

Her inner conflict becomes even clearer if anyone in the group succeeds at a DC 20 Search check, which reveals a small journal (similar to the one hidden in her room in the Fourfold Keep). It is filled with hastily scrawled entries of only a sentence or two. Most of them simply state how

much Lissandera hates visiting this place and having to live in such close proximity to the other mages--particularly Caval. She feels caged and on display, like she cannot be her true self because someone is always watching or listening.

Pholaen's Room: This room is outfitted the way you might expect an average cabin in the woods would be, but compared to Pholaen's chamber in the Fourfold Keep, it is practically ostentatious. Since, when he came here, Pholaen did not have immediate access to his mobile laboratory, he obviously took greater care to make it a comfortable living space. Still, while they are comfortable and complete, the furnishings are relatively simple and homespun--made of wood that was gathered below the tree line here in the Rune Peaks.

A successful DC 20 Search check in this room turns up a small journal, similar to the one in Lissandera's room. The first dozen or so pages have been torn out, but the next few contain several entries written in Elvish by Pholaen. The first few talk about the beauty of the surrounding terrain, and what a good idea it was for him to come here. The later entries make it clear that this is where he came after the Mages Four officially disbanded. He wonders if it was because of a fault in his leadership skills, but quickly dismisses that notion and chalks it all up to defects in his companions' characters. However, the final entry seems upbeat--Pholaen discussing how he will be sure to be more selective when choosing replacements.

If the Search check above beats DC 35, the searchers find scraps of torn paper scattered in various corners of the room. They seem to be the missing pages from the journal and are covered with hastily scrawled entries like those found in Lissandera's journal (above).

Shakaran's Room: Though this room is roughly the same size as Shakaran's chambers in the Fourfold Keep, it feels much smaller. The main reason for that is that it is not furnished with the same severe asceticism--this room actually has a bed, furniture, and decorations, though they all are eminently practical and utilitarian.

A single shelf on the wall holds a four small wooden figurines and a half-dozen books. The figurines are of relatively poor quality, but a DC 25 Appraise or Search check will reveal an artist's chop that marks these as having been carved by Shakaran himself. If the check beats DC 35, it becomes clear that the figures are the Mages Four themselves. The books are mostly philosophical treatises about moving one's mind and body into perfect harmony. A DC 25 Appraise or Search check while examining the books reveals a common thread of thought that simple artistic endeavors (such as whittling) often helped peasants to achieve high degrees of spiritual enlightenment. If the check beats DC 35, it also uncovers a description of a ritual that can transform a person into something called a "Worm That Walks." This entry is covered with handwritten notes about how to improve the ritual for a less horrific result.

Caval's Room: This room is not overflowing with furnishings--as Caval's chamber in the Fourfold Keep is--but the few items he has here (a bed, chest of drawers, and art hanging on the wall) all are of exquisite quality and artistic merit. Searching the chest of drawers will unearth expensive grooming implements, including a silver comb and brush set and an ivory washing bowl. A DC 15 Appraise check will reveal that all together they are worth 500 gp.

Also in the drawers is a scroll case. Inside is not a magical scroll, but a map of a mountain peak and its surrounding territory. It bears the legend "Mt. Arastus in the Rune Peak Mountains," and is covered with handwritten notes marking the locations of various animal dens, game trails, and watering holes in the immediate region. In particular, the map notes several dragon lairs. Once the PCs identify that the Crimson Aerie is located atop a mountain, it takes only a DC 12 Int or Knowledge (local) check to realize that the map shows the area around the building.

Connections: This chamber connects to area 436 and area 438. See the Map of the Crimson Aerie.

PATHFINDER STATS

References to Search checks should be replaced with Perception checks of the same DC. In addition, Shakaran's book references the game appropriate version of the Worm That Walks. Other than that, no modifications are necessary in order to run this encounter using Pathfinder.

438. COMMON ROOM

Summary: The main room of the aerie with stunning views of the skies and surrounding mountain range.

Sights and Sounds: This chamber is brightly lit. The PCs see the following.

This large, open room has a ceiling that slopes up steeply as it approaches the curved outer wall--which seems to be composed of some kind of glass--giving the chamber a panoramic view and the feeling that it is practically open to the air. The surest sign that this is not the case is that it remains a comfortable temperature in the room while you can hear the wind howling outside.

Background: Like many mountain cabins, this common area is the room around which the rest of the structure was built--the place where visitors would be expected to spend most of their time. There are eight large, comfortable chairs, at least that many small stools, four low cabinets, and at either side of the room, a low, wide brazier. These last two are magical items responsible for the fact that it is a comfortable temperature in and around the Crimson Aerie.

The view is generally spectacular, but when the PCs arrive it is particularly impressive because there is a tremendous horned devil standing on the outer deck.



Since the outer wall is utterly clear, it is entirely likely that the PCs will see it and, if they're not careful, it will see them. As a result, this area and area 439 are tightly linked, and it may be impossible to explore this chamber without first dealing with the challenge lurking outside.

Cabinets: These are small storage spaces to hold basic necessities. Two are currently empty (used as larders when the Mages Four spent time here), one holds a collection of pots, pans, and other cookware (for use over the fire pit on the deck), and the final one is stocked with an impressive array of liquor (all of which is now more than eight hundred years old).

The GM may decide whether the liquor is still potable and, indeed, whether it is valuable enough to represent treasure.

Braziers: These are braziers of succor, magical items that can control the temperature of the air around them. They are the reason that the Crimson Aerie is a comfortable temperature. Each brazier has an activation word (carved into its underside).

When activated, a brazier of succor regulates the temperature in a 50-foot radius, keeping it at a constant 75 F (24 C). It works in any medium (air, water, etc.), but does nothing to affect the quality of that medium--it does not make air breathable or water pure, it merely makes it a comfortable temperature.

The brazier itself does not heat up during this process, though its bowl glows as if a warming fire coal was burning inside. It

is completely safe to handle a brazier of succor, even when it is activated.

When the brazier is activated, the surrounding area will heat up (or cool down) by 10 F (8 C) per minute until the target temperature is reached. When it is deactivated, the area will cool down (or heat up) at twice that rate.

For every other brazier of succor within the brazier's area of effect, that area of effect is expanded by +50 feet. So if two braziers were near one another, each would cover a 100-foot radius area, and if three braziers were all within a single area, all would have 150-foot radius coverage.

Faint transmutation; CL 3rd; Craft Wondrous Item, *endure elements, resist energy*; Price 12,000 gp.

The Walls: The curved northern wall as well as the eastern and western walls appear to be made of glass, but actually they are stone that has been made completely transparent. So while they provide a magnificent view of the surrounding mountain peaks during the day and the heavens at night, they are also sturdy and resilient. The walls have 8 hardness, 90 hit points, and a break DC of 35.

In addition, any spellcaster can cause the walls to temporarily return to their natural red color (like all the other walls in the Crimson Aerie) by expending a single spell of level 0 or higher. This effect lasts for a number of hours equal to the spell level (minimum 30 minutes) and can be dispelled by expending another spell of a level equal to or higher than that of the spell used to activate this ability.

The View: While sitting in this chamber, a character has a panoramic view of the Rune Peaks. However, between the wall and open air is the Crimson Aerie's outer deck. Normally, this does not interfere block any of the sights, but at the moment the PCs enter the common room, a horned devil is waiting on the deck.

