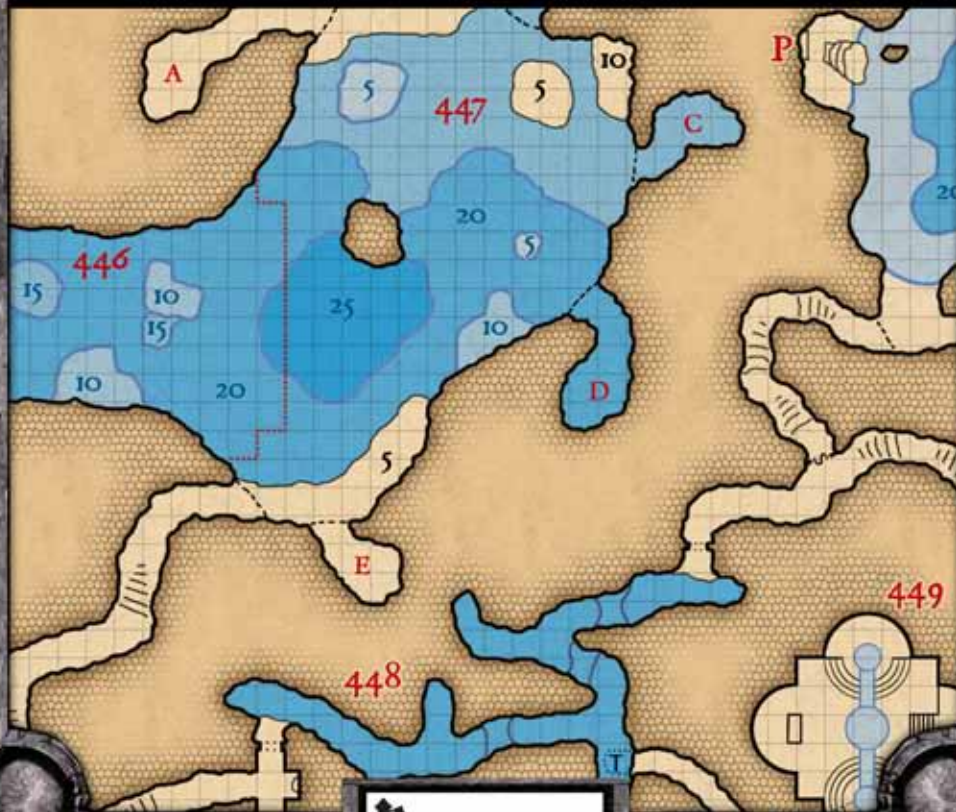


DUNGEON A DAY

DRAGON'S DELVE: FANE OF THE SEA GOD



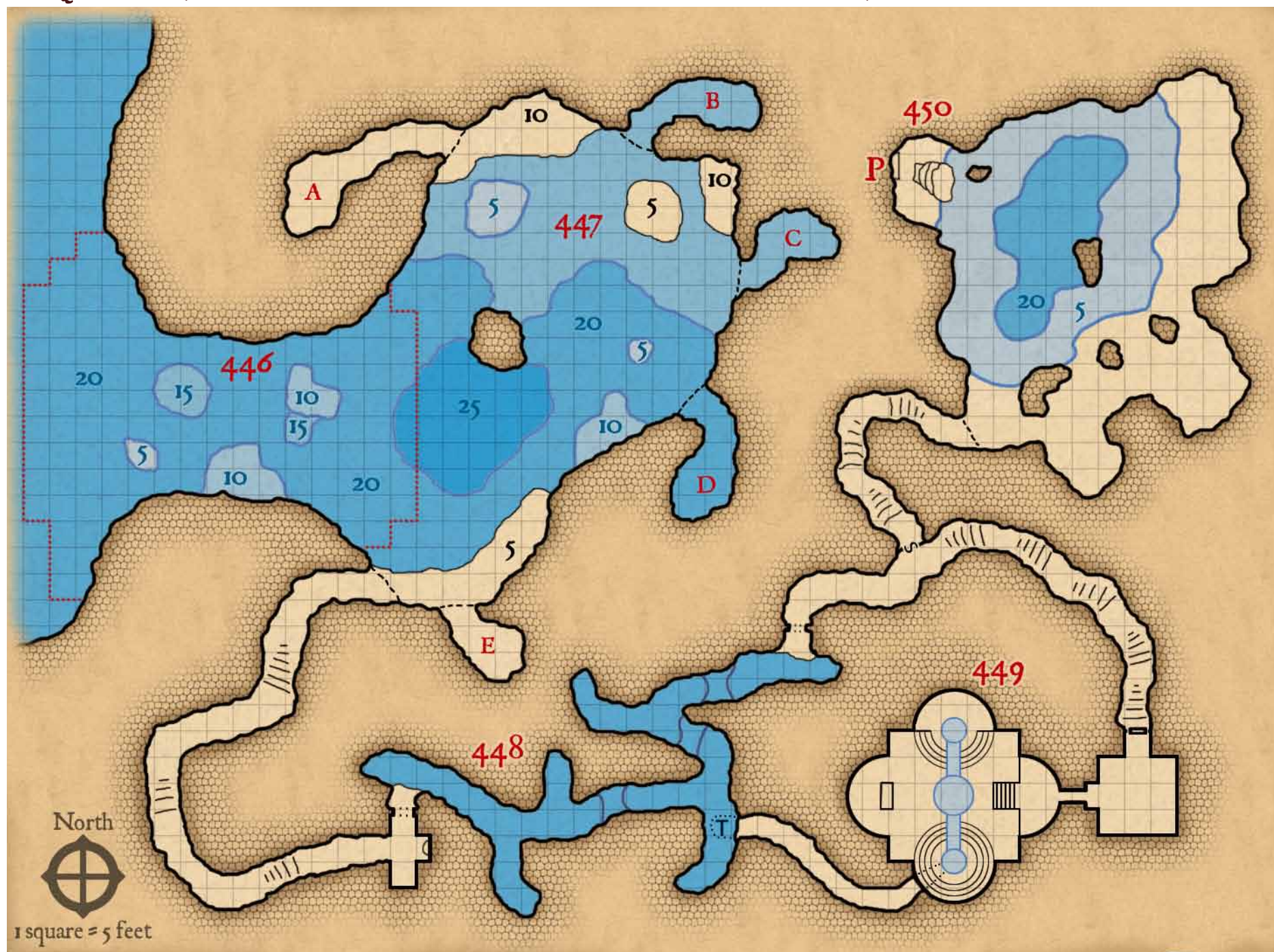
PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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DRAGON'S DELVE

FANE OF THE SEA GOD



FANE OF THE SEA GOD

Just as the Old Man's Tunnel and the Devil's Maw are local alternative entrances into the Dragon's Delve, there are others not so close. Miles from the Fallen Duchy, along a distant storm-wracked coast, lies a portal that provides a way into and out of the lower levels of the great dungeon. This connection, via an ancient temple to a forgotten sea god, is all but unknown. It may, through rumors of its portal, bring adventurers seeking the Dragon's Delve--or it might be a trap for the unwary, drawing unwitting explorers of the temple into an underground labyrinth much vaster (and perhaps more deadly) than they had anticipated.

Background: Many hundreds of years ago, a now-lost civilization of aquatic or semi-aquatic races built a temple to their malevolent god where his harsh waters threw themselves upon the granite edifice of an unforgiving coast. Deep within a sea cave they erected their sanctum, protected by the tumultuous and deceitful waters.

All signs of this civilization have passed, swept away, perhaps, by the capricious temper of their very god, whose name has since been forgotten. The temple remains.

It's not known why this temple connects to the Dragon's Delve. It has been postulated, in tomes now lost to the dust of ages, that when Iamon fell to earth some tiny fragment of his being broke free, embedding itself

deep under the bedrock of this length of shore. This well of power may be what drew the sea god's followers to site their temple at that location--and then, once built, its affinity with Iamon's resting place created the portal.

Whatever power the sea god might retain--if he exists at all any more--is not overtly manifest in the fane. Behind the impressive defenses of the ocean itself, the temple still guards its secrets, some remnants of the sanctum's powers, and the denizens that have, in the centuries since, made their homes there.

The portal to the Dragon's Delve lies beyond the temple's innermost altar. It connects to a small demi-level called the narthex, which is physically connected to Level 17. Characters traveling through the portal might not have a sense of the distance they have covered--unwary travelers might, in fact, think the portal is nothing more than a passageway through a single wall. The narthex, beyond, is not so different in general presentation as to make it obvious they're in a separate dungeon. It's not until characters pass from the narthex into Level 17 proper that the scope of change might begin to make itself obvious.

The narthex--a small set of chambers separate from the bulk of Level 17--appears to have been built to protect travelers from the sea god's fane from immediately facing the dangers and effects of the Hallways of Hunger. It has clearly functioned as an inner sanctum and crypt for key followers of the sea god, but that was centuries ago, and it has seen other uses since then.

Visiting the Temple: Adventurers looking for access to the lower levels of the Dragon's Delve might be drawn to the temple by whispered rumors of its connection to that mighty dungeon. Alternatively--more likely, perhaps--characters might stumble into the Dragon's Delve unprepared after braving the temple for its own sake. Such heroes might have heard stories of the ancient fane and hidden treasures within, or might have been tasked to destroy the band of scraggs living in the temple's outer reaches, from which they raid coastal towns and shipping along that desolate coast.

Adjusting the Ante: The narthex connects to Level 17 of Dragon's Delve. As such, its challenges (and those of the sea god's fane) are appropriate to characters of roughly 17th level. Alternatively, the GM might choose to connect the narthex to a different level--anything from Level 12 to Level 20 could be appropriate.

Many of the challenges within this section require more from the players' ingenuity than from their characters' skills and combat prowess. So long as the players are experienced and clever, these encounters need little adjustment for characters within a few levels of 17th level. Most combat encounters can be adjusted downward by the removal of one or two of the creatures given, or upward by increasing the number of attackers by one or two.

There are no random encounters in the Fane of the Sea God or the Narthex.

446. THE SEA CAVES (EL 14)

Summary: A large natural cave, carved by the pounding waves into a seafront cliff, is the entrance into the sea god's fane. Navigating this entrance by conventional means is tricky.

Sights and Sounds: The cave entrance is a jagged mouth of stone set into an uneven granite cliff. Huge waves beat the cliff without mercy, sending spray high up their sides and filling the air with their thunder--especially the booming echo of waves entering the cave.

The granite cliffs are dark, grey, and jagged. At their base, like a terrible toothed maw, a dark opening perhaps thirty feet wide swallows the ocean's mountainous swells and expels the booming echoes of their passage.

Between the low ceiling of the opening and the darkness within, nothing of the cave's interior can be seen from outside.

Background: The cave entrance was formed naturally over millennia of pounding by the restless, eternal surf. Despite a lack of traps or magical wards, it creates a formidable deterrence to any conventional attempt to enter the caves.

The ocean meets the land here with the full brunt of its fury. On a typical day, the choppy swells run ten feet or more, driven by a stiff ocean breeze. Exceptionally calm weather may result in swells of under five feet and a glassier surface, but the sea is never still. Stormier weather is common.

On a typical or calmer day, the entrance is navigable--though tricky--at low tide. High swells sometimes graze the entrance's ceiling, but there is generally sufficient headroom for a small boat to slip through. High tide is prohibitive, leaving only a few feet of headroom even in the waves' troughs.

The entrance isn't a simple opening. Though arched overhead, the stone below is jagged with uneven chunks of rock long ago fallen from the ceiling and the cliff face. Powerful currents flow unpredictably in and out beneath the waves, echoed by strong and sudden drafts of wind, responding to sudden changes in pressure as the waves roll in and out.

