

Level 2: The Font of Dreams

The Second Level of the dungeon is dominated by a magical, intelligent fountain called the Font of Dreams. Created by the infamous Mages Four, this fountain's original purpose was to keep the various servitor creatures used by the mages from fighting amongst themselves by giving them instructions in their dreams.

With its creators long gone, the fountain now controls a number of monsters through their dreams, and uses them to defend itself. The fountain's power is subtle. For example, while it has convinced many of the inhabitants of Level 2 to defend it, and to not fight amongst themselves, it cannot actually convince most of them to actively work together. The fountain's awareness of events going on around it is limited by what the creatures it controls know, and its ability to give new commands to its thralls is limited by when they sleep (and dream). Thus, it cannot mobilize the entire level against intruders with any kind of speed or efficiency. This is not entirely detrimental to the fountain, as it sometimes benefits when intruders spend time on the dungeon level rather than being slain or repelled immediately. Those spending time on Level 2 often end up forever enslaved by the Font of Dreams.

The dwarves originally created most of the chambers of Level 2, but the Mages Four repurposed them long ago. Many of the residents of the lower levels of Dragon's Delve know to pass through this level quickly or avoid it entirely, and more importantly they know *not to drink the water*. The exception appears to be a large group of doppelgangers immune to the fountain and interested using this level as a home while they explore deeper levels of the dungeon as well as nearby Brindenford in disguise.

Unless the text states otherwise, the level's floors, walls, and ceilings are made of masonry stone. Ceilings are 20 feet high. All doors, unless otherwise described, are good wooden doors, unlocked, 1 and a half inch thick, with a hardness of 5, and 15 hp.

39. DEADLY ROOTS (EL 3)

Summary: The roots of the Moontree fill this room, producing strange pods that produce even stranger creatures (that attack the PCs).

Sights and Sounds: The room is dark. A strange rustling sound can be heard here. Those making a Listen check (DC 20) can hear distant running water.

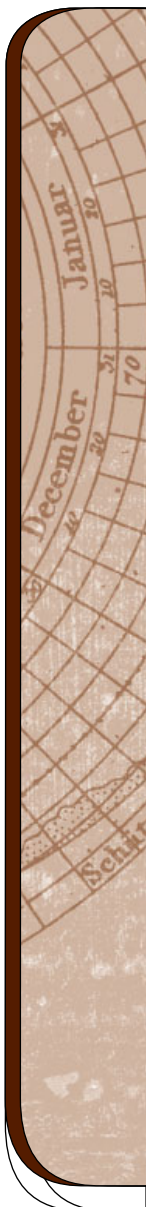
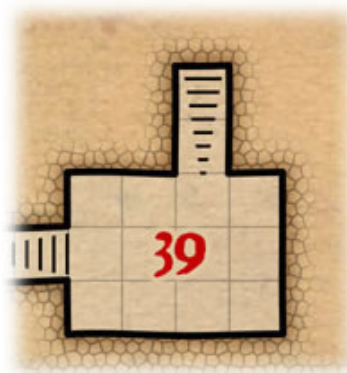
Roots of a tree, stretching down the stairs that come from the level above as well as through cracks and holes forced through the ceiling, fill this room. Although they seem like natural—albeit quite large and, since they are here, deep—roots, here and there they have produced odd black pods a foot or two long. A strong odor of plant matter and soil fills this room, but there's something else too—something foul, a bit like rotting eggs.

Plaster once covered the walls here, but much of it has long since broken off. The south wall bears a plaster image that is still discernable, showing what appears to be a figure pouring water from a bowl into a pool. Something appears to be behind the plaster image, but you can't quite make out what it is.

Inhabitants: As soon as the PCs are in the room, six of the pods open and produce terrible flying insect-like things. Although each is different, in general they look a bit like winged centipedes with huge mandibles and long flicking tongues.

Tree Pod Things (6): hp 5 each (use stirge stats)

Tactics: The tree pod things immediately attack and try to draw blood. If they become sated (with 4 points of Con dealt), they fly back to their pod, which closes around them. They then inject the drained blood into the root, to feed it. This process takes about 10 rounds. When finished, if there are still victims with blood in the chamber, they are happy to come out and drain more.