Before the characters even enter the common room, each one may attempt a DC 8 Spot check to notice the creature standing just outside the far wall. Anyone that succeeds at this check may choose not to remain in the hall. There is a 25% chance that the horned devil is looking into the common room as the PCs arrive. During the daytime, the devil cannot see into the hallway, but at night it can see all the way back to the stairs on the balcony.

See area 439 for details on the horned devil's behavior and statistics.

Connections: This chamber connects to area 437 and area 439. See the Map of the Crimson Aerie.

PATHFINDER STATS

The reference to a Spot check should be replaced with a Perception check of the same DC. Other than that, no modifications are necessary in order to run this encounter using Pathfinder.

439. OUTER DECK (EL 16)

Summary: An open-air patio so that visitors to the Crimson Aerie can enjoy the view and the mountain air. Just now, it's being enjoyed by an uninvited guest from the pits of hell.

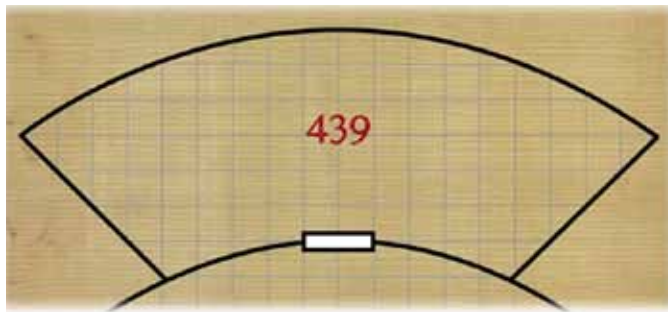
Sights and Sounds: This chamber is open to the sky and is lit naturally. The PCs see the following.

This open air balcony looks out over the surrounding mountains, providing a spectacular view. Although the deck is thousands of feet above sea level and the wind blows briskly, the temperature is as cozy and pleasantly warm. The ledge is wide, flat, and just the right height to sit on comfortably. Near the far right corner of the deck is a small structure apparently made of bricks.

Background: Under normal circumstances, the outer deck is as comfortable a place to spend time as any of the indoor sections of the Crimson Aerie (thanks to the braziers of succor). It is an open deck with a small fire pit constructed near the northeast corner--this serves as the main means of preparing food for those staying in the aerie. The view is, if anything even more spectacular than that from the common room, if only because there is nothing at all blocking the scenery.

At this juncture, though, the presence of a horned devil named Khthargmnth makes the deck a very dangerous place to be. Khthargmnth is here because it struck a deal with Yarmella Ortzir, a sorcerer who was trying to find the Crimson Aerie in hopes of plundering it. She could not locate the aerie, and the horned devil desperately wanted to recover an item stored in the aerie's vault, but was barred from ever attempting to do so itself. Khthargmnth brought her here under the condition that it could select a single item from her haul when she was done.

Now Khthargmnth waits here for Yarmella to finish her skullduggery. As far



as it knows, no one has visited the Crimson Aerie in centuries--and very few others than the Mages Four even know about its existence, let alone its location. So when it sees a group of adventurers in the building, Khthargmnth will assume the worst.

The Deck: The outer deck is made from the same red stone as the rest of the Crimson Aerie. It is bounded on three sides by low walls--only three feet high, but five feet wide--to provide a surface that that visitors can sit on without danger of falling over. This is especially important because the northern half of the deck extends beyond the mountain ledge, meaning that the railing looks down on a sheer drop of several thousand feet onto the lower slopes of the mountain.

The brick structure in the northeast corner of the outer deck is a fire pit. Mostly the Mages Four used it for cooking fires (since the aerie is kept at a comfortable temperature by the braziers of succor). Because of the generally westerly mountain winds, smoke from the fire pit is usually carried immediately away from the aerie.

Khthargmnth: This horned devil had a long history with the Mages Four--having opposed them either singly or with groups

of other devils several times during their years of open adventuring. Its final confrontation with them came when it used an artifact called the execrable disjunctor to temporarily rob them of their spellcasting powers. The mages eventually managed to defeat Khthargmnth and take the disjunctor from him. In exchange for his life, the devil swore that neither it nor any of its minions would ever seek to recover the artifact and that Khthargmnth itself would never even enter the private residences belonging to the Mages Four.

It is able to get partially around the latter requirement because the Crimson Aerie's outer deck is open to the air and the first room in the building is the large common room. Khthargmnth cannot go any further into the building (of course, it will not admit this fact to the PCs), but it has divined that the execrable disjunctor is being kept in the building's vault. It had all but given up hope of getting the artifact back, when Yarmella Ortzir came to Khthargmnth and requested its help in finding the Crimson Aerie.

Through very careful application of the terms of its agreement with the Mages Four and pointedly waiting until Yarmella made requests and demands (clearly indicating that she was not a minion of the horned devil), Khthargmnth has gotten this close and hopes to soon have the disjunctor back in its claws. At that point, it intends to use it on the sorceress (to make up for the ignominy of having to serve as her flunky), then begin searching for the Mages Four--though it

realizes that after so many centuries it is likely that time has visited the ultimate punishment on them that Khthargmnth never could.

When the PCs arrive at the Crimson Aerie, Khthargmnth is anxiously waiting for Yarmella to return, certain that its perfect plan will be interrupted by the accursed Mages Four. If it notices a group of unknown adventurers suddenly appearing inside the building, it will assume the worst--that they are in the employ of its hated enemies--and will immediately attack them.

Horned Devil: hp 172

Upping the Ante (EL 18): If a single horned devil is not challenging enough for this encounter, add a group of four barbed devils as its minions. They will be under the same restrictions that Khthargmnth is, as pertains to entering the building, but can help give the PCs something extra to focus on.

Barbed Devil (x4): hp 126

Connections: This chamber connects to area 438 and the Rune Peak Mountains. See the Map of the Crimson Aerie.

PATHFINDER STATS

Horned Devil: hp 217

Barbed Devil (x4): hp 138

440. THE LANDING

Summary: Below the balcony is a landing--an open room whose greatest threat is what lies beyond it.

Sights and Sounds: This chamber is completely dark. If the PCs have an adequate light source, they see the following.

Below the balcony is an open chamber with almost nothing in the way of furnishings or decorations. The only points of interest are a placard hanging on the wall opposite the base of the stairs and four doors set in the northern wall.

Background: The lower level exists only for the purpose of creating a safe place for the Mages Four or their guests to store extremely valuable or powerful items while staying at the Crimson Aerie. That being the case, very little thought or effort was put into decorating the space. This chamber serves merely as the conduit to the vault's entrance--and that three false entrances made to ensnare would-be thieves.

The Crimson Aerie was built when the Mages Four were merely powerful adventurers--not yet the living legends they would be for the last century or so of their time together. At the time of its construction, their reputation had not grown strong enough to discourage all treasure hunters, and so they felt the need to take extraordinary precautions to make the vault safe. Fully three quarters of the chambers on the lower level serve no purpose other than to tempt, trap, and kill interlopers.

The Placard: On the wall opposite the stairs, a large bronze placard has been affixed, bearing on it the following legend:

Remember the tale of the greedy hare, who grew strong and fast while eating weeds and grass that grew among the rocks that provided him shelter from the eagle and hawk. But one day, when the great birds were elsewhere, the greedy hare dared to enter the open meadow and eat the succulent clover--where he was caught, carried away, and eaten by a lowly raven.

If you are here unbidden, it is certainly because the masters of this aerie are not at home. Beware what liberties you take--there is no glory in dying at the hands of minions.