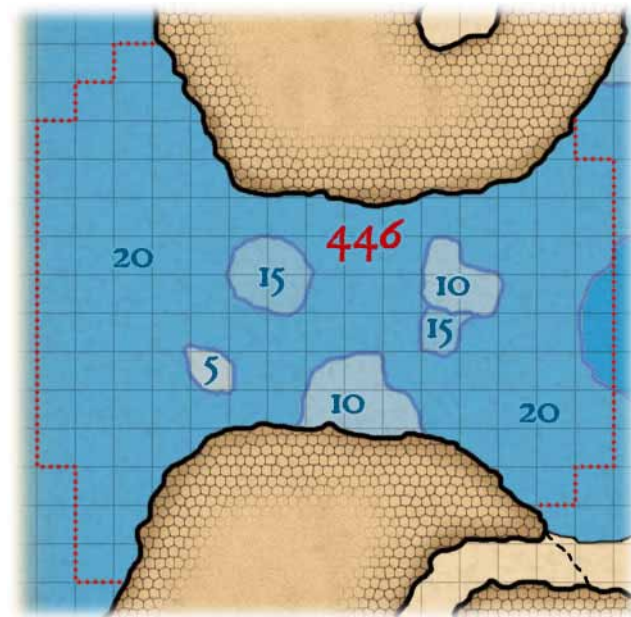
The Entrance: The most obvious--and perhaps most difficult--way in is via boat. A rowboat can successfully make the passage, but larger craft cannot.

The opening would seem large, if not for the tremendous waves that all but fill it. The opening is rounded overhead, but at its base, exposed in the receding troughs, is a jagged range of broken rock. Powerful gusts of wind sigh and groan with each break in the waves. Within, only darkness and thunder as wave after wave is entombed.

Guiding a boat through the opening requires a successful Dexterity check (DC 17) on each of three successive rounds. Five or more ranks in Profession (boating) grant a +5 bonus to these attempts. Failure in any attempt results in no forward progress being made; the check will have to be attempted again. In addition, the first failure results in the boat striking the cliff or the rocks

beneath the opening, damaging the boat and increasing the DC of all further checks by +2. The second failure causes a violent momentary loss of control, and every passenger must make a Reflex save (DC 19) or be thrown from the boat. The third failure results in the boat breaking apart on the rocks, with all passengers being thrown into the water.

Some characters might attempt to fly through the opening. The dangerous portion of the entrance is 75 feet long. A flying character within this zone must make a Dexterity check (DC 18) to navigate the powerful winds blowing through the opening and avoid the waves that often reach as high as the passage ceiling. Success allows the character to move normally; with failure the character is struck by a wave and dragged into the water.



A brave character might attempt to swim the passageway. The dangerous portion of the entrance is 75 feet long. The Swim check DC is 20 on the surface, but a slightly more forgiving 17 underwater, where the water is fast-moving but an iota less violent. Any character failing a Swim check by 4 must make a Reflex save (DC 19) or be thrown against the rocks for 2d6 damage (in addition to the usual results for a failed Swim check).

The Water: The water in the entrance is roughly 20 feet deep at low tide, though the bottom is very uneven and some of it is even exposed in the troughs of exceptionally large waves. A character in the water must swim or be thrown against the rocks and perhaps drowned. The Swim check DC is 20 on the surface, but a slightly more forgiving 17 underwater, where the water is fast-moving but an iota less violent. Any character failing a Swim check by 4 must make a Reflex save (DC 19) or be thrown against the rocks for 2d6 damage (in addition to the usual results for a failed Swim check).

Upping the Ante (EL 16): The trolls within the sea cave don't generally bother keeping watch--the dangerous entrance of the cave keeps out most common threats. A GM wishing to ratchet up the danger--or throw in a twist to keep well-prepared players on their toes--can add a pair of scrag troll hunter guards (troll hunters with the aquatic special qualities of the scrag). These trolls remain underwater just inside the entrance, attacking intruders as soon as they reach the entrance's halfway point or when they are especially vulnerable.

Scrag Troll Hunter (2): hp 130

Connections: The entrance connects to area 447. See the map of the Sea God's Fane.

PATHFINDER STATS

No modifications are required to run this encounter using Pathfinder. If the GM decides to "Up The Ante," use three scrag troll fighters (troll fighters with the aquatic special qualities of the scrag) with the following stats.

Troll Fighter (x3): hp 147

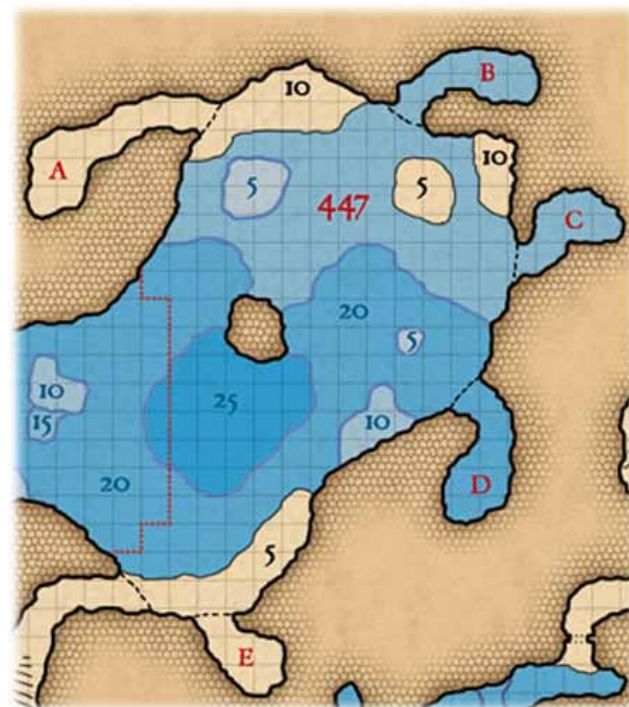
447. THE SEA TROLLS' SANCTUM (EL 15)

Summary: A large natural cavern in which a band of sea trolls have made their home.

Sights and Sounds: This chamber is lit only by the entrance, which provides shadowy illumination during the day and no light at all during the nighttime hours.

The vast cavern is floored only in the churning, choppy remnants of the violent waves at its entrance. The wind, as broken and unpredictable as the water, thunders with the echoes and impact of the entering waves.

Background: This is a large natural cave. Though not as dangerous as its entrance (area 446), its waters are choppy and treacherous, and it is filled with violent, gusty winds as the air is compressed and churned by entering waves. In a series of openings above and below the water, a clan of scrag has made its home.



The Water: Water in the cave varies from 5 to 25 feet deep, roughly. The depths given on the map are at low tide. The walls of the cave are rough and dangerous, especially in the violent waves. A character in the water must swim or risk drowning and perhaps being thrown against the rocks. The Swim check DC is 15 on the surface, but a slightly more forgiving 12 underwater, where the water still churns but is an iota less violent. Any character failing a Swim check by 4 while within 5 feet of the water's edge must make a Reflex save (DC 17) or be thrown against the rocks for 1d6 damage (in addition to the usual results for a failed Swim check). This includes characters attempting to climb from the water onto the landings or other above-water features.

The Landings: Near the rear of the cave are a series of ledges above the water level. Uneven, slimy with anemones and algae, and dotted with tidepools, the entire surface of the landings is difficult terrain. The heights given on the map are relative to the water at low tide.

The Scrag Holes: A series of uneven openings (marked A through E on the map), above and below the water, serve the scrag as their personal chambers. These are natural rock formations, rough and uneven. They are completely dark within, but those beneath the waves also provide a refuge from the churning water; characters within them are not in danger of being tossed against the rough walls. The holes contain the personal effects of the scrag, including bones and bits of shiny coral, trophies taken from shipwrecks and scrag raids, and a bit of treasure, the latter hidden within crevices and beneath stones in the chambers. Searching a scrag hole thoroughly requires a Search check (DC 22) and turns up the following:

| | |
|---|---|
| A | A left-handed glove of swimming and climbing (The scrag could not agree on how to split this treasure, taken from a previous adventurer attempting the fane. In the end, two scrag each took one of the gloves, but neither can be used without the other.) |
| B | A large black pearl worth 600 gp; 11 conventional pearls worth 100 gp each |
| C | A candle of invocation (chaotic good); 247 gp; 311 pp |
| D | A right-handed glove of swimming and climbing (see A above); 95 pp |
| E | A sapphire necklace worth 1200 gp; 56 gp |

The Sea Trolls: The trolls in this area attack any intruders, but they're well aware of the advantages they enjoy over land-based creatures. They focus on foes in the water, particularly those who don't swim well or are especially vulnerable. When it's necessary to engage opponents on land (on the landings, for example), the troll hunters take the lead, possibly bull-rushing opponents back into the water and retreating into water themselves to regenerate when they've taken substantial damage.

Scrag Troll Hunter (x2): hp 130

Scrag (x6): hp 63

Upping the Ante (EL 17): This encounter can be fairly straightforward or quite a strategic nightmare, depending on how well prepared the characters--and the players--are for aquatic combat. Well-equipped characters, and players who understand the limitations of underwater combat, may find it fairly easy for an EL 15 encounter. For those players, or any GM seeking a tougher challenge, increase the number of scrag troll hunters to 4.

Connections: The entrance connects to area 446 and area 448. See the Map of the Sea God's Fane.

PATHFINDER STATS

Replace mentions of Search checks with Perception checks of equal difficulty. Use 3 scrag troll fighters (troll fighters with the aquatic special qualities of the scrag) instead of scrag troll hunters, and 6 scrag, with the following stats. If using "Upping the Ante," increase the number of scrag troll fighters to 5.

Troll Fighter (x3): hp 147

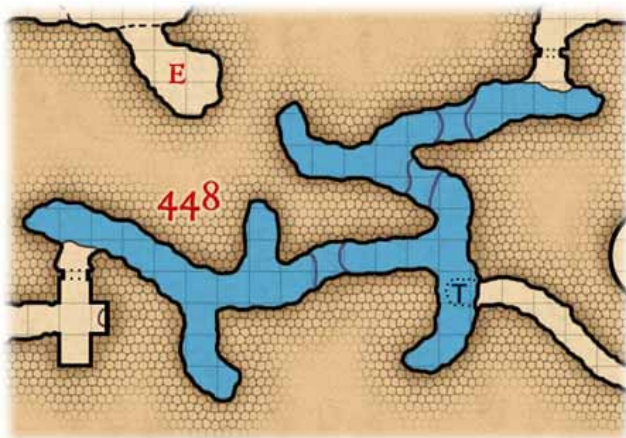
Scrag (x6): hp 63

448. CHASM OF THE TIDES

Summary: This network of passageways tests the fortitude of any creature not naturally of the water.

Sights and Sounds: These tunnels are chasm-like: narrow, but very tall. The walls are coarse and natural in appearance, though covered with slimy sea life. The area is completely dark. If the PCs have an adequate light source, they see the following:
An archway, clearly worked by ancient hands, gives way to a landing above a deep, dark chasm. The rush and roar of water rivals the sound and fury of the scrag's cave.

Background: These passageways are intended to test the worthiness of those passing through them to go before the ancient sea god. Any creature that breathes



water and swims well will not have much trouble--especially if it knows the way--while any creature that doesn't will likely struggle. Only the most powerful of magics can aid the unfit.

The passageways in this section are narrow but (with a few exceptions) very deep. They are partially flooded with water--water that is subject to powerful magical currents and a constant upward and downward surge. Successfully navigating this area requires characters both to ride the surface current like a sort of elevator to reach certain areas, and to swim below the surface to reach others, all while in the grip of a capricious undercurrent.

The walls throughout this area are slick with algae and tidal sea life, increasing the DC of any check that involves climbing or holding on to them by +5. Generally, the Climb DC for this area is 30.

To top it all off, this area is in complete darkness. Unless the heroes can see in the dark, they'll need light sources that can withstand immersion in water.