The Pods: There are twelve pods total. Each pod has a hardness of 5 and 5 hit points (and a Break DC of 18). Cutting or tearing a closed pod open exposes the pod thing inside it. The thing is helpless for 1d4 rounds if so exposed. Only when it comes out can it fight or defend itself.

The Roots: The Moontree's roots extend from above this chamber, through it, and down into the floor. The roots are magical (they have a moderate aura of enchantment) and possess a rudimentary intelligence. That intelligence is malevolent. Unlike in area 31, there is no conflict here.

Although a particular root or root section can be destroyed (Hardness 8, 200 hp, Break DC 35), only a *miracle*, *wish* or similarly high level magic can destroy all the roots.

The Plaster Image: The image is identical to the Font of Dreams in area 62. The plaster, however, does conceal a loose, corroded copper plate that can be fairly easily removed. Placed here by the Mages Four just in case something should ever go wrong with the Font of Dreams, this copper plate is a special scroll of *break enchantment* that can be cast by any spellcaster with no chance of scroll mishap even if the caster is not high enough level to cast the spell normally. (A Spellcraft check of DC 20 reveals this special ability.)

Development: The Font never allows its creatures to come here. It cannot control the roots or its spawn, and it doesn't want its creatures to leave this level.

Upping the Ante (EL 4): Give the roots here the same ability as those in area 31, forcing a different random character each round to make a Will save (DC 15) or suddenly physically attack his or her nearest companion to the best of his or her ability for one round.

REVISIT

Unless the roots are destroyed, new pods grow within 48 hours, so the PCs passing through this chamber again will have to deal with more pod things attacking.

Connections: This room connects to area 31 and area 41.

40. HIDDEN ROOM

Summary: A safe haven for the PCs, this hidden room provides sanctuary and even some aid.

Sights and Sounds: This room is lit by a permanent magical light. It is quiet here.

This chamber appears to be someone's dungeon campsite. Six bedrolls lay upon the floor, and a stone slab appears to be been conscripted into the role of a table. The makeshift table holds plates and utensils as well as a variety of containers. In the south wall, a plain arch stands over a staircase leading yet further down.

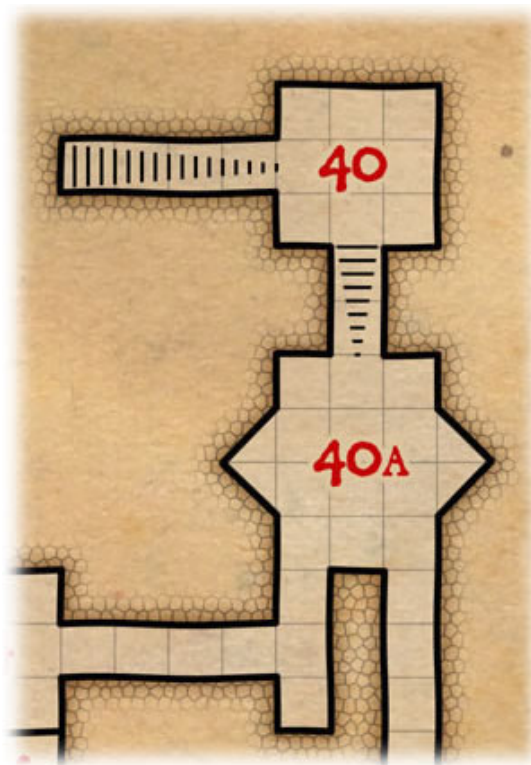


Table: The last adventurers that used the room stocked it with food and water (although the food is spoiled now), as well as two labeled *potions of cure light wounds* and another of *lesser restoration*.

Stairway Down: The staircase leads down another 20 feet or so, to what appears to be a blank wall. Anyone investigating it finds that it is a powerful illusion, and they can pass through it easily to 40A and back again. However, anyone who has not been to area 40 (such as those coming from 40A for the first time) cannot pass through unless they specifically disbelieve in the illusion and make a Will save (DC 18). None of the inhabitants of Level 2 know about the stairs and the safe haven of area 40.