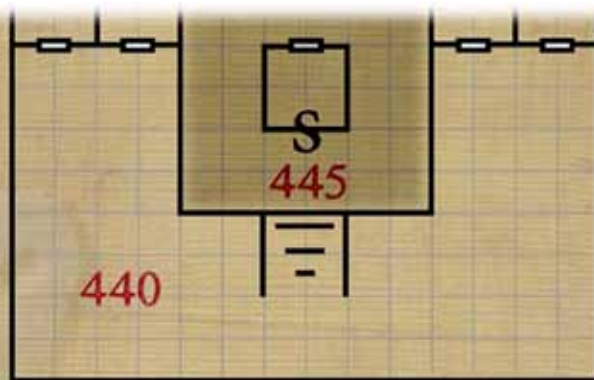
The placard references a famous folktale--anyone who succeeds at a DC 15 Intelligence or Knowledge (history) check will be aware of it. In case the meaning isn't plain, the moral of the story is that it doesn't matter if you are killed by a noble opponent or a craven one--dead is dead! (Another way to express it is "It doesn't matter if you out run a lion, a tiger, and a leopard if you end up

being caught by a hyena.") The inference is that even though the Mages Four are not in the building, their defenses still are, and they're dangerous enough to kill most interlopers.

The Doors: Everything beyond this landing is considered to be a single magical location (detect magic shows only a strong general magic aura throughout the entire area). Three of the four doors lead to hallways that contain only traps, but the fourth leads to the Crimson Aerie's vault. Each trap has its own particular details and mechanics (described in areas 441, 442, and 443).

All of the doors and walls in this area are immune to physical damage. The doors are not locked, but only one of them can be opened at a time. If one door is open, the others become sealed shut (though still not locked--more like a false door) and cannot be opened by any means (though they can be bypassed by magical effects such as ethereal jaunt normally). However, if one of the traps is active (that is, if one or more creatures is locked inside), that door becomes sealed and all the other doors return to their normal status.

Upping the Ante (EL 15): The intention is for this landing to serve simply as a spot from which the PCs can access the hallways, but GMs who want to increase the level of danger in the Crimson Aerie may wish to add a quartet of barbed devils to this area (as previously discussed in area 436), serving as guards while Yarmella Ortzir explores the vault.



Barbed Devil (x4): hp 126

GMs who want to make the Crimson Aerie especially difficult could put barbed devils in both the landing and the balcony, as those two fights would almost certainly end up condensing into a single melee with 8 barbed devils, which would be an EL 17 combat. However, that would likely leave the PCs severely weakened for the upcoming challenges (particularly the eventual confrontation with Yarmella).

Connections: This chamber connects to areas 436, 441, 442, 443, and 444. See the Map of the Crimson Aerie.

PATHFINDER STATS

No modifications are required to run this encounter using Pathfinder. If the GM decides to “Up The Ante,” use the following stats.

Barbed Devil (x4): hp 138

441. HALLWAY OF OOZE (EL 15)

Summary: A long, winding hallway that just oozes danger.

Sights and Sounds: This chamber is completely dark. If the PCs have an adequate light source, they see the following.

A ten-foot wide hallway stretches out for fifty feet to the north, then turns away to the east.

Background: This trap is simple--anyone trapped in here must go to the end of the hallway to pull a release lever in order to unlock the door. However, when that lever

is pulled, specially grown gelatinous cubes fall from the ceiling filling nearly every inch of space in the hallway. The idea being that most victims will immediately be swallowed by one of the cubes, and any who aren't soon will be.

This particular strain of gelatinous cube was bred by Caval the Conjuror to be particularly resilient and to fill the hallway perfectly. Still, one would not be especially threatening on its own, but a small army of them in such narrow confines presents the difficulty of not being able to attack from the safety of range and causes difficulty if multiple members of the party fall victim to their paralyzing effects.

The Door: As with the other doors leading from the lower floor landing, this door remains sealed if any of the others are open. Also, once the trap has been sprung, it too becomes sealed to anyone who remains in the outer chamber. The door can only be unsealed again by pulling a release lever at the end of the hallway, and even then it can only be opened from the inside.

The Hall: The hallway appears normal in every way. Creatures can proceed down the hallway with the door open, but when one creature gets



more than 30-feet into the corridor, the door automatically closes and seals (as described in area 440). Anyone standing in a square adjacent to the door may attempt to move into or out of the hallway while it is closing. Doing so requires a DC 18 Reflex save.

After the door closes, this remains just a normal corridor until such time as someone pulls the lever at the far end of the hallway.

The Lever: Set into the wall at the far end of the hallway is a single lever. It is the only implement or decoration in the hallway. A successful DC 20 Search check will reveal that the lever is not connected to any physical mechanism. Detect magic will only reveal that it is indeed connected to the overall general magic aura of the location. Pulling the lever counts as a move action.

When the lever is pulled, the door back to the landing will become unsealed, but only for those in the hallway (anyone still in the landing area will find the door remains sealed). In addition, slimy, viscous material drops from the ceiling--seeming to appear out of nowhere or perhaps phase through the stone above--quickly filling nearly all the available space. These are a chain of gelatinous cubes that have been grown specifically so they fit this hallway perfectly. Although a tiny bit of room exists between each cube, they otherwise fill the space entirely. Any creature that succeeds at a DC 28 Reflex save can position itself between two of the cubes. All others are automatically engulfed by the cube that covers their square and are immediately subject to all the normal effects this condition imposes.

The entire hallway is now filled with gelatinous cubes, with the exception of the miniscule space between each cube--negligible in size, but enough for creatures to act normally until they are engulfed. There is, however, nowhere for a creature in one of these spaces to move to without being engulfed by one of the surrounding cubes.

These ooze-like creatures have been bred to be particularly hardy. They are immune to electricity damage and have 20 points of resistance to all other forms of energy, but otherwise function as normal gelatinous cubes.

Gelatinous Cube (x9): hp 54

Upping the Ante (EL 17): If the GM wants to make this encounter more difficult, double the number of hit points the gelatinous cubes have and increase the acid damage their touch inflicts to 2d6.

Connections: This chamber connects to area 440. See the Map of the Crimson Aerie.

PATHFINDER STATS

Replace mentions of Search checks with Perception checks of equal difficulty. Use the Pathfinder version of the gelatinous cube as the base creature and add the same modifications described above.

Gelatinous Cube (x9): hp 50

442. GAS CHAMBER (EL 15)

Summary: The trap in this hallway involves a poison gas that has several ways to affect the PCs.

Sights and Sounds: This chamber is completely dark. If the PCs have an adequate light source, they see the following.

A ten-foot wide hallway stretches out for fifty feet to the north, then turns away to the west.

Background: This is basically a poison gas trap, but with a unique gas that is a variation on the cloudkill spell, created by the Mages Four specifically for this trap. When the trap is triggered, the entire hallway will fill with a strong, concentrated version of the gas. Of course, the door will unlock at the same time, so it is possible for the PCs to escape. But when the door is opened, the gas will rush out and fill the entire lower floor landing with a weaker, thinner version of the gas. The properties of the gas change based on its concentration.

The Door: As with the other doors leading from the lower floor landing, this door remains sealed if any of the others are open. Also, once the trap has been sprung, it too becomes sealed to anyone who remains in the outer chamber. The door can only be unsealed again by pulling a release lever at the end of the hallway, and even then it can only be opened from the inside.

The Hall: The hallway appears normal in every way. Creatures can proceed down the hallway with the door open, but when one creature gets more than 30-feet into the corridor, the door automatically closes and seals (as described in area 440). Anyone standing in a square adjacent to the door may attempt to move into or out of the hallway while it is closing. Doing so requires a DC 18 Reflex save.