The Archways: There is a pair of archways bracketing this area: one at the entrance from area 447, and the other in the passageway leading to area 449.

Just outside the archway nearest area 447 is a small altar to the sea god. A carving on the wall has been eroded into near imperceptibility, but a DC 33 Spot or Search check reveals what seems to be a chaotic swirl erupting from something face-like. Salty water seeps from something that may once have been a font. Praying to the sea god at this altar while placing some of this water on one's lips grants a +2 bonus on all skill checks related to passing through area 448.

The entirety of area 448 (between the two archways) is affected by a powerful magical force that suppresses the magical gift of water breathing. Any 7th-level or lower spell that grants an air-breathing creature the ability to breathe while underwater has its duration reduced from hours to rounds. For example, the spell *water breathing* has a duration of 2 hours/level; under this effect the duration becomes 2 rounds/level. (Spells with durations of less than one hour last 2 rounds instead.) A spellcaster casting the spell within area 448 may make a Spellcraft check (DC 31) to notice this impact on the spell.

Any magic item with a caster level of 14th or lower simply fails to grant the ability to breathe water. All other functions of the item are unaffected. Magic items of caster level 15th or higher are not affected by this suppression. Thus, for example, a cloak of the manta ray (caster level 9th) grants its armor bonus, swim speed, and

tail, but not the ability to breathe water. A ring of elemental command (water) (caster level 15th) is completely unaffected by the suppression, and grants the ability to breathe water as usual.

Magic items (or mundane tricks) that allow a character to survive underwater without granting the ability to breathe water are not affected by this suppression. A bottle of air, for example, functions normally.

The Landings: At each end of this area, just inside the archway, is a landing. The landing is just 10 feet below the ceiling, and 50 feet above the floor, of the chasms that define this area. The surface of the landings, like the walls throughout this area, are slick with algae and tidal sea life, making them difficult terrain and increasing the DC of any check that involves climbing or holding onto them by 5.

The Trapdoor: A hole in the ceiling, at the spot marked on the map, connects to area 449 via a 40-foot, slime-walled shaft. At the top is a one-way trap door that opens into the chasm (AC 5, hardness 10, 60 hp, break DC 28). Noticing the shaft, hidden in the dark unevenness of the ceiling, requires a Spot check (DC 26)

The Water: The chasms that comprise this section are partially flooded with water. The water is in constant motion, changing level dramatically and subject to powerful currents.

When the heroes enter this area, have them roll for initiative and act in order. At the beginning of each round, make an initiative roll for the water; all currents and level

changes occur on that initiative number. Because the current shifts are unpredictable, the water discards its initiative number at the end of each round and rerolls for the following round.

The water flows into and out of this area through small openings in the chasm walls. These openings are too small for any creature larger than size Tiny to pass through. They lead through narrow labyrinthine passageways back to the open sea.

Level: When the characters enter this area the water in the chasms is 30 feet deep, putting the water surface 20 feet below the level of the landings. Each round, on the water's initiative, roll 1d10.

| 1d10 | Result |
|-------|---|
| 01-04 | The water level remains the same. |
| 05-07 | The water level rises 20 feet, to a maximum depth of 50 feet (if it is already 50 feet deep, the water level remains the same). |
| 08-10 | The water level drops 20 feet, to a minimum depth of 10 feet (if it is already 10 feet deep, the water level remains the same). |

Any character on the surface of the water rises or falls with it. A character underwater also rises or falls; a character on or hitting the bottom moves the remainder of the distance horizontally though the chasm in a random direction.

Current: Each round, after determining any changes to the water's level, roll 1d6 to determine the current's direction:

| 1d6 | Result |
|-------|---|
| 01-03 | No current this round |
| 04 | The current flows 1d4 x 5 feet eastward |
| 05 | The current flows 1d4 x 5 feet westward |
| 06 | The current flows into the side chasms |

In this case, "eastward" means along the chasm from the end nearest area 447 toward the end nearest area 449; "westward" means the opposite. Characters in the side chasms are not affected by these currents. If the current flows into the side chasms, any character within 5 feet of a side chasm entrance is swept in, all the way to the end of the side chasm.

The Obstacles: The route through the chasm is blocked, floor to ceiling, at three points. In each case, a single opening allows passage through to the remainder of the chasm.

The westward obstacle features an opening 40 feet above the chasm floor. Thus, when the water is at its highest point, the opening is just underwater. When the water is at its midlevel or lowest point, the opening is above water (10 feet and 30 feet above the surface, respectively).

The central obstacle features an opening 30 feet above water. This puts it 10 feet underwater when the water is at its highest point. When the water is at its midlevel, the opening is just above the level of the water surface. When the water is at its lowest point, it is 20 feet above the water surface.

The eastward obstacle is at the chasm's floor level. Thus, it is always underwater. (To the casual observer above water, the chasm simply appears to come to an end at this point.)

Connections: The entrance connects to area 447 and area 449. See the Map of the Sea God's Fane.

PATHFINDER STATS

Other than using Perception checks rather than Spot or Search, no modifications are required to run this encounter using Pathfinder.

449. THE FALSE FANE

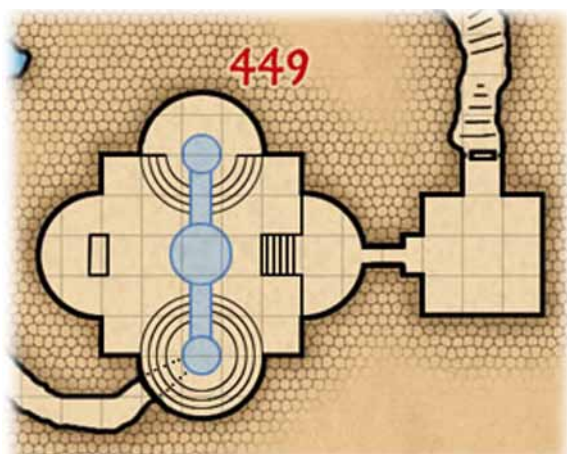
Summary: This area mocks those who think the sea god is civilized, orderly, and calm. And then it spits them out.

Sights and Sounds: A narrow, rough-hewn passageway leads up a sinuous set of steps to the false sanctum, before which is a small vestibule. All areas are completely dark. If the PCs have adequate light they see the following.

A corroded door of heavy bronze sits in a jamb of worked stone. Within the orderly rectangular frame of the metal door is fashioned a likeness of the sea god: A long, mysterious face from around which flow chaotic strands that might be hair, current, or sea life. Like the passageway leading up to it, the door appears to have lain undisturbed for eons.

Background: This false fane is designed to distract and derail non-believers, sending them to their doom or forcing them to retreat back into area 448 (perhaps under the mistaken belief that they reached their

goal). But everything about it is wrong for the sea god; whereas the rest of the fane is of natural rock and celebrating the primal forces of the god's domain, this area is carefully worked, orderly, and tame. A successful DC 30 Knowledge (religion) check will reveal this incongruity.



The Bronze Door: The door from the passageway into the vestibule is not locked, but heavy corrosion requires a Strength check (DC 15) to open it. A character searching the door may make a Search check (DC 21) to find that it contains a mechanism that shuts the door when a certain trigger is activated; it cannot be opened from the inside. A Disable Device check (DC 26) disables this mechanism.

In fact, the bronze door is a red herring, intended to instill a sense of confidence in plunderers of the fane. Five feet beyond the door, a thick section of ceiling slides down in response to the same mechanism that activates this bronze door. This can be discovered with a Search check (DC 36) and disabled with a Disable Device check (DC 31).

The door and the stone block both close when any character steps on the staircase leading down from the eastern bay of the false temple chamber. The stone block has hardness 10, and 240 hp; it is too thick to be broken. The bronze door can be opened with the same Strength check (DC 15) that opened it in the first place.

The Vestibule: This square room is featureless.

The False Fane: The false fane is of quatrefoil design, with large round bays set in the sides of a sizeable square chamber. It is crossed by a channel of clear, clean, running water, which flows through three basins.

The room is entered from the vestibule into the eastern bay. This portion is elevated, five feet above the main floor level, with a set of steps leading down into the central area. Any character stepping onto this staircase triggers the closure of the bronze door and associated stone block at the entrance to area 449.

The northern bay sits likewise about five feet above the main floor level, with curved steps leading up from the central floor to embrace a pool set in the center of the bay. A channel is cut into the stone of these steps, carrying water from the bay's pool to the larger pool in the center of the room.

The southern bay is depressed, with concentric steps leading down from the central floor to surround a third pool. A channel is cut into the stone of these steps, carrying water from the room's large, central pool into this bay's pool.

The western bay is level with the room's center. A stone altar, its face featuring the same sea god image as the bronze door, sits in the center of the bay. The altar and bay are otherwise featureless.

The Pools: The false fane features three round pools: An upper pool in the northern bay, a central pool in the middle of the room, and a lower pool in the southern bay. Channels cut into the stone floor and steps allow water to flow its source in the upper pool, through the middle, and out through a large open drain in the lower pool.

The pools have all the trappings of a magical font: Fancy carvings, a mysterious source, and a mystical locale, and these are not misleading. The central pool has a magical capability: it summons water elementals. A single Large water elemental is summoned when the first character steps on the stairs from the eastern bay (the same action that triggers the stone block at the entrance). From that point forward, the pool summons an additional water elemental every two rounds until the intruders leave the false fane. A maximum of 4 water elementals can be summoned at any one time; if four are present in the area no new ones are summoned until one of them is killed.

The water elementals attack intruders in area 449, but do not pursue them from the area.

Large Water Elemental (number varies): hp 68

The Shaft: Parties that did not circumvent the stone block at the area's entrance, or which have no means of destroying or moving it, have only a single exit left to them: The drain

in the base of the lower pool. This opening is easily big enough for a Medium-size creature. A slimy, 40-foot long shaft slides any creature entering the drain down and through the trapdoor into area 448.

Connections: The entrance connects to area 448 and area 450. See the Map of the Sea God's Fane.

PATHFINDER STATS

Replace mentions of Search checks with Perception checks of equal difficulty. Use the Pathfinder version of the Large water elemental.

Large Water Elemental (number varies): hp 68

450. THE TRUE FANE

Summary: Hidden from unbelievers behind a secret door, this true temple to the old sea god is haunted by a dangerous foe.

Sights and Sounds: This area is completely dark. If the PCs have adequate light they see the following.

A twisting passage has given way to a large, grotto-like space, the corners of which are hidden by rough columns of stones, turnings in the meandering walls, and the intense darkness of the cave. Half the area is filled with still water, but there seems to be a landing on the far side. The booms and roars of the outer cave are distantly audible, sending faint shudders through the very stone.

Background: This is the true temple of the sea god: coarse and untamed, though in deference for his followers' need to worship, it does not reflect his violence or

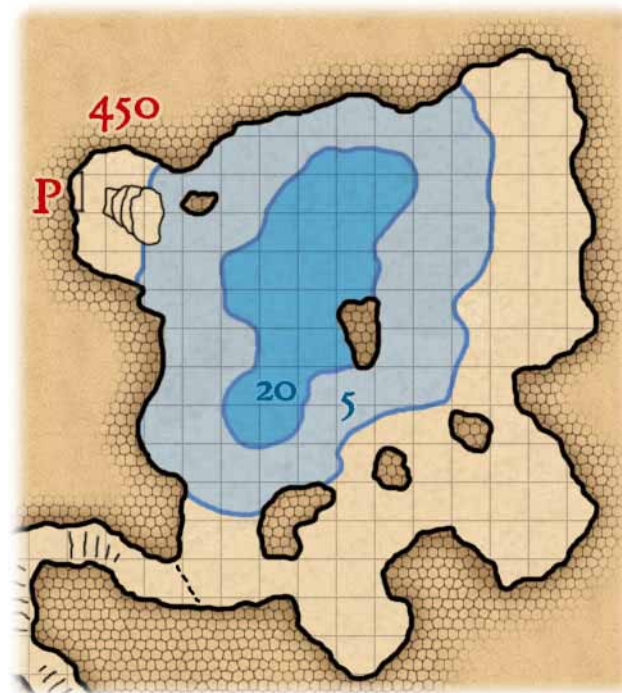
capriciousness in its structure. The entrance from the passage between area 448 and area 449 leads into the temple's nave, where worshippers gathered. Opposite, across a deep body of water, lies the apse and altar--and, beyond that, the portal leading into Dragon's Delve.