40A. This chamber bears signs of a recent battle between the gnolls in area 44 and Ramscorn's party (currently in area 51). Blood, a few broken arrows, a dropped dagger, and a dead gnoll lay on the floor, mostly on the south side of the room. The gnoll's body has been looted, but he still wears leather armor. **The stairway up to area 40 is not visible.**

The angular alcoves in this room have abstract reliefs carved from the stone walls. Here and there, the artist placed small prisms in the work so that light brought into the chamber reflects in interesting ways upon the relief. However, if someone casts a *daylight* spell (or some other effect that brings actual sunlight into the room) in this



chamber, the rainbow patterns from the prisms shine upon the illusion covering the stairs, in the shape of a doorway, essentially revealing that it is there and giving anyone a chance to attempt the Will saving throw (or, if they have already attempted and failed the save, they can try again).

Passage to 44: PCs will hear the singing of drunken gnolls as soon as they enter this passage.

REVISIT

A wandering gray ooze has devoured the gnoll's body entirely two days after the PCs first come to this room.

Connections: This room connects to areas 31, 44 and 46.

41. THE EYE AND THE POOL (EL 2)

Summary: A wide hall leading down to a massive pool of water, this chamber is watched by a strange golem. *Note:* Stats for the new monster in this area can be found in the New Monsters page on Dungeonaday.com.

Sights and Sounds: The room is dark. Those making a Listen check (DC 10) can hear distant running water to the south, even as they enter from the northern part of the room.

The air is damp and cool. Steps descend to the south. Something appears to be lightly scratched onto the western wall.

The Scratching on the Wall: The words "don't go to sleep" are scratched on the western wall of the north landing. Nearby, a similar "don't d" is scratched. Someone was going to inscribe, "don't drink the water," but they never finished it.

Down the steps, you see a door to the east with a grate covering a hole cut into the middle of it, which is covered on the other side. Ahead, though, to the south, you see a horrific sight: an eyeball at least two feet in diameter floats three feet off the floor, seemingly anchored there by a cord of bone, nerves, and viscera.

Inhabitants: The eyeball is an eye golem. It is positioned right at the top of the southernmost set of stairs. Its eye ray puts victims to sleep. The golem was created by a wizard named Chaster (currently in area 42) in area 59, using secret formulas developed by the Mages Four.

Eye Golem: hp 39

Font of Dreams Note: Once an adventurer exploring Dragon's Delve, Chaster is now a thrall of the Font of Dreams, and serves to protect it. The eye golem then, in effect, serves the Font of Dreams.

Tactics: The eye golem has been commanded to attack any creature that does not dwell on this level. In installing this command, Chaster specifically described all the inhabitants working for the Font of Dreams, so the golem will attack doppelgangers or the Bestial Host members here. With a range of 150 feet, the eye golem can fire its ray at opponents even if they are way down the passage in area 49.

Development: If the PCs come from area 39, one round after the golem spots intruders, the small Judas window in the door to the east opens, and Chaster the wizard looks out



from area 42. He uses his burning hands wand immediately, and if that doesn't take out the whole group, he closes the metal sliding door covering the window and flees to area 58. Even if the PCs follow immediately, the locked door and other issues make it virtually impossible that the PCs will reach him. Just in case, however, his stats are presented here:

Chaster

Male Halfling (Neutral)

Wizard 3 CR3

HD 3d4+6 hp 14

Init+2 Speed 20 feet (50 feet currently)

Languages Common, Halfling, Gnome, Orc, Dwarven

AC 13, touch 13, flat-footed 11

BAB/Grapple +1/-3

Attack/Full Attack +2 melee (1d4, dagger)

Fort +4 Ref +4 Will +5

Str 10, Dex 15, Con 14, Int 16, Wis 13, Cha 9

Crucial Skills Concentration +4, Listen +7, Move

Silently +6, Spot +3.