After the door closes, this remains just a normal corridor until such time as someone pulls the lever at the far end of the hallway.

The Lever: Set into the wall at the far end of the hallway is a single lever. It is the only implement or decoration in the hallway. A successful DC 20 Search check will reveal that the lever is not connected to any physical mechanism. Detect magic will only reveal that it is indeed connected to the overall general magic aura of the location. Pulling the lever counts as a move action.

When the lever is pulled, the door back to the landing will become unsealed, but only for those in the hallway (anyone still in the landing area will find the door remains sealed). In addition, a yellowish green gas seeps up seemingly through the stones of the floor and quickly fills the entire hallway. All those in the chamber may attempt a DC 18 Reflex save to get a final breath of clean air before the gas surrounds them. For as long as those who succeed can hold their breaths, they are not susceptible to the effects caused by breathing the gas. However, they are subject to the usual effects of suffocation. The gas remains for 2d4 minutes, then dissipates.



Within the confines of the closed hallway, anyone who breathes the gas (or holds his or her breath with gas in their lungs) must make a DC 17 Fortitude save every round. Failure indicates that the creature falls unconscious and is helpless. Slapping or wounding awakens the creature, but normal noise does not. Awakening the creature is a standard action (an application of the aid another action).

In addition, while the gas remains trapped within the hallway in its concentrated form, all creatures within the area suffer 3d6 acid damage per round.

If the door to the landing is opened, the gas spills out and fills that area, too, but in a much less concentrated form. As before, all creatures in the newly gassed area may attempt DC 18 Reflex saves in order to be able to take a final deep breath of clean air. Anyone who breathes the less-concentrated gas must make a DC 22 Fortitude save or be sickened until the gas disperses. In addition, anyone within the gas cloud suffers 1d6 acid damage per round.

Upping the Ante (EL 16): If the GM wishes to make this encounter more difficult, rather than simply a gigantic cloud of gas, have the cloud be composed of ten belkers in smoke form, but give their smoke form the same properties as described for the gas above (including the variable effects based on whether the door is open or closed). These would be special creatures, modified by the Mages Four specifically for this trap.

Belker (x10): hp 38

Connections: This chamber connects to area 440. See the Map of the Crimson Aerie.

PATHFINDER STATS

Replace mentions of Search checks with Perception checks of equal difficulty. Use the Pathfinder version of the belker as the base creature and add the same modifications described above.

Belker (x10): hp 45

443. HALL MONITOR (EL 17)

Summary: This hall has a guard from the pits of the Abyss.

Sights and Sounds: This chamber is completely dark. If the PCs have an adequate light source, they see the following.

A ten-foot wide corridor stretches out for sixty feet to the north, then turns away to the west.

Background: Unlike the other traps, this one is triggered the moment the door from the lower floor landing is opened. At that time, a marilith appears at the end of the hallway. It is charged with making certain that no one who enters the hallway survives the experience. Also unlike the other traps, the marilith is not confined to the hallway--it can use its teleport ability to move into the landing area and pursue quarry that has escaped.

The Door: As with the other doors leading from the lower floor landing, this door remains sealed if any of the others are open. Also, once the trap has been sprung, it too becomes sealed to anyone who remains in the outer chamber. The door can only be

unsealed again by pulling a release lever at the end of the hallway, and even then it can only be opened from the inside.

This hallway's trap is tripped simply by opening the door. That causes a marilith to appear in the final ten feet of the corridor. At that point it can begin casting spells or making other preparations for the intruders' arrival. It will wait to reveal its presence until either someone notices it or the door is closed and sealed by the intruders' movement.

The Hall: The hallway appears normal in every way. Creatures can proceed down the hallway with the door open, but when one creature rounds the bend and moves into the westward-leading part of the passage, the door automatically closes and seals (as described in area 440). Anyone standing in a square adjacent to the door may attempt to move into or out of the hallway while it is closing. Doing so requires a DC 18 Reflex save.

The Lever: Set into the wall at the far end of the hallway is a single lever. It is the only implement or decoration in the hallway. A successful DC 20 Search check will reveal that the lever is not connected to any



physical mechanism. Detect magic will only reveal that it is indeed connected to the overall general magic aura of the location. Pulling the lever counts as a move action.

When the lever is pulled, the door back to the landing will become unsealed, but only for those in the hallway (anyone still in the landing area will find the door remains sealed).

The Marilith: This marilith is not a summoned creature--it is a demon that has agreed (or, more likely, been forced by the Mages Four) to defend this corridor from any intrusion. When it arrives, it already knows the lay of the land and how the mechanics of this level work. It also has its weapons drawn and is prepared from the moment it arrives to begin fighting (though further preparation is certainly advantageous).

When combat is imminent, the marilith will attempt to use its summon demon special ability.

The marilith will fight until either it is dead or its quarry is. Everyone it knows to have entered the hallway must be killed before it will consider its service fulfilled, and even if the PCs manage to disable, displace, or dismiss the demon, it will continue to hunt them until it has been killed.

Marilith: hp 216

Upping the Ante: To increase the challenge without affecting the EL, allow the marilith to automatically summon one hezrou rather than take a 50% chance on summoning 1d4. (The rationale being that an average successful result would result in two hezrou, so a 50% success rate means an average

of successfully summoning one of these demons--so providing an automatic success with a single summoned creature is simply an average result.)

To increase the encounter to EL 18, allow the marilith to automatically succeed at the normal implementation of its summon demon ability.

Connections: This chamber connects to area 440. See the Map of the Crimson Aerie.

PATHFINDER STATS

Replace mentions of Search checks with Perception checks of equal difficulty. Use the Pathfinder version of the marilith.

Marilith: hp 264

444. ROBBING THE NEST (EL 17)

Summary: A sneaky sorcerer has come to the heart of the Crimson Aerie seeking treasure.

Sights and Sounds: This chamber is completely dark. If the PCs have an adequate light source, they see the following.

After a long, twisting, turning hallway, before you is an open room with a large pillar near the southern wall. The pillar seems to be made of a rough, gray metal, and set in its northern face, about five feet off the ground is a two-foot square door made of a polished, silverish metal.

Background: This chamber contains the Crimson Aerie's vault and, logically, whatever treasures the Mages Four left

here. Currently in the room is Yarmella Ortzir, a sorcerer who has long been on the trail of various items and artifacts that once belonged to the Mages Four. For years she tried in vain to find the location of the Crimson Aerie--where it was said was stored a crystal ball carved from the body of a defeated gem golem. Eventually, her quest led her to a horned devil named Khthargmnth that reportedly had personal dealings with the mages and even fought them at the aerie itself.

Yarmella tracked down Khthargmnth negotiated a deal with the devil so that it would lead her to the building, tell her everything it knew about the structure and defenses, and guard the entrance while she plumbed the aerie's depths and brought out whatever treasure she found. The best part was that through clever negotiation (from her perspective), the devil agreed to do this for the price of a single piece of treasure--and agreed that it would not be the crystal ball!

With the insights provided by Khthargmnth, Yarmella has made it all the way to this chamber without incident. Now, though, she's stuck. Try as she might, she cannot get the vault to open. When the PCs enter the chamber, Yarmella is working on that problem.