The Secret Door: The secret door is set into the side of the passage from area 448 to area 449. Locating it requires a Search check (DC 35).

The Pool: The chamber is dominated by a large pool of murky seawater. The bottom of the pool tapers quickly away to a depth of over 20 feet, but visibility through the water is less than 10 feet, so the bottom can only be seen (under the best of circumstances) in the 5-foot-depth area.

The water is home to the temple's guardian. If the characters do not enter, touch, or stick anything in the water, the guardian does not react to their presence. If the water is disturbed in any way, the guardian emerges and challenges the heroes.

The Guardian: A unique guardian--an undead kraken lich--has lain in the dark water of the temple for uncounted eons. If the water is disturbed in any way, this guardian emerges and challenges the interlopers. Speaking Aquan (or a heavily accented Common, if it gets no response in Aquan), the guardian asks the party if they have come in supplication to the sea god. If the answer is no, if the heroes take more than three rounds to answer, if the creature is attacked, or if any character moves to within 10 feet of the apse, the guardian attacks.



If the answer is yes, the guardian remains suspicious. It poses the following riddle:

*Born of the wind and the sea god am I,
and a thousand brothers I have.*

*As tiny as the paw of a cat,
or as mighty as a fortress,
Though I pull ships to their doom,
one touch of the land kills me*

The correct response is "a wave." If the heroes respond correctly, the guardian remains but does not molest the heroes unless they attack it, touch the altar (or climb its steps), or behave in any way that profanes the temple. Characters crossing the water to the apse, and investigating or exiting through the portal, are allowed to do so.

The guardian can move its body into water less than 10 feet deep, but it does so at

half speed. Given its reach, it can attack any location within the true fane with some or all of its natural weapons.

The guardian's phylactery is a gigantic pearl worth 50,000 gp, though destroying the phylactery also destroys the pearl. The guardian does not reappear unless the pearl is in the vicinity of a substantial body of water. The pearl is embedded in the stone three feet beneath the step leading to the altar.

The Guardian of the Fane (Chaotic Evil)

Kraken Lich **CR 17**
Gargantuan Undead (Aquatic)

HD 28d12 **hp** 188

Init +4 **Speed** swim 20 ft.

AC 22, flat-footed 22, touch 6

BAB/Grapple +28/+52

Attack tentacle +36 melee (2d8+12, 19-20) or paralyzing touch

Full Attack 2 tentacles +36 melee (2d8+12, 19-20) and 6 arms +31 melee (1d6+6) and bite +31 melee (4d6+6)

Space/Reach 20 ft./15 ft. (60 ft. with tentacle, 30 ft. with arm)

SA Fear aura, improved grab, constrict 2d8+12 or 1d6+6, paralyzing touch

SQ Damage resistance 15/bludgeoning and magic, darkvision 60 ft., immunity to cold, electricity, polymorph, and mind-affecting attacks, ink cloud, jet, low-light vision, spell-like abilities, turn resistance +4

Fort +25, **Ref** +17, **Will** +16

Str 34, **Dex** 10, **Con** --, **Int** 23, **Wis** 22, **Cha** 22

Languages: Common, Aquan

Skills: Concentration +21, Diplomacy +7, Hide +8, Intimidate +16, Knowledge (geography) +25, Knowledge (nature) +24, Listen +46, Move Silently +8, Search +44, Sense Motive +33, Spot +46, Survival +5 (+7 following tracks), Swim +20, Use Magic Device +16

Feats: Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Improved Critical (tentacle), Improved Initiative, Improved Natural Armor (x2), Improved Trip, Iron Will

Fear Aura (Su): The guardian is shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at the guardian must succeed on a Will save (DC 30) or be affected as though by a fear spell from a 10th-level sorcerer. A creature that successfully saves cannot be affected again by the guardian's aura for 24 hours.

Paralyzing Touch (Su): Any living creature the guardian hits with its touch attack must succeed on a Fortitude save (DC 30) or be permanently paralyzed. Remove paralysis or any spell that can remove a curse can free the victim.

Improved Grab (Ex): To use this ability, the guardian must hit with an arm or tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Constrict (Ex): The guardian deals automatic arm or tentacle damage with a successful grapple check.

Jet (Ex): The guardian can jet backward once per round as a full-round action, at a speed of 280 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Ink Cloud (Ex): The guardian can emit a cloud of jet-black ink in an 80-foot spread once per minute as a free action. The cloud provides total concealment, which the guardian normally uses to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness.

Spell-Like Abilities: 1/day--control weather, control winds, dominate animal (DC 19), resist energy. Caster level 9th. The save DC is Charisma-based.

The Apse: A small area of land on the far side of the pool is the site of the temple's altar and the portal into Dragon's Delve. The altar is a large slab of natural stone rising nearly ten feet above the water before it. A set of steps leads up to the altar from the landward side. The uneven surface of the altar is sloped ever so slightly toward the water.

If the temple guardian has allowed the heroes to pass, anyone touching the altar or climbing its steps causes it to attack.

The Portal: The portal is a stone arch built against the wall behind the altar. It is the only piece of stonework in the true fane that appears to be man-made. The archway is filled with a deep green mist that blocks all sight.

Any character or object that passes through the mist disappears from sight, entering area 451 (see Appendix B).

Connections: The entrance connects to areas 448, 449, and 451. See the Map of the Sea God's Fane.

PATHFINDER STATS

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

The Guardian of the Fane CR 20

Kraken Lich (Chaotic Evil)
Gargantuan Undead (Aquatic)

Init +4; **Senses** Darkvision (120 feet); Perception +36

DEFENSE

AC 32, touch 6, flat-footed 32 (+26 natural, -4 size)

hp 213 (20d8+120)

Fort +21, **Ref** +12, **Will** +11

Defensive Abilities Channel resistance +4, damage resistance 15/bludgeoning and magic, immunity to cold, electricity, poison, polymorph, and mind-affecting attacks, rejuvenation

OFFENSE

Speed 10 ft., swim 40 ft., jet 280 ft.

Melee 2 arms +26 (2d6+10/19-20 plus grab), 8 tentacles +24 (1d8+5 plus grab), bite +26 (2d8+10)

Space 20 ft.; Reach 20 ft. (60 ft. with arm, 40 ft. with tentacle)

Special Attacks Fear aura, constrict (tentacles, 1d8+10), ink cloud, rend ship, touch attack (1d8+10 plus paralyzing touch)

Spell-Like Abilities: (CL 9th) 1/day--control weather, control winds, dominate monster (DC 24, animal only), resist energy.

STATISTICS

Str 30, **Dex** 10, **Con** --, **Int** 23, **Wis** 22, **Cha** 23

Base Atk +20/+44; **CMB** +34 (+38 grappling); **CMD** 44 (can't be tripped)

Feats Bleeding Critical, Blind-Fight, Cleave, Combat Expertise, Critical Focus, Improved Critical (arm), Improved Initiative, Improved Trip, Multiattack, Power Attack

Skills Intimidate +25, Knowledge (geography) +25, Knowledge (nature) +25, Perception +36, Sense Motive +8, Stealth +19, Swim +41, Use Magic Device +25

Languages: Common, Aquan

SQ tenacious grapple

Fear Aura (Su): Creatures of less than 5 HD in a 60-foot radius that look at the guardian must succeed on a Will save (DC 26) or become frightened. Creatures with 5 HD or more must succeed at a Will save (DC 26) or be shaken for 20 rounds. A creature that successfully saves cannot be affected again by the guardian's aura for 24 hours. This is a mind-affecting fear effect.

Paralyzing Touch (Su): Any living creature the guardian hits with its touch attack must succeed on a Fortitude save (DC 26) or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description; DC 26). The effect cannot be dispelled. Anyone paralyzed by the guardian seems

dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive. **Ink Cloud (Ex):** The guardian can emit a cloud of black, venomous ink in an 80-foot spread once per minute as a free action while underwater. This cloud provides total concealment, which the guardian can use to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness. In addition, the ink is toxic, functioning as contact poison against all creatures caught within it. The ink cloud persists for 1 minute before dispersing. The save DC against the poison effect is Constitution-based. **Kraken Ink:** Ink cloud--contact; save frequency 1/round for 10 rounds; effect 1 Str damage plus nausea; cure 2 consecutive saves. Fort DC 29.

Jet (Ex): The guardian can jet backward as a full-round action, at a speed of 280 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Rend Ship (Ex): As a full-round action, the guardian can attempt to use four of its tentacles to grapple a ship of its size or smaller. It makes a CMB check opposed by the ship's captain's Profession (sailor) check, but the guardian gets a cumulative +4 bonus on the check for each size category smaller than Gargantuan the ship is. If the guardian grapples the ship, it holds the ship motionless; it can attack targets anywhere on or within the ship with its tentacles, but can only attack foes on deck with its free arms and can't attack foes at all with its beak. Each round it maintains its hold on the ship, it automatically inflicts bite damage on the ship's hull.

Tenacious Grapple (Ex): The guardian does not gain the grappled condition if it grapples a foe with its arms or tentacles.

Rejuvenation (Su): When the guardian is destroyed, its phylactery immediately begins to rebuild its body within nearby water (if no water is nearby, this process does not occur). This process takes 1d10 days--if the body is destroyed before that time passes, the phylactery merely starts the process anew. After this time passes, the guardian awakens fully healed.

451. THE HALL OF STORMS (EL 16)

Summary: The fury of the thunderstorm is unleashed upon those who attempt to navigate this gateway from the Fane of the Sea God.

Sights and Sounds: This room is dimly illuminated by five crackling orbs.

This large, uneven room is dominated by five hovering black orbs, each over a yard across and wreathed in crackling, purple light. Their eldritch glare flickers over the cave-like chamber, casting skittering shadows among the ceiling's stalactites.

If the heroes enter via the portal, they also see an image inscribed in floor before them (see Appendix B).

The unmoving orbs hover about six feet off the ground, emitting a quiet but constant crackling noise. The uneven ceiling, dotted with stalactites, varies in height from roughly 15 feet near the edges to 30 feet in the middle of the room. The floor of the room is uneven and rugged, with

numerous small stalagmites; the entire floor counts as difficult terrain.

Background: This chamber served as the final barrier between the ghuls and other horrors of the Dragon's Delve and the sea god's fane; it harnesses the raw power of a storm's lightning to protect the portal. Any creature that follows the correct route through the hall will be unharmed by the lightning-generating orbs, but those who do not will suffer their fury.

Fortunately, the creators of the hall left a map inscribed into the floor by the portal. Unfortunately, the map can be difficult to interpret. And to make matters more complicated, a roper (immune to the orbs' effect) has taken up residency here.