Sneaky Sorcerer: Yarmella Ortzir has worked her entire life to find the Crimson Aerie in hopes of plucking a pure crystal ball from its vault. Now, mere inches from her goal, she is thwarted. Nothing she's done has had an effect on the vault, and it is driving her to distraction. She has no time

or patience for interference, so when the PCs arrive she will give them a single warning: "Leave now or die!" If they do not do as she demands, Yarmella will do her level best to fulfill her threat.



Yarmella Ortzir (Lawful Evil)

Female Dhampir
Sorcerer 17 CR 17
Medium Humanoid

HD 1d8+17d4 hp 46

Init +7 Speed 40 ft.

AC 19, flat-footed 16,
touch 13

BAB/Grapple +8/+7

Attack +8 melee (1d6+1,
anarchic shortspear +2)

Full Attack +8/+3 melee
(1d6+1, anarchic shortspear +2)

SA Sorcerer spells

SQ +3 to hit points while familiar is within 1 mile, darkvision 60', deliver touch spells through familiar, empathic link, low-light vision 60', speak with animals, speak with familiar

Fort +5, Ref +8, Will +13

Str 8, Dex 16, Con 10, Int 18, Wis 12, Cha 28

Languages: Aboleth, Abyssal, Common, Draconic, Infernal

Feats: Combat Casting, Improved Counterspell, Improved Initiative, Invested Magic*, Iron Will, Simple Weapon Proficiency (all), Self Delusion*, Spell Focus (enchantment)

* = New feats, see below

Crucial Skills: Listen +3, Knowledge (arcana) +19, Spellcraft +19, Spot +5

Other Skills: Bluff +15, Diplomacy +11, Intimidate +11, Jump +8, Knowledge (history) +8, Knowledge (local) +8, Search +6

Possessions: *Boots of striding and springing*, +6 *bracers of armor*, +4 *cloak of charisma*, +4 *headband of intellect*, *potion of barkskin* +5, *potion of bear's endurance*, *potion of cure serious wounds* (x5), *potion of shield of faith* +5, *scroll of antilife shell* (CL 15), *wand of fireball* (CL 10)

Sorcerer Spells Per Day (6/9/8/8/8/8/7/7/5): 0-level--*acid splash*, *daze*, *detect magic*, *disrupt undead*, *light*, *mage hand*, *mending*, *ray of frost*, *touch of fatigue*; 1st-level-- *alarm*, *cause fear*, *charm person*, *magic missile*, *protection from good*; 2nd-level--*scorching ray*, *see invisibility*, *spectral hand*, *spider climb*, *web*; 3rd-level--*fireball*, *magic circle against good*, *protection from energy*, *wind wall*; 4th-level--*charm monster*, *confusion*, *fire shield*, *greater invisibility*; 5th-level--*baleful polymorph*, *dominate person*, *hold monster*, *teleport*; 6th-level--*chain lightning*, *disintegrate*, *true seeing*; 7th-level--*mass hold person*, *prismatic spray*, *greater teleport*; 8th-level--*mass charm monster*, *power word: stun*

New Race--Dhampir: Cursed from birth, dhampirs result from the rare and unnatural union of vampires and humans. Although not driven to consume blood for survival as their undead progenitors are, dhampirs nonetheless know a lifelong desire for blood that nothing else can truly sate. Those who survive their early years face a life of fear and mistrust, their unnatural beauty and

incredible reflexes marking them as scions of the night just as surely as their sensitivity to light. Although polluted by undeath, dhampirs do grow old and die, aging at a rate similar to elves.

All dhampirs have the following racial traits.

* +2 Dexterity, +2 Charisma, -2 Constitution: Dhampirs are fast and seductive, but closer to death than most mortals.

* Senses: Low-light vision and darkvision 60ft.

* Manipulative: +2 racial bonus on Bluff and Perception.

* Undead Resistance: Dhampirs gain a +2 racial bonus on saving throws against disease and mind-affecting effects.

* Light Sensitivity: Dhampirs are dazzled in areas of bright sunlight or within the radius of a daylight spell.

* Negative Energy Affinity: Dhampirs are alive, but reacts to positive and negative energy as if it were undead-positive energy harms it, negative energy heals it.

* Spell-Like Ability: A dhampir can use *detect undead* three times per day as a spell-like ability. The caster level for this ability equals the dhampir's class level.

* Resist Level Drain: A dhampir takes no penalties from energy draining effects, though he can still be killed if he accrues more negative levels than he has Hit Dice. After 24 hours, any negative levels a dhampir takes are removed without the need for an additional saving throw.

* Languages: Dhampirs begin play speaking Common. Those with high Intelligence can choose any language as a bonus language (except druidic and other secret languages).

New Feats

Yarmella Ortzir has the following two feats. Invested Magic is open content that comes from the Council of Thieves adventure path, published by Paizo Publishing. Self Delusion is open content that comes from The Genius Guide to Feats of Subterfuge, published by Super Genius Games.

Invested Magic

Spells cast using this feat pay the wages of Mammon and forgo their more mundane costs.

Benefit: You may satisfy the material requirement of any spell you cast with valuable coins, gems, or jewelry rather than the normal component. For spells with material components with no listed value, valuables worth 5 times the spell's level in gp may be expended instead of the usual components (5 gp for a 1st-level spell, 20 gp for a 4th-level spell, etc). In the case of spells with components that have a listed cost, you may expend valuables worth a number of gp equal to one-and-a-half times this cost (thus, a spell like commune with material components costing 500 gp could be cast using valuables worth 750 gp).

Only coins, gems, jewelry, and other similar objects of obvious worth can be used to replace other material components using this feat. The value of these objects need not match the required cost exactly, but they cannot be less than the required

costs. Should valuables of greater value than required be expended (likely when employing objects like gems or jewelry), the extraneous gp value is lost, consumed with the rest of the object.

The only exception comes in the case of spells with material components that have a listed worth. When casting such spells you may expend double the components' gp worth in valuables to cast the spell as if your caster level were one level higher. This effect only applies to spells with components with a specific gp value. Any expenditure beyond double the gp value grants no additional benefit.

Self Delusion

Even you believe your boasts about your greatness.

Prerequisites: Cha 13

Benefit: You may add your Charisma modifier, rather than your Wisdom modifier, to your Will saving throw bonus.

Connections: This chamber connects to area 440. See the Map of the Crimson Aerie.

PATHFINDER STATS

YARMELLA ORTZIR CR 16

Female Dhampir Sorcerer 17 (Lawful Evil)
Medium Humanoid (Dhampir)

Init +7; **Senses** Darkvision (60 feet), Low-Light Vision; Perception +20

DEFENSE

AC 19, touch 13, flat-footed 16 (+6 armor, +3 Dex)

hp 87 (17d6)

Fort +8, **Ref** +11, **Will** +16

Defensive Abilities Negative Energy Affinity; Resist fire 10, Infernal Resistances, Undead Resistance

Weakness Light Sensitivity

OFFENSE

Spd 40 ft.

Special Attacks Hellfire (2/day) (DC 27)

Spell-Like Abilities Detect Undead (3/day)

Sorcerer Spells Known (CL 17, +7 melee touch, +11 ranged touch):

8 (5/day) *Horrid Wilting* (DC 27), *Power Word, Stun*, *Charm Monster*, *Mass* (DC 29)

7 (7/day) *Teleport*, *Greater*, *Hold Person*, *Mass* (DC 26), *Prismatic Spray* (DC 26), *Mage's Sword*

6 (7/day) *True Seeing*, *Planar Binding* (DC 25), *Chain Lightning* (DC 25), *Disintegrate* (DC 25)

5 (8/day) *Dominate Person* (DC 24), *Hold Monster* (DC 24), *Polymorph*, *Teleport*, *Suffocation* (DC 24)

4 (8/day) *Stoneskin*, *Charm Monster* (DC 25), *Confusion* (DC 23), *Invisibility*, *Greater*, *Fire Shield*

3 (8/day) *Suggestion* (DC 22), *Protection from Energy*, *Wind Wall* (DC 22), *Magic Circle against Good*, *Fireball* (DC 22)

2 (8/day) *Web* (DC 21), *Spectral Hand*, *Spider Climb*, *Scorching Ray*, *See Invisibility*, *Share Language*

1 (9/day) *Protection from Good*, *Alarm*, *Magic Missile*, *Cause Fear* (DC 20), *Charm Person* (DC 22), *Burning Hands* (DC 20)

0 (at will) *Acid Splash*, *Daze* (DC 19), *Bleed* (DC 19), *Light*, *Detect Magic*, *Mage Hand*, *Mending*, *Disrupt Undead*, *Ray of Frost*

STATISTICS

Str 8, **Dex** 16, **Con** 10, **Int** 14/18, **Wis** 12, **Cha** 24/28

Base Atk +8; **CMB** +7; **CMD** 29

Feats Arcane Shield, Combat Casting, Defensive Combat Training, Eschew Materials, Greater Spell Penetration, Improved Initiative, Invested Magic*, Iron Will, Nimble Moves, Self Delusion*, Skill Focus: Spellcraft, Spell Penetration

Skills Bluff +18, Diplomacy +16, Intimidate +17, Knowledge: Arcana +24, Knowledge: History +12, Knowledge: Local +12, Perception +20, Spellcraft +30, Use Magic Device +17

Languages Abyssal, Aklo, Common, Draconic, Infernal

SQ Corrupting Touch (8r) (12/day) (Sp), Infernal, On Dark Wings (Su), Resist Level Drain (Ex)

Other Gear *Boots of Striding and Springing*, *Bracers of Armor*, +6, *Cloak of Resistance*, +3, *Headband of Mental Prowess*, INT & CHA +4: *Perception*, *Spellcraft*, *Potion of Barkskin* +5, *Potion of Bear's Endurance*, *Potion of Cure Serious Wounds* (5), *Potion of Shield of Faith* +5, *Scroll of Antilife Shell*, *Wand of Fireball*

* New feats: see above.

445. THE VAULT (EL 15)

Summary: The heart of the lower level of the aerie--a secure vault where the Mages Four stored valuable items.

Sights and Sounds: This chamber is completely dark. If the PCs have an adequate light source, they see the following.

A large, square pillar, about ten feet wide on each side, stands near the southern end of this room. The main body of the pillar is formed from a seamless block of rough, gray metal. Set in its northern face, about five feet off the ground, is a two-foot square door made of a polished silverish metal.

Background: This pillar was the most secure storage spot that the Mages Four had before they completed work on the vault in the Fourfold Keep. Over the years, a great many powerful artifacts, unique magic items, and extraordinarily valuable treasures have found temporary homes here. But once the mages made Dragon's Delve their main place of residence, the pillar only saw use when they happened to be spending time at the Crimson Aerie.

If one were able to ask the Mages Four themselves, they would say that to the best of their knowledge the vault in the pillar is empty. However, with so many items of power at their disposal and planes-shattering crises vying for their attention, it's understandable that they had forgotten that two items that were never retrieved--Ahrgyone's Heart and the Execrable Disjunctor--two artifacts from the mages' earlier adventures.

The Pillar: If examined from any perspective (even the ethereal or astral planes), the pillar seems like nothing more than a solid piece of metal--an architectural structure, not a storage space. That all changes when the vault is opened.

The Vault: The vault itself is a complicated combination of magic and machinery focused on the silverish door on the northern side of the pillar and a parallel spot on its southern side. The door itself does not connect to the vault--it is the mechanism by which the secret door into the vault is brought into existence.

A DC 32 Search check will reveal that the silverish door is trapped. If this check beats DC 36, it also reveals that the door does not itself open, but instead causes another door elsewhere on the pillar to open. If the trap is tripped, it inflicts 3d6 electricity damage to anyone touching the door. A DC 35 Disable Device check causes this trap to be deactivated for 1d4 minutes. The door itself is not locked, and can be opened easily if trap is not active or if a spell (like mage hand) or some other non-physical means is used to open it. If the door is not held open, it will close itself over the course of one full round. (The door will be fully closed at the end of the turn of the person who opened it.)

When the silverish door is open, a secret door appears on the southern side of the pillar (directly opposite to where the silverish door is). Those examining that side may attempt DC 32 Spot or Search checks to see it. Anyone else in the room may attempt DC 32 Listen checks to hear the door

appearing in the previously solid pillar. (These Listen checks receive a -5 penalty if any creature currently suffering damage from the silverish door's electricity trap.) At this point, anyone who examines the pillar from the astral or ethereal plane will be able to see the vault and its contents.

Once discovered, it requires a DC 35 Open Lock check to get the secret door open. The secret door is connected to the trap on the silverish door. If that trap has not been disarmed, the secret door inflicts 3d6 electricity damage to anyone who touches it.

If the silverish door closes, the secret door disappears even if it has been opened. The vault and anything in it returns to the pocket dimension in which the vault generally resided. This includes the hands and forearms of anyone currently reaching into the vault. These limbs are neatly and painlessly severed leaving a clean, cauterized stump but causing no hit point damage to the victim.

Inside the Vault: Once the secret door is open, anyone tall enough to see through the aperture can peer into the vault itself. It is a two-foot cube of empty space apparently within the pillar though it is only there temporarily--this is actually an extremely small pocket dimension that is made to materialize within the pillar through the magical nature of this location.

Inside the vault, one can see a small collection of severed arms, hands, and fingers in various states of decay (most are merely bones at this point, but one or two might still have flesh on them). These are

the severed limbs of would-be thieves who, over the ages, failed to get their hands out of the vault in time. Some date back a thousand years, to when the Mages Four still actively used this site. They thought that leaving evidence of the price of thievery would be a strong deterrent, even to someone who actually managed to get the vault open.

Along with that grisly treasure, two artifacts remain in the vault.



New Item

Ahrgyone's Heart

This is a crystal ball with true seeing that Lissandera the Enchanter created using material pulled from the chest of Ahrgyone, a sentient crystalline creature

the Mages Four crossed paths with on several occasions. In addition to the usual powers such items possess, once per round it allows a user to make a Knowledge check about something that can be seen through the crystal ball (either physically or via scrying spells). These checks may be made regardless of whether the user is trained in the skill, and they receive a +10 insight bonus.

Execrable Disjunctor

This fist-sized medallion is carved from iron ore and is emblazoned with a pentagram on either side--though the point of the pentagram is pointed in opposite directions on the two sides, so one always points up while the other is always inverted.

Once per round, as a free action the execrable disjunctor can be used to perform a ranged touch attack against any spellcaster that is within line of site. If the attack hits, that spellcaster loses 2d6 spell slots, beginning with the highest-level slot he has remaining for the day and proceeding downward. A successful DC 25 Will save reduces the number of spell slots lost by half. These lost spell slots remain unavailable to the spellcaster for 24 hours. If the spellcaster does not have any remaining spell slots to lose, the execrable disjunctor instead removes his ability to use wands, scrolls, and other items usable only by spellcasters. The victim is no longer considered a spellcaster and may not use the lost abilities until such time as he regains at least one available spell slot.