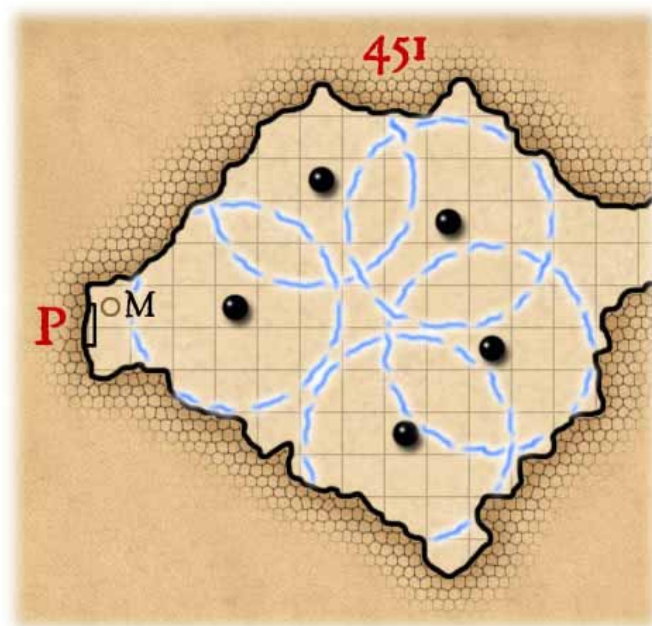
The Inscription: On the floor directly in front of the portal a diagram is carved into the stone.

A five-foot circle is engraved deeply into the stone of the floor, its details picked out by the flickering light of the orbs. In it, six smaller circles are arranged, with a line running from one to the other.

The six small circles represent the five orbs plus the map itself. The line represents the route between them that allows a character to move safely through the room.

The Orbs: Each orb is roughly four feet across, matt black in color and wreathed in a flickering layer of pale purple light. The orbs hover at roughly the height of a man's head.

The orbs are arcane machines for generating lightning. Any creature that follows the route given on the map,



touching each orb in turn, is spared attack by the orbs. Any deviation from the route results in the orbs activating and attacking the creature. Following the route without touching the orbs also activates them as soon as the first untouched orb is passed. Once the orbs target a creature, they continue to do so until that creature leaves the room or returns to the map (or is killed). Even when activated by one creature they do not target any creatures that continue to follow the map's route.

There is no map at the east end of the room, but if the same route is followed in reverse the orbs do not activate.

Each orb attacks any creature that moves to or begins its turn with 10 feet of it (the orbs' radii are shown in area 451 on the map) for 10d6 lightning damage (DC 20 Reflex save for half damage).

The Roper: A roper, immune to the orb's lightning, has taken up residency in this chamber. It has climbed to the ceiling, where it hangs among the stalactites and enjoys a +2 bonus to its Hide check to remain unseen (remember lighting conditions and distance when allowing Spot checks to notice it).

The roper is located at the center of the room. Its location at the ceiling puts it 20 feet above the floor. While immune to the orbs' lightning, it recognizes the danger the orbs pose to other creatures, and prefers to attack when one or more victims are vulnerable or isolated due to the orbs.

Roper: hp 85

Upping the Ante (EL 18): A GM wishing to increase the danger in this area can add a second roper.

Connections: The entrance connects to areas 450, 452, and 453. See the Map of the Sea God's Fane.

PATHFINDER STATS

Replace mentions of Search checks with Perception checks of equal difficulty; replace mentions of Hide checks with Stealth checks of equal difficulty. Use the Pathfinder version of the roper.

Roper: hp 147

452. THE SEA GOD'S ORACLE (EL 14)

Summary: This room once housed an oracle of the sea god, but its later use as a prison

has given it a trickier-and perhaps more dangerous--denizen.

Sights and Sounds: Another natural-seeming cavern, this room is divided by several thick natural columns. Around the edges sit four shallow pools, also apparently natural in formation. The room is completely dark.

The echoing sound of dripping water gives this room a vast and ethereal feel. What light you've brought with you flickers and reflects from the four pools around its coarse, cave-like walls.

The ceiling above is roughly twenty feet high and dense with small stalactites. Also, the heroes are likely to notice Calleosis immediately upon entering (see below).

Background: This chamber once served as a room of contemplation, prayer, and revelation for the highest priests of the sea god--the one room in the temple complex in which quiet and peace were cultivated. It is lined with four shallow pools, each of which could serve as a point of communion with the sea god's oracle.

The oracle is long gone, but years later Caval the Conjurer discovered the chamber and the oracle's pools. He further discovered that the unique properties of the pool network created an extra-dimensional prison, which he put to good use. His prisoner, a copper dragon named Calleosis, remains there still.

The Pools: The sea god was jealous of his oracle's ability to walk the land, and so created the pools and required that the oracle live there in order to reap the benefits of their divine connection. The four pools

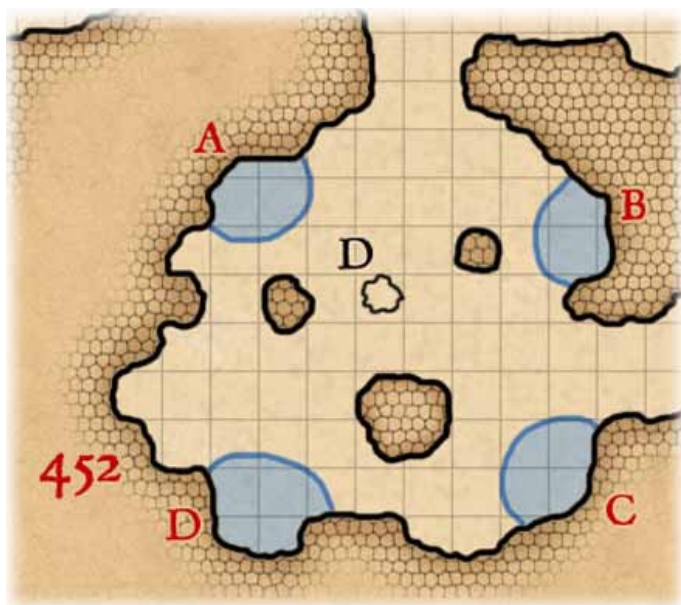
constitute a single space connected extra-dimensionally. A creature within one of the pools can move freely from it to any other pool as a move action, appearing in the center of the destination pool.

Each pool is surrounded by an invisible barrier much like a permanent *wall of force*; this wall follows the edges of the water, and forms a floor just beneath the floor of the pool and a ceiling ten feet above the surface of the water.

Additionally, the space within the confines of these walls, and extending for several inches beyond them, are subject to a sort of *antimagic field*. Because this field extends beyond the walls, the walls themselves cannot be disintegrated or otherwise magically affected while the field is in effect.

Finally, the magic that powers the pools also creates a sort of stasis that affects any creatures within. Such creatures remain conscious and able to function (although their magical abilities are suppressed by the field), but do not age or require air, food, or water. Sounds are able to cross the barriers around the pool, allowing trapped creatures to converse with those outside.

There is a single entrance into the pools: a coarse dais at the center of the room containing a small depression in its middle. If a creature stands or is placed upon the dais along with an offering to the sea god (something valued at 1,000 gp or higher), the entrance activates. The creature is immediately transported into one of the pools (determine which one randomly) and



the previous occupant of the pools, if any, is freed and appears on the dais. The offering disappears.

Calleosis: The pools are currently home to an occupant--Calleosis, an adult copper dragon. Calleosis was forced into a humanoid form, and her ability to transform back is suppressed by the antimagic properties of her prison.

Calleosis was imprisoned by Caval the Conjurer, one of the Mages Four, and her lengthy stay in the oracles' pools has left her bitter and somewhat insane--a dangerous combination for such a powerful personality. From the very soul of her being she wishes to escape, and no price is too high to pay. Given the length of her stay, she thinks it likely that Caval is no more, but makes no assumptions about the purpose or intents of any visitors to her prison.

Appearing as an attractive female half-elf, Callie (she does not admit her full name) observes any interlopers from the best position she can manage within the pools. Once she determines that Caval is not among their number, she calls out to them and attempts to negotiate her freedom. She claims to have been a lover of Caval, imprisoned by him in a fit of jealousy. She may embellish the story by claiming to be a noble of a kingdom now long lost, but does not admit to being a dragon or anything other than a half-elf courtesan. She claims to know little of how the pools function, other than that she's been a prisoner within them for a very long time. Her Bluff skill bonus is +28.

To further entice the heroes' cooperation, Callie tells them that area 453 (if the heroes approached from the direction of area 451) or area 451 (if the opposite) contains a deadly secret, that threatens the heroes with near-certain death. She readily agrees to share the secret if she is released, but cannot be compelled to give it up before that happens.

If the heroes agree to free her, she instructs them on how the dais works. She is specific about a character needing to stand on the dais and say aloud that the offering is for the sea god. She omits the fact that the character operating the dais will take her place within the pools.

If released, Callie will immediately transform back to her natural state. She accepts no responsibility for a trapped hero--she never said it wouldn't happen. If attacked, she fights with all the fury a near millennium of captivity has bestowed her with.

Adult Copper Dragon: hp 210

If not attacked, Callie tells the player characters the secret she promised. If they approached from area 453, she tells them about orbs and the map in area 451 (she knows where it is, but not what it shows; figuring out how to read the map from the opposite end of the chamber is the heroes' problem). If they came from area 451, she tells them to avoid the left-hand passage in area 453; she says the right-hand passage is safe. (This is not entirely true. Both passages are dangerous, though the left-hand passage is certainly more so.)

Freeing a Trapped Character: Should an attempt to free Calleosis result in a character being trapped, the heroes have three immediate options for freeing him or her. The first is to place Calleosis back in the trap. She will not agree to this under any circumstances, but the heroes might be able to make it work if she is rendered unconscious or otherwise unable to resist, but she must be alive.

A second option might be to capture or cajole some other creature to use in activating the entrance.

A third option (also an option for freeing Callie, if the heroes do not choose to follow her instructions on releasing her) is to break open the pools' barriers. The field can be overcome via the standard methods for defeating an *antimagic field* spell, and once the field is down the barriers can be broken in the same manner as destroying a *wall of force*.

Connections: The entrance connects to area 451 and area 453. See the Map of the Sea God's Fane.

PATHFINDER STATS

Replace mentions of *wall of force* with the Pathfinder version of the spell; replace mentions of *antimagic field* with the Pathfinder version of the spell. Use the Pathfinder version of the adult copper dragon.

Adult Copper Dragon: hp 172

453. THE TREASURY

Summary: This intersection presents a challenge for interlopers into the narthex--especially if they want to reach the treasures it protects.

Sights and Sounds: A T-shaped intersection is bounded by three curtains of water, each of which blocks vision into the passage beyond.

A curtain of water, veiled by mist and heralded by a quiet roar, falls from the ceiling to completely block the passageway. There is no pool or drain at the curtain's base; the water seems to simply disappear. Likewise, the water appears to simply materialize along the ceiling--there doesn't seem to be an opening through which it flows.

The area surrounded by the three curtains is dimly illuminated by a pale blue light that permeates the area. The faint glow of this light is visible through the aquatic curtains. Ceilings throughout this area are roughly 15 feet high.

Background: This intersection once served as a bit of an airlock, ensuring that those

who traveled the corridors of the sea god's narthex demonstrated proper piety. It also houses the entrance to the temple's treasury. Over the centuries the latter has been discovered and looted, but some of those looters, including Caval the Conjuror, felt it was secure enough to be worth continuing to use the space to store their own treasures, so the treasury still contains a mix of some original contents and items left there by later visitors to the narthex.

The Curtains: Although the source--and drainage--of the waters that make up these barriers are magical, the curtains have no special effects. They block sound and line of sight, and the squares they occupy are difficult terrain. Other than that, their only effect is to make creatures passing through them to enter the intersection very wet.

Exiting is a different story: Any creature that does not pray at the altar to ask the sea god for his blessing takes 2d8 lightning damage (no save) when passing through the curtains to leave the intersection. The god's blessing must be obtained each time the creature exits the intersection.

The curtain leading north into the treasury has additional effects, as spelled out below.

The Face of the Sea God: A small altar to the sea god is situated against the wall opposite the corridor to area 452. Above the altar is an image of the sea god similar to those seen in area 448 and area 449.

A long, vaguely humanoid face carved of stone looks out from wall above the small altar. It is surrounded by a halo of chaotic,

intertwined strands of what might be hair, current, tentacular sea life, or all three.

The sea god's face is affected by several permanent magic mouth spells, each of which responds to different actions on the part of any visitor to this area. When the magic mouth spells are activated, it seems as though the bas-relief face itself is speaking; it has a low, echoing voice.

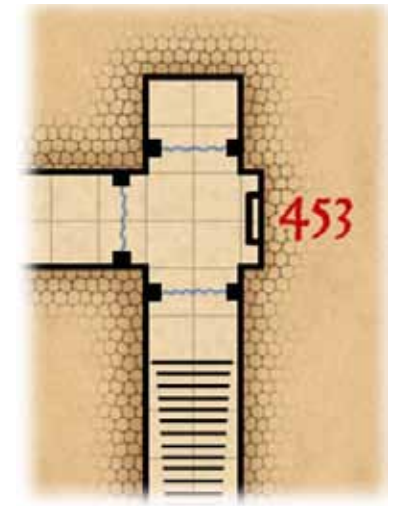
A creature passes through the curtains to enter the area: "Ask my blessing and proceed with it."

A creature spends more than five rounds in the intersection: "West lies my mouth. South lies my hands. North lies my vengeance. East lies my salvation." It's worth noting that characters having entered the narthex via portal from the sea god's fane might not know which direction is which.

A creature utters the password to the treasury: "Enter and fear not my vengeance."

A creature that entered without saying the password later exits the treasury: "Know, too, that you are marked forevermore as accursed."

The Treasury: Beyond the northern curtain lies a small space that was once the sea god's treasury.



The security protecting the treasury remains formidable. Any creature passing through the water curtain protecting the treasury is affected as though by an energy drain spell (caster level 18). Creatures that survive are additionally subject to a special curse bestowed upon them by the sea god. The good news is that with the waning of the sea god's power, the curse does not have any discernable effects (were the sea god to regain some element of his past power and following, an effect of the GM's choosing might appear). The bad news is that the curse can only be removed with a miracle or wish spell, or by divine intervention.

Additionally, the treasury is subject to a forbiddance spell (caster alignment chaotic evil).

The negative effects of the north water curtain can be circumvented by uttering a passphrase before crossing through the curtain. The passphrase is "May your storms pour their destruction upon your enemies." There is likely no living person who knows this phrase, though creative characters might find a way of discovering it.

A creature that enters the treasury finds the following items:

- * 9 enormous black pearls (1000 gp each)
- * A variety of heavily-decorated gold plates and religious artifacts (16 art objects worth 500 gp each)
- * An oil of magic vestment +4
- * A set of marvelous pigments
- * A mirror of opposition

Connections: The entrance connects to areas 451, 452, and 454. See the Map of the Sea God's Fane.

PATHFINDER STATS

Replace mentions of the following spells and magic items with their Pathfinder versions: *magic mouth*; *energy drain*; *miracle*; *wish*; *forbiddance*; *oil of magic vestment* +4; *marvelous pigments*; and *mirror of opposition*.

454. MENAGERIE OF THE WINDS

Summary: This vast chamber once held a menagerie within its series of deep pits, but its occupants have become somewhat more dangerous.

Sights and Sounds: Characters approaching this room may notice a slight briny scent and, with a DC 12 Listen check at the room's entrance, a faint chittering sound. As soon as any source of light reaches the room's entrance, the sound of a single, brief splash comes from one of the pits (D) near the center of the room.

The floor and strangely rounded walls of this large chamber are of smooth, polished stone. A series of circular pits, dark and deep, are scattered irregularly around the room, leaving relatively little floor space between them.

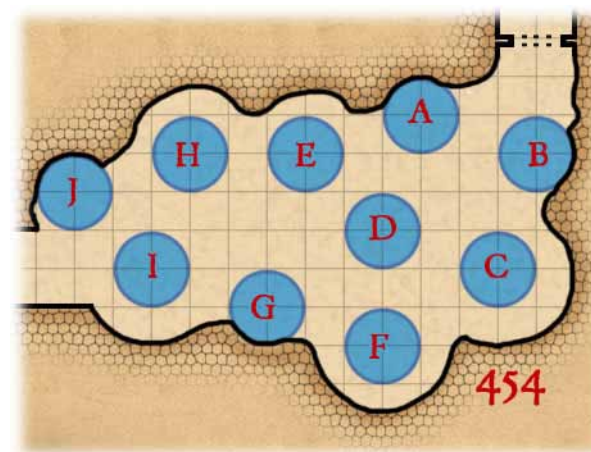
Following the splash, the room is silent but for the faint but noticeable movement of its air. The ceiling is roughly 20 feet overhead.

Background: Whereas other rooms within the fane have paid homage to the power of

the tides, waves, and lightning, this room tips its hat to another of the sea god's tools of destruction: the wind. A strong breeze continuously flows through this room, often producing powerful gusts.

The original function of this room is unclear: A resting place for aquatic creatures? A breeding ground? A prison or zoo? Whatever the function, it contains ten "cells," each of which is a pit 10 feet across and 40 feet deep. They were probably once filled, completely or partially, with cleaner water, but are now less than half-full with an unpleasant greasy, dark liquid.

Whatever was once quartered here is long gone—at least in its original state. Many years ago, the cells fell victim to an infestation of chaos beasts. It's likely that a single chaos beast found its way into the chamber and slithered or fell into one of the pits. There, it afflicted its terrible curse on the pit's occupant, creating a second chaos beast. One or both of these eventually moved on to other pits, until all of the pits' occupants succumbed to the chaos infection.



Over the years, some of the chaos beasts left the chambers to wander elsewhere in Dragon's Delve, but others, finding it difficult to climb the cell walls (or perhaps liking these dark, wet pits) remain.

The Wind: When the heroes enter this area, have them roll for initiative and act in order. At the beginning of each round, make an initiative roll for the wind; all wind gusts occur on that initiative number. Because the gusts are unpredictable, the wind discards its initiative number at the end of each round and rerolls for the following round.

The wind flows through this chamber magically. Even in the case of strong gusts, virtually no wind flows past this chamber's entrances.

Each round, roll 1d12 to determine the effect.

| | |
|-------|--|
| 01-04 | No gust this round |
| 05 | A gust pushes Medium size creatures 1d4 x 5 feet northward |
| 06 | A gust pushes Medium size creatures 1d4 x 5 feet northeastward |
| 07 | A gust pushes Medium size creatures 1d4 x 5 feet eastward |
| 08 | A gust pushes Medium size creatures 1d4 x 5 feet southeastward |
| 09 | A gust pushes Medium size creatures 1d4 x 5 feet southward |
| 10 | A gust pushes Medium size creatures 1d4 x 5 feet southwestward |
| 11 | A gust pushes Medium size creatures 1d4 x 5 feet westward |
| 12 | A gust pushes Medium size creatures 1d4 x 5 feet northwestward |

Small creatures are pushed 1.5 times as far as Medium creatures. Tiny or smaller creatures are pushed 2 times as far. Large creatures are pushed half as far, and larger creatures are unaffected.

Any creature may make a Reflex save (DC 22) to fall prone instead of being pushed. Prone creatures are not pushed. A creature pushed into a pit may make a DC 15 Reflex save to try to grasp the edge and avoid falling in. A grasping character must use a move action and make a DC 20 Climb check to get up.

The Pits: Each pit is ten feet in diameter and 40 feet deep with a rounded, bowl-like bottom. The walls of the pits are sheer, nearly seamless stone (Climb DC 30). All of the pits contain some amount of dirty water, opaque and covered with an unpleasant film.

The chaos beasts in the pits attack any creature that falls in with them; the beasts in the bottoms of the pits can reach any character in a depth of 10 or fewer feet. In

the pits with deeper water, a beast must succeed in a Climb check (DC 30) to reach a character swimming on the surface.

The beasts in the pits remain within them, and do not come out.

| | |
|---|---|
| A | The water in this pit is 10 feet deep. It contains the bones of a halfling. |
| B | The water in this pit is 15 feet deep. It contains 1 chaos beast, 152 gp, a ruby worth 400 gp, and a ring of evasion. |
| C | The water in this pit is 15 feet deep. It contains a folding boat (folded). |
| D | The water in this pit is 10 feet deep. It contains 1 chaos beast. |
| E | The water in this pit is 5 feet deep. It is empty. |
| F | The water in this pit is 15 feet deep. It contains 1 chaos beast. |
| G | The water in this pit is 10 feet deep. It contains 2 chaos beasts, 67 pp, 112 gp, 11 sp, and a set of +3 full plate of acid resistance. |
| H | The water in this pit is 10 feet deep. It contains 1 chaos beast. |
| I | The water in this pit is 10 feet deep. It contains 2 chaos beasts. |
| J | The water in this pit is 20 feet deep. It is empty. |

The Chaos Beasts: In addition to the denizens of the pits, two chaos beasts roam the chamber itself. Their low, undulating shapes make them unaffected by the winds. They move immediately toward any interlopers in the chamber.

Chaos Beast (x10): hp 44

Connections: This area connects to area 453 and area 455. See the Map of the Sea God's Fane.

PATHFINDER STATS

Replace mentions of Listen checks with Perception checks of equal difficulty. Replace mentions of the following magic items with their Pathfinder versions: *ring of evasion*; *folding boat* ; +3 *full plate of acid resistance*. Use the Pathfinder version of the chaos beast.

Chaos Beast (x10): hp 85

455. THE LONG STAIRS

Summary: This staircase connects the narthex of the sea god's fane to Level 17. Unfortunately, something lies in wait for those who would use it.

Sights and Sounds: The broad staircase is unlit. The ceiling is roughly 15 feet overhead.

The steps, aged but not highly worn, seem interminable. Not far from that first step is the entrance of what appears to be a dark, vertical shaft. A few gossamer strands of cobweblike material drift around the entrance of the shaft.

Background: This staircase descends 110 feet from the level of area 454 to that of Level 17; a passageway then leads to a secret door on that level. In addition to the staircase, a vertical shaft (not unlike an elevator shaft) connects the bottom of the stairs with the top. The shaft was designed to allow easy magical means of moving people or items up or down without using the stairs; if nothing else, a spellcaster with feather fall might find it less tedious than trudging down the full length of the stairs.

Unfortunately, the shaft is now the domicile of four retrievers. These demons were stationed here by Huurbak Brimstone to intercept any members of the Mages Four--particularly Caval the Conjurer, who was known to visit the narthex from time to time--who attempt to enter or exit Dragon's Delve via the sea god's fane. In keeping with this duty, and on the assumption that Caval might also use messengers, proxies, or arcane disguise, they also intercept any other creature attempting passage through the stairs.

The Stairs: The staircase runs 110 feet in length, including a couple of landings, making several right-angle turns as it does so. Every 10 feet along most of its length, on either side, a half-round alcove roughly five feet deep penetrates the wall. The alcove floors are elevated a couple feet above the level of the steps, making them seemingly perfect for statuary or other display purposes, but they are in fact all empty. The stairs are somewhat steeper than average, and are difficult terrain. Characters attempting unusual physical tasks might have to make Balance checks.

The Shaft: A 20-foot-square vertical shaft runs from the top of the steps to the bottom, with an opening at the level of each end. The shaft is featureless except for a large quantity of web-like filaments crisscrossing it in a random pattern. The filaments are no tougher than tissue paper, but they do reduce visibility within the shaft to a maximum of 20 feet, regardless of light source or extraordinary vision.

Retrievers: Four retrievers lurk within the shaft. These are normal retrievers in all respects except that they have a climb speed of 30 feet. The retrievers attack any creatures that enter the staircase or the shaft; two retrievers engage the interlopers directly, while two others exit the shaft via the other end and circle around to the far side of the battle.