Connections: This chamber connects to area 444. See the Map of the Crimson Aerie.

APPENDIX A: NPCS, RACES & FEATS

Yarmella Ortzir (Lawful Evil) (Room 444)

Female Dhampir Sorcerer 17 CR 17

Medium Humanoid

HD 1d8+17d4 hp 46

Init +7 Speed 40 ft.

AC 19, flat-footed 16, touch 13

BAB/Grapple +8/+7

Attack +8 melee (1d6+1, anarchic shortspear +2)

Full Attack +8/+3 melee (1d6+1, anarchic shortspear +2)

SA Sorcerer spells

SQ +3 to hit points while familiar is within 1 mile, darkvision 60', deliver touch spells through familiar, empathic link, low-light vision 60', speak with animals, speak with familiar

Fort +5, Ref +8, Will +13

Str 8, Dex 16, Con 10, Int 18, Wis 12, Cha 28

Languages: Aboleth, Abyssal, Common, Draconic, Infernal

Feats: Combat Casting, Improved Counterspell, Improved Initiative, Invested Magic*, Iron Will, Simple Weapon Proficiency (all), Self Delusion*, Spell Focus (enchantment)

* = New feats, see below

Crucial Skills: Listen +3, Knowledge (arcana) +19, Spellcraft +19, Spot +5

Other Skills: Bluff +15, Diplomacy +11, Intimidate +11, Jump +8, Knowledge

(history) +8, Knowledge (local) +8, Search +6

Possessions: Boots of striding and springing, +6 bracers of armor, +4 cloak of charisma, +4 headband of intellect, potion of barkskin +5, potion of bear's endurance, potion of cure serious wounds (x5), potion of shield of faith +5, scroll of antilife shell (CL 15), wand of fireball (CL 10)

Sorcerer Spells Per Day (6/9/8/8/8/8/7/5):

0-level--acid splash, daze, detect magic, disrupt undead, light, mage hand, mending, ray of frost, touch of fatigue; 1st-level-- alarm, cause fear, charm person, magic missile, protection from good; 2nd-level--scorching ray, see invisibility, spectral hand, spider climb, web; 3rd-level--fireball, magic circle against good, protection from energy, wind wall; 4th-level--charm monster, confusion, fire shield, greater invisibility; 5th-level--baleful polymorph, dominate person, hold monster, teleport; 6th-level--chain lightning, disintegrate, true seeing; 7th-level--mass hold person, prismatic spray, greater teleport; 8th-level--mass charm monster, power word: stun

New Race--Dhampir: Cursed from birth, dhampirs result from the rare and unnatural union of vampires and humans. Although not driven to consume blood for survival as their undead progenitors are, dhampirs nonetheless know a lifelong desire for blood that nothing else can truly sate. Those who survive their early years face a life of fear and mistrust, their unnatural beauty and incredible reflexes marking them as scions of the night just as surely as their sensitivity to light. Although polluted by undeath, dhampirs do grow old and die, aging at a rate similar to elves.

All dhampirs have the following racial traits.

* +2 Dexterity, +2 Charisma, -2 Constitution: Dhampirs are fast and seductive, but closer to death than most mortals.

* Senses: Low-light vision and darkvision 60ft.

* Manipulative: +2 racial bonus on Bluff and Perception.

* Undead Resistance: Dhampirs gain a +2 racial bonus on saving throws against disease and mind-affecting effects.

* Light Sensitivity: Dhampirs are dazzled in areas of bright sunlight or within the radius of a daylight spell.

* Negative Energy Affinity: Dhampirs are alive, but reacts to positive and negative energy as if it were undead--positive energy harms it, negative energy heals it.

* Spell-Like Ability: A dhampir can use detect undead three times per day as a spell-like ability. The caster level for this ability equals the dhampir's class level.

* Resist Level Drain: A dhampir takes no penalties from energy draining effects, though he can still be killed if he accrues more negative levels than he has Hit Dice. After 24 hours, any negative levels a dhampir takes are removed without the need for an additional saving throw.

* Languages: Dhampirs begin play speaking Common. Those with high Intelligence can choose any language as a bonus language (except druidic and other secret languages).

PATHFINDER STATS

YARMELLA ORTZIR CR 16

Female Dhampir Sorcerer 17 (Lawful Evil)
Medium Humanoid (Dhampir)

Init +7; **Senses** Darkvision (60 feet), Low-Light Vision; Perception +20

DEFENSE

AC 19, touch 13, flat-footed 16 (+6 armor, +3 Dex)

hp 87 (17d6)

Fort +8, **Ref** +11, **Will** +16

Defensive Abilities Negative Energy Affinity; Resist fire 10, Infernal Resistances, Undead Resistance

Weakness Light Sensitivity

OFFENSE

Spd 40 ft.

Special Attacks Hellfire (2/day) (DC 27)

Spell-Like Abilities Detect Undead (3/day)

Sorcerer Spells Known (CL 17, +7 melee touch, +11 ranged touch):

8 (5/day) *Horrid Wilting* (DC 27), *Power Word, Stun*, *Charm Monster*, *Mass* (DC 29)

7 (7/day) *Teleport*, *Greater, Hold Person*, *Mass* (DC 26), *Prismatic Spray* (DC 26), *Mage's Sword*

6 (7/day) *True Seeing*, *Planar Binding* (DC 25), *Chain Lightning* (DC 25), *Disintegrate* (DC 25)

5 (8/day) *Dominate Person* (DC 24), *Hold Monster* (DC 24), *Polymorph*, *Teleport*, *Suffocation* (DC 24)

4 (8/day) *Stoneskin*, *Charm Monster* (DC 25), *Confusion* (DC 23), *Invisibility*, *Greater, Fire Shield*

3 (8/day) *Suggestion* (DC 22), *Protection from Energy*, *Wind Wall* (DC 22), *Magic Circle against Good*, *Fireball* (DC 22)

2 (8/day) *Web* (DC 21), *Spectral Hand*, *Spider Climb*, *Scorching Ray*, *See Invisibility*, *Share Language*

1 (9/day) *Protection from Good*, *Alarm*, *Magic Missile*, *Cause Fear* (DC 20), *Charm Person* (DC 22), *Burning Hands* (DC 20)

0 (at will) *Acid Splash*, *Daze* (DC 19), *Bleed* (DC 19), *Light*, *Detect Magic*, *Mage Hand*, *Mending*, *Disrupt Undead*, *Ray of Frost*

STATISTICS

Str 8, **Dex** 16, **Con** 10, **Int** 14/18, **Wis** 12, **Cha** 24/28

Base Atk +8; **CMB** +7; **CMD** 29

Feats Arcane Shield, Combat Casting, Defensive Combat Training, Eschew Materials, Greater Spell Penetration, Improved Initiative, Invested Magic*, Iron Will, Nimble Moves, Self Delusion*, Skill Focus: Spellcraft, Spell Penetration

Skills Bluff +18, Diplomacy +16, Intimidate +17, Knowledge: Arcana +24, Knowledge: History +12, Knowledge: Local +12, Perception +20, Spellcraft +30, Use Magic Device +17

Languages Abyssal, Aklo, Common, Draconic, Infernal

SQ Corrupting Touch (8r) (12/day) (Sp), Infernal, On Dark Wings (Su), Resist Level Drain (Ex)

Other Gear Boots of Striding and Springing, Bracers of Armor, +6, Cloak of Resistance, +3, Headband of Mental Prowess, INT & CHA +4: Perception, Spellcraft, Potion of Barkskin +5, Potion of Bear's Endurance, Potion of Cure Serious Wounds (5), Potion of Shield of Faith +5, Scroll of Antilife Shell, Wand of Fireball

* New feats: see below.