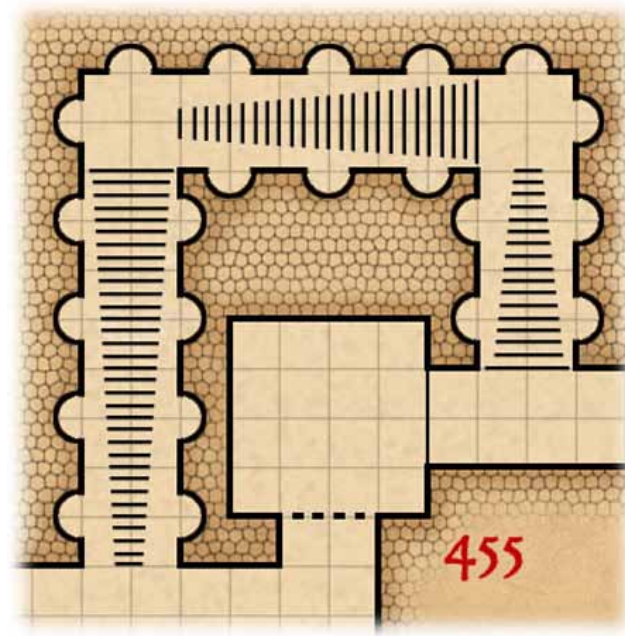
Retriever (x4): hp 135

Connections: This area connects to area 454 and area 481. See the Map of the Sea God's Fane.

PATHFINDER STATS

Use the Pathfinder version of the retriever.

Retriever (x4): hp 137



APPENDIX A: MONSTERS & NPCS

The Guardian of the Fane

(Chaotic Evil) (Room 450)

Kraken Lich CR 17

Gargantuan Undead (Aquatic)

HD 28d12 hp 188

Init +4 Speed swim 20 ft.

AC 22, flat-footed 22, touch 6

BAB/Grapple +28/+52

Attack tentacle +36 melee (2d8+12, 19-20) or paralyzing touch

Full Attack 2 tentacles +36 melee (2d8+12, 19-20) and 6 arms +31 melee (1d6+6) and bite +31 melee (4d6+6)

Space/Reach 20 ft./15 ft. (60 ft. with tentacle, 30 ft. with arm)

SA Fear aura, improved grab, constrict 2d8+12 or 1d6+6, paralyzing touch

SQ Damage resistance 15/bludgeoning and magic, darkvision 60 ft., immunity to cold, electricity, polymorph, and mind-affecting attacks, ink cloud, jet, low-light vision, spell-like abilities, turn resistance +4

Fort +25, **Ref** +17, **Will** +16

Str 34, **Dex** 10, **Con** --, **Int** 23, **Wis** 22, **Cha** 22

Languages: Common, Aquan

Skills: Concentration +21, Diplomacy +7, Hide +8, Intimidate +16, Knowledge (geography) +25, Knowledge (nature) +24, Listen +46, Move Silently +8, Search +44, Sense Motive +33, Spot

+46, Survival +5 (+7 following tracks), Swim +20, Use Magic Device +16

Feats: Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Improved Critical (tentacle), Improved Initiative, Improved Natural Armor (x2), Improved Trip, Iron Will

Fear Aura (Su): The guardian is shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at the guardian must succeed on a Will save (DC 30) or be affected as though by a fear spell from a 10th-level sorcerer. A creature that successfully saves cannot be affected again by the guardian's aura for 24 hours.

Paralyzing Touch (Su): Any living creature the guardian hits with its touch attack must succeed on a Fortitude save (DC 30) or be permanently paralyzed. Remove paralysis or any spell that can remove a curse can free the victim.

Improved Grab (Ex): To use this ability, the guardian must hit with an arm or tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Constrict (Ex): The guardian deals automatic arm or tentacle damage with a successful grapple check.

Jet (Ex): The guardian can jet backward once per round as a full-round action, at a speed of 280 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Ink Cloud (Ex): The gaurdian can emit a cloud of jet-black ink in an 80-foot spread once per minute as a free action. The cloud provides total concealment, which the guardian normally uses to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness.

Spell-Like Abilities: 1/day--control weather, control winds, dominate animal (DC 19), resist energy. Caster level 9th. The save DC is Charisma-based.

PATHFINDER STATS

The Guardian of the Fane CR 20

(Room 450)

Kraken Lich (Chaotic Evil)

Gargantuan Undead (Aquatic)

Init +4; **Senses** Darkvision (120 feet); Perception +36

DEFENSE

AC 32, touch 6, flat-footed 32 (+26 natural, -4 size)

hp 213 (20d8+120)

Fort +21, **Ref** +12, **Will** +11

Defensive Abilities Channel resistance +4, damage resistance 15/bludgeoning and magic, immunity to cold, electricity, poison, polymorph, and mind-affecting attacks, rejuvenation

OFFENSE

Speed 10 ft., swim 40 ft., jet 280 ft.

Melee 2 arms +26 (2d6+10/19-20 plus grab), 8 tentacles +24 (1d8+5 plus grab), bite +26 (2d8+10)

Space 20 ft.; Reach 20 ft. (60 ft. with arm, 40 ft. with tentacle)

Special Attacks Fear aura, constrict (tentacles, 1d8+10), ink cloud, rend ship, touch attack (1d8+10 plus paralyzing touch)

Spell-Like Abilities: (CL 9th) 1/day--control weather, control winds, dominate monster (DC 24, animal only), resist energy.

STATISTICS

Str 30, **Dex** 10, **Con** --, **Int** 23, **Wis** 22, **Cha** 23

Base Atk +20/+44; **CMB** +34 (+38 grappling); **CMD** 44 (can't be tripped)

Feats Bleeding Critical, Blind-Fight, Cleave, Combat Expertise, Critical Focus, Improved Critical (arm), Improved Initiative, Improved Trip, Multiattack, Power Attack

Skills Intimidate +25, Knowledge (geography) +25, Knowledge (nature) +25, Perception +36, Sense Motive +8, Stealth +19, Swim +41, Use Magic Device +25

Languages: Common, Aquan

SQ tenacious grapple

Fear Aura (Su): Creatures of less than 5 HD in a 60-foot radius that look at the guardian must succeed on a Will save (DC 26) or become frightened. Creatures with 5 HD or more must succeed at a Will save (DC 26) or be shaken for 20 rounds. A creature that successfully saves cannot be affected again by the guardian's aura for 24 hours. This is a mind-affecting fear effect.

Paralyzing Touch (Su): Any living creature the guardian hits with its touch attack must succeed on a Fortitude save (DC 26) or be

permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description; DC 26). The effect cannot be dispelled. Anyone paralyzed by the guardian seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive. Ink Cloud (Ex): The guardian can emit a cloud of black, venomous ink in an 80-foot spread once per minute as a free action while underwater. This cloud provides total concealment, which the guardian can use to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness. In addition, the ink is toxic, functioning as contact poison against all creatures caught within it. The ink cloud persists for 1 minute before dispersing. The save DC against the poison effect is Constitution-based. Kraken Ink: Ink cloud--contact; save frequency 1/round for 10 rounds; effect 1 Str damage plus nausea; cure 2 consecutive saves. Fort DC 29.

Jet (Ex): The guardian can jet backward as a full-round action, at a speed of 280 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

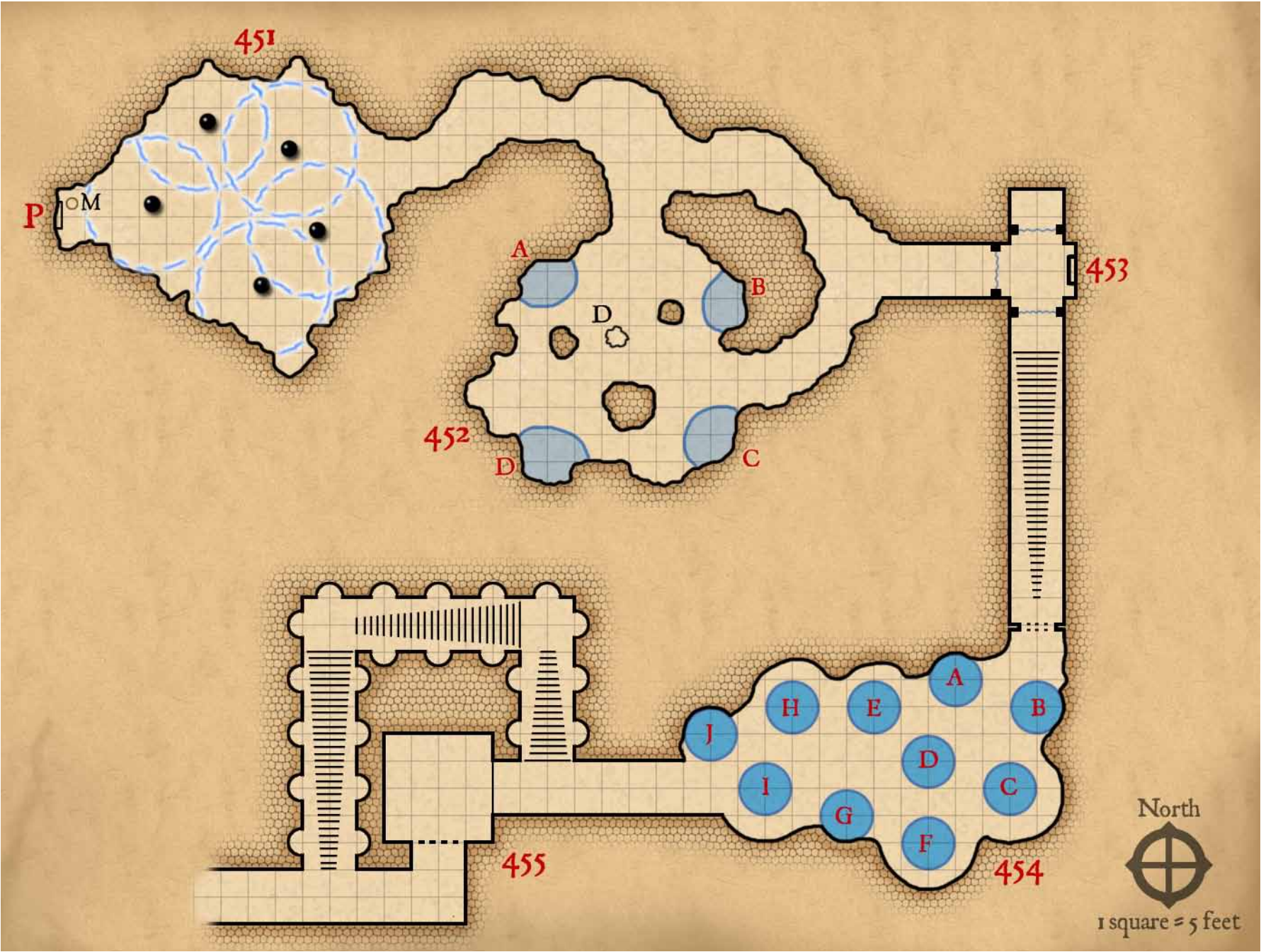
Rend Ship (Ex): As a full-round action, the guardian can attempt to use four of its tentacles to grapple a ship of its size or smaller. It makes a CMB check opposed by the ship's captain's Profession (sailor) check, but the guardian gets a cumulative +4 bonus on the check for each size category smaller than Gargantuan the ship is. If the guardian grapples the ship, it holds the ship motionless;

it can attack targets anywhere on or within the ship with its tentacles, but can only attack foes on deck with its free arms and can't attack foes at all with its beak. Each round it maintains its hold on the ship, it automatically inflicts bite damage on the ship's hull.

Tenacious Grapple (Ex): The guardian does not gain the grappled condition if it grapples a foe with its arms or tentacles.

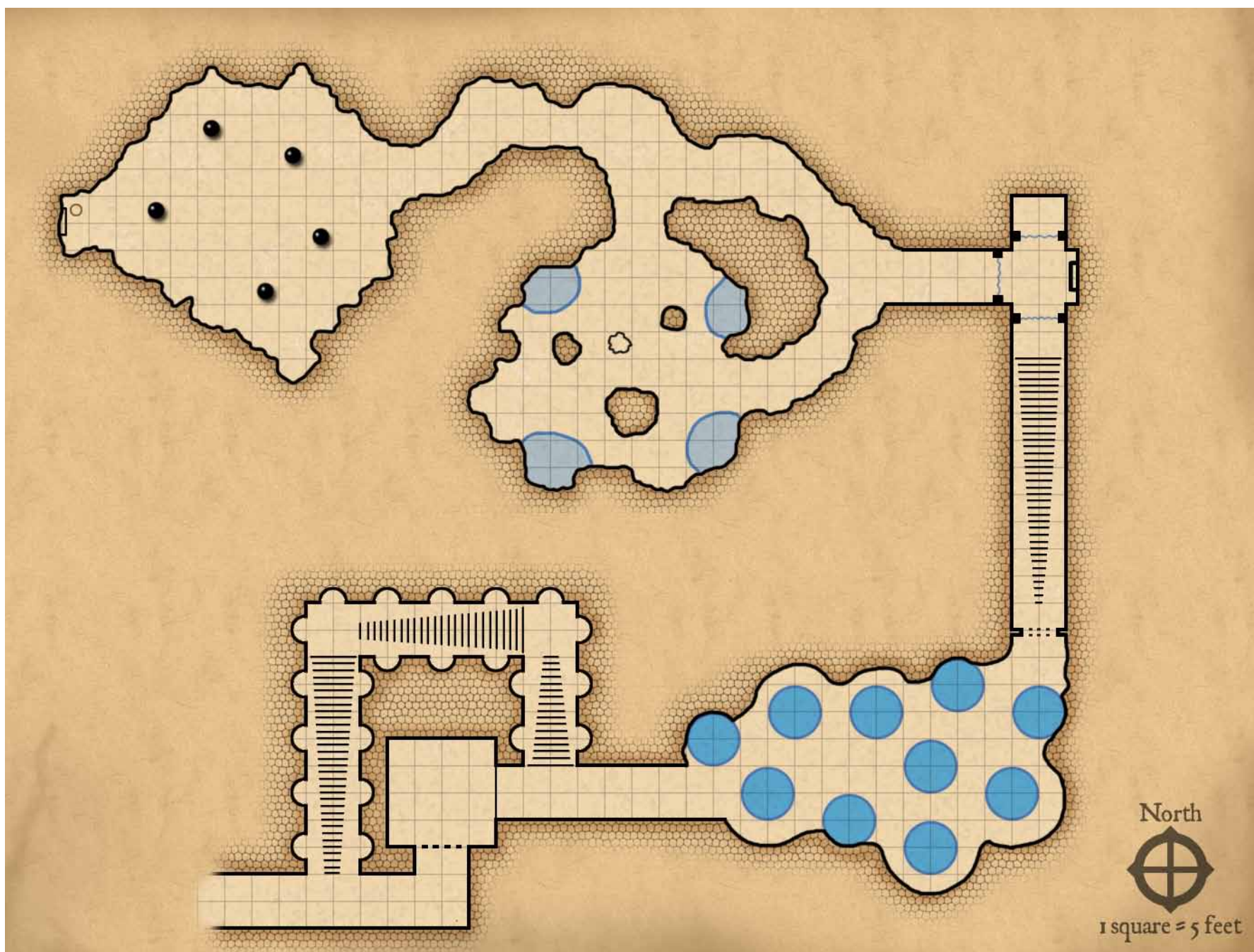
Rejuvenation (Su): When the guardian is destroyed, its phylactery immediately begins to rebuild its body within nearby water (if no water is nearby, this process does not occur). This process takes 1d10 days--if the body is destroyed before that time passes, the phylactery merely starts the process anew. After this time passes, the guardian awakens fully healed.

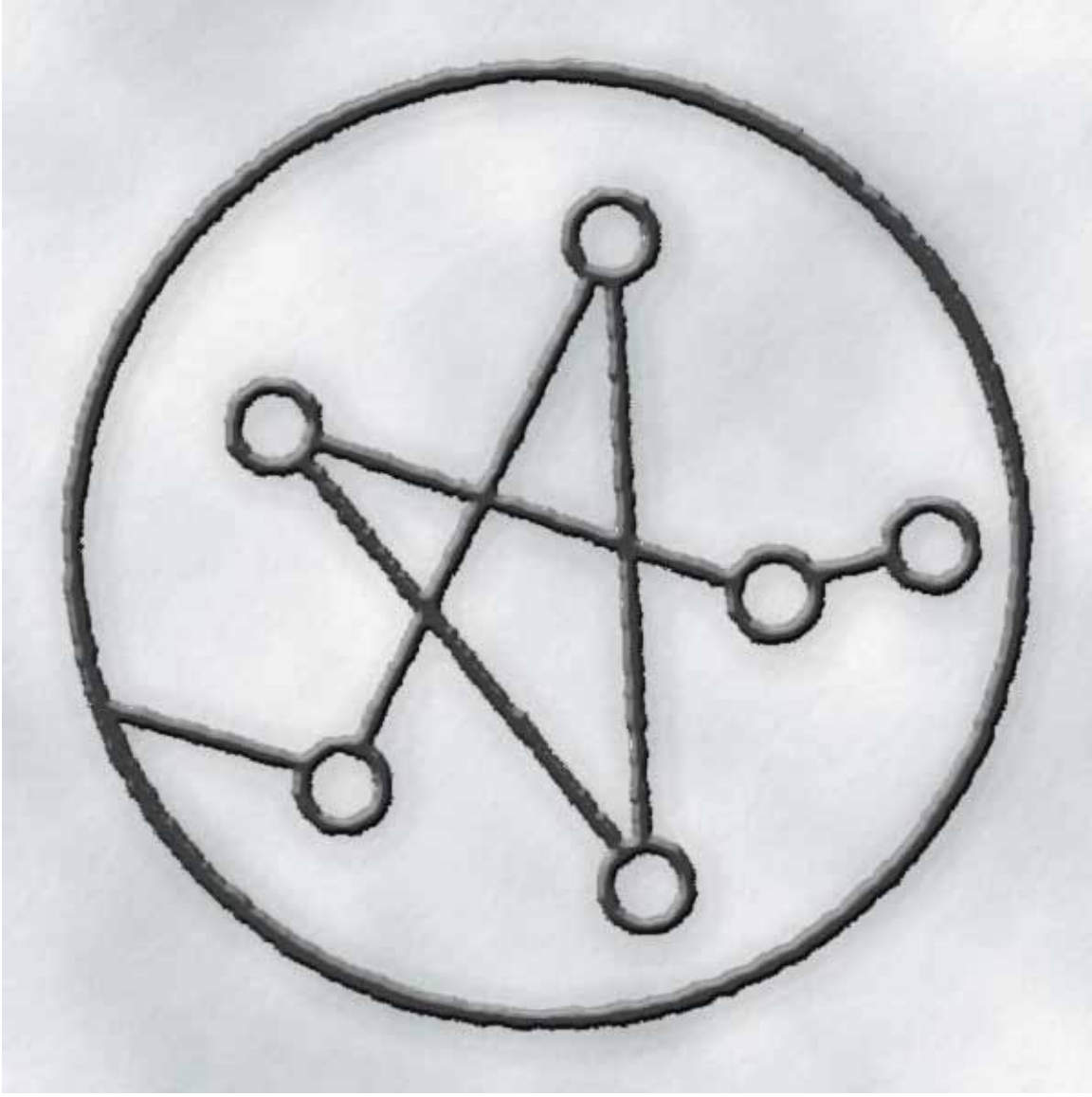
APPENDIX B: HANDOUTS



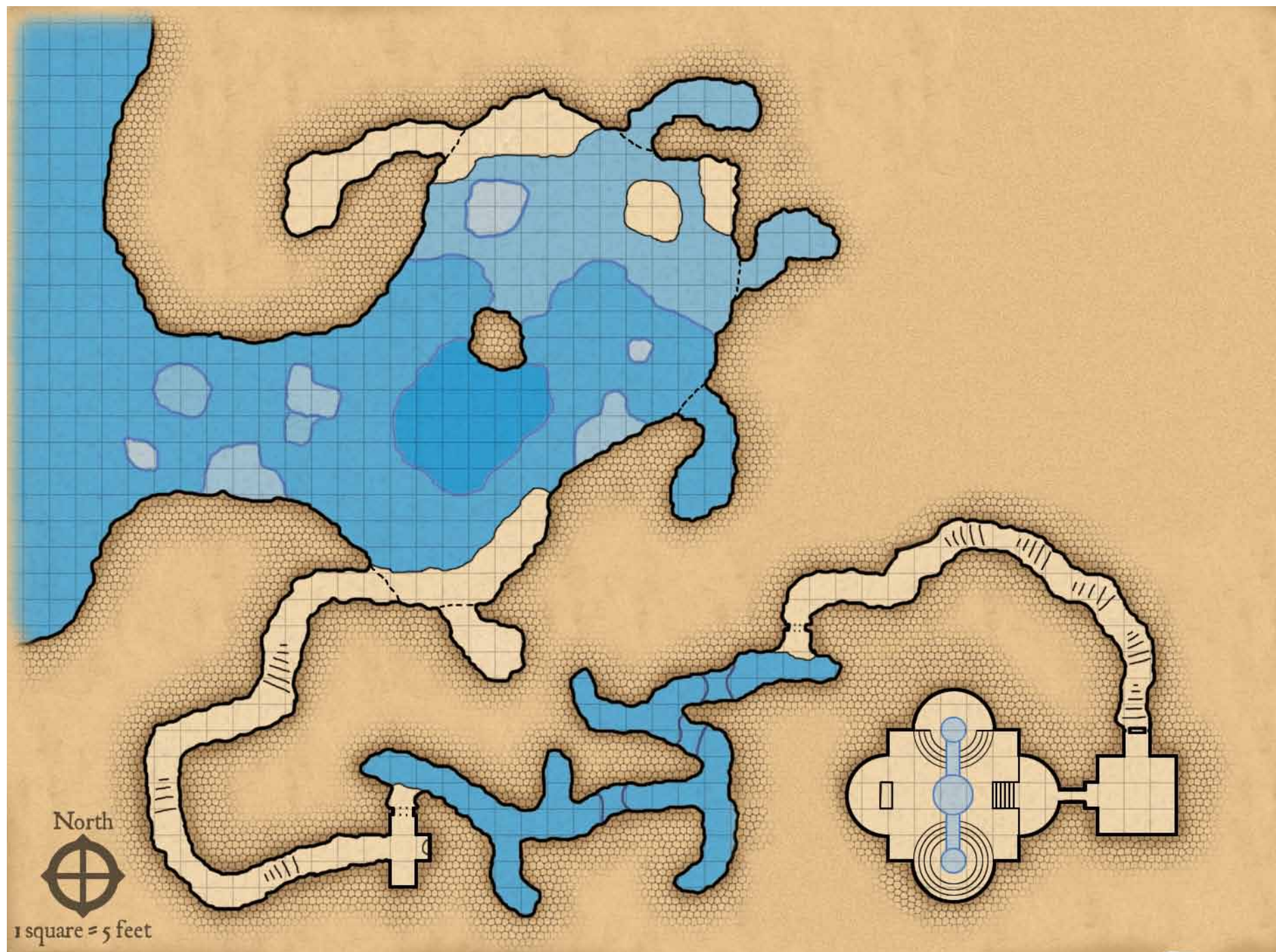
Map of the Narthex

Map of the Narthex - No Secrets, No Labels





Map of the Sea God's Fane - No Secrets, No Labels



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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