NEW FEATS

Invested Magic

Spells cast using this feat pay the wages of Mammon and forgo their more mundane costs.

Benefit: You may satisfy the material requirement of any spell you cast with valuable coins, gems, or jewelry rather than the normal component. For spells with material components with no listed value, valuables worth 5 times the spell's level in gp may be expended instead of the usual components (5 gp for a 1st-level spell, 20 gp for a 4th-level spell, etc). In the case of spells with components that have a listed cost, you may expend valuables worth a number of gp equal to one-and-a-half times this cost (thus, a spell like commune with material components costing 500 gp could be cast using valuables worth 750 gp).

Only coins, gems, jewelry, and other similar objects of obvious worth can be used to replace other material components using this feat. The value of these objects need not match the required cost exactly, but they cannot be less than the required costs. Should valuables of greater value than required be expended (likely when employing objects like gems or jewelry), the extraneous gp value is lost, consumed with the rest of the object.

The only exception comes in the case of spells with material components that have a listed worth. When casting such spells you may expend double the components' gp worth in valuables to cast the spell as if your caster level were one level higher. This effect only applies

to spells with components with a specific gp value. Any expenditure beyond double the gp value grants no additional benefit.

Self Delusion

Even you believe your boasts about your greatness.

Prerequisites: Cha 13

Benefit: You may add your Charisma modifier, rather than your Wisdom modifier, to your Will saving throw bonus.

APPENDIX B: MAGIC ITEMS

Ahrgyone's Heart

This is a crystal ball with true seeing that Lissandera the Enchanter created using material pulled from the chest of Ahrgyone, a sentient crystalline creature the Mages Four crossed paths with on several occasions. In addition to the usual powers such items possess, once per round it allows a user to make a Knowledge check about something that can be seen through the crystal ball (either physically or via scrying spells). These checks may be made regardless of whether the user is trained in the skill, and they receive a +10 insight bonus.

Execrable Disjunctor

This fist-sized medallion is carved from iron ore and is emblazoned with a pentagram on either side--though the point of the pentagram is pointed in opposite directions on the two sides, so one always points up while the other is always inverted.

Once per round, as a free action the execrable disjunctor can be used to perform a ranged touch attack against any spellcaster that is within line of site. If the attack hits, that spellcaster loses 2d6 spell slots, beginning with the highest-level slot he has remaining for the day and proceeding downward. A successful DC 25 Will save reduces the number of spell slots lost by half. These lost spell slots remain unavailable to the spellcaster for 24 hours. If the spellcaster does not have any remaining spell slots to lose, the execrable disjunctor instead removes his ability to use wands, scrolls, and other items usable only by spellcasters. The victim is no longer considered a spellcaster and may not use the lost abilities until such time as he regains at least one available spell slot.

APPENDIX C: 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-eek."

Stoneseek: Name that Queen Ryssa's dwarves gave to the location now known as Dragon's Delve.

Teigel Fascher: Male human shopkeeper in Brindenford that caters specifically to adventurers headed off to Dragon's Delve. He sells regular gear as well as the occasional magic item. See also Fascher's Supply.

Tekunki: A powerful spirit (a "fire god") that dwells atop the Angry Mountain on Khorant. Likely a representative of the gods or other forces that destroyed the original civilization on the island. Pronounced "Teck-oon-ee."

Tenebrynn Glimmersight: Male elf in Brindenford being considered for the town's council, despite the fact that he opposes the actions of the the Logger's Guild. Pronounced "Ten-ee-brin." See Logger's Landing for more information.

Terregaunt: A dark, brooding fighter. Terregaunt was a henchman of Lord Saral when he first came to Dragon's Delve, but eventually became an important figure all his own. He built a tower to the southwest of the dungeon. Pronounced "Terr-ah-gawnt."

Theophrastus: Human sorcerer who has sealed himself up in an indestructible gem on Level 8 of the dungeon in order to awaken 1,000 years in the future (and to hopefully outlast his enemy Bargelos). Pronounced "Theo-frass-tuss."

Tral-Ferrer: A djinni lord trapped in Dragon's Delve by a strange curse for many years more than a thousand years ago. To enact his escape, he wove a magical carpet said to hold some secret of the dungeon. The carpet was divided into three parts.

Twelve Secret Sigils: Physical manifestations of the Dragon Prince's power in Dragon's Delve, these symbols have appeared throughout the dungeon. Finding and indentifying them will grant creatures power, usually having a draconic aspect of some kind. Each of the twelve sigils is more powerful than those that come before it, so the twelfth is the greatest of them.

Uoto: Half-celestial warrior who served the Red Saint. Now buried in Terregaunt's Tower. Pronounced "Oo-oh-toe."

Urlaster: Sorcerer from more than 100 years ago who explored Dragon's Delve. He lived in Brindenford, his former home is now the tavern, the Lost Shepherd. He fashioned a key that provides a way into the Prison of the Red Saint. Pronounced "Ur-las-ter."

Urgan: Oldest of the children of Kulaj, Urgan is the worker who uses the power of the river for his own ends as he shapes steel and stone. Urgan is the Neutral Good god of the earth and metalworkers and stoneworkers. He appeals to dwarves, gnomes, and perhaps orcs. See the Temple of the River Gods.

His domains are Earth, Fire, and Good. His favored weapon is the warhammer. His symbol is a wheel with hammer and gemstones set on it. Pronounced "Er-gahn."

Val Donage: Retired female human adventurer who explored Dragon's Delve who now owns the Lost Shepherd. Pronounced "Val Don-adge."

Vangell: Human male sorcerer who explored much of Dragon's Delve and now lives among the pirates on Khorant. Pronounced "Van-gel."

Venom Cult: A secretive, evil cult devoted to murder, death, poison, and serpents. The cult uses a portion of Dragon's Delve as its base of operations, although it has secretly infiltrated the town of Brindenford as well. The cult's patron is Nag, a minor but extremely sinister god.

Vesh: Humanoid creatures descended from either blind cave fish or very deep sea fish, or perhaps both. These blind, freshwater carnivores are strictly subterranean and can be found mainly on Level 3 of Dragon's Delve, although a few have wandered elsewhere. Use locathah stats.

Vraedix: A magical information storage device based on a semi-sentient thinking machine the Mages Four discovered on a different world. Found on Level 7 of Dragon's Delve.

Vimble Mirhoffal: A wealthy halfling male in Brindenford. He is the proprietor of Queen's Crafts. Pronounced "Vim-bul Meer-hof-al."

Vune: A goddess of light, purity, and charity. Most, but not all of Vune's clerics are female. Those that are not belong to a sub-sect called the Brothers of Charity and focus on aiding the poor, the sick, and orphans in the name of their goddess. The rest of the clergy is interested in spreading Vune's teachings of helping others before helping oneself. Vune's worship is widespread and extremely popular. Her clerics are often treated as a special, highly respected social class. See also the Temple of Vune.

Vune is Lawful Good. Her domains are Good, Healing, and Sun. Her favored weapon is a mace. Pronounced "Voon."

Wendways: A mystical conduit stretching through Dragon's Delve allowing near-instantaneous travel between key spots throughout the dungeon.

Whedon Rasholt: Head guildsman of the Logger's Guild. Engaged to Sillitta Ederus of the Temple of Vune. See also the Logger's Landing.

BRING A GENIUS TO THE TABLE!

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