Other Skills: Craft (alchemy) +7, Craft (leatherworking) +5, Knowledge (Arcana) +9, Spellcraft +11

Crucial Feats Dodge

Other Feats: Alertness, Brew Potion, Scribe Scroll

Spells 3/3/2; CL 3, +1 melee touch, +3 ranged touch

2nd—*blur*, *invisibility*

1st—*expeditious retreat* (already cast), *magic missile*, *shield*

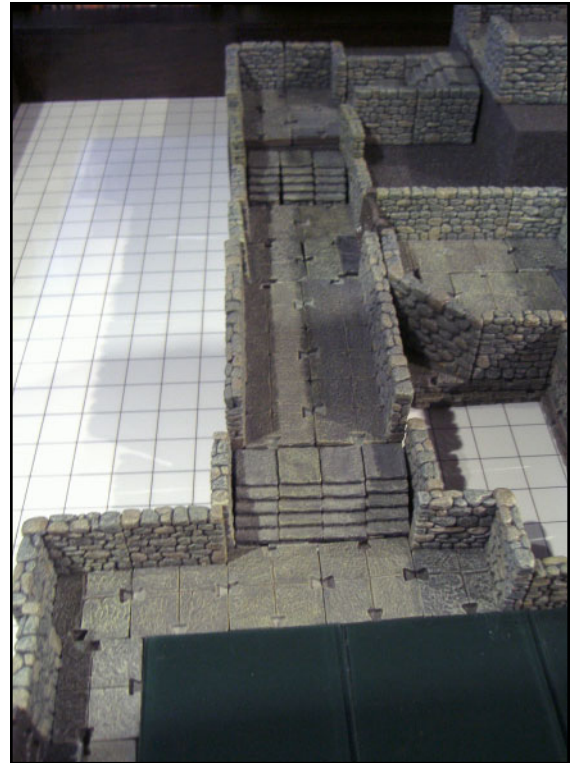
0—*detect magic*, *detect poison*, *ghost sound* (2)

Possessions *wand of sleep* (12 charges), *wand of burning hands* (15 charges), *potion of see invisibility*, scroll of *invisibility*, dagger, keys to both doors in area 42, key to area 58, alchemical repellent for area 56, 16 gp, 9 sp, 8 cp.

Font of Dreams Note: Once an adventurer exploring Dragon's Delve, Chaster is now a thrall of the Font of Dreams, and serves to protect it.

The Door to the East: This door is locked (DC 25 to open). The Judas window provides improved cover (+10 Hide, +8 AC, +4 Reflex saves, Improved Evasion) to anyone peeking through, however it is wide enough to cast spells through.

The Water: The southern portion of this area includes the large pool shown on the map. The water here comes from the Font of Dreams. The water in the pool has a strong current as the water pours down from the south and down into two very narrow drains located in both northern corners of the pool. The water here is 20 feet deep, and the ledge is just a few inches above the level of the water (the ledge in area 43 is 10 feet above the level of the water).



Anyone drinking the water must make a DC 13 Will save to avoid being affected by the Font of Dreams. This is also true of anyone fully immersed in the water. Control does not occur until the drinkers sleep, at which time the pool speaks to them in their dreams, commanding them to take up permanent residence on Level 2 and attack intruders.

The font sustains its thralls magically in their dreams, so that they do not need to eat (although they still need to drink).

Note that there are two vesh in the pool but they remain hidden until the PCs come to area 43, no matter what happens. (Stats explained in area 43.)

The Door to the West: The door that leads to area 48 is a part of a magical experiment Chaster has been working on. Lucky enough to have studied some of the books of the Mages Four, Chaster knows some magical practices that should be well beyond him. One such example is the fact that he has harnessed chaos magic from deeper in the dungeon to link this doorway with the doorway leading into area 47. In other words, when a PC opens this door and looks through the doorway, they see a 10 foot square room with another door. If they pass through the doorway, they go into the 10 foot square room and eventually into area 47. When they come back out of area 47, they pass through this doorway and back to the spot they left. Only if the secret glyph in

area 47 is activated can you pass from area 41 or 47 into area 48. However, if one is in area 48, they can use this door to get to area 41 normally. Unless someone uses detect magic (in which case they will notice a moderate aura of transmutation), they have no idea that they have magically shifted.

Connections: This room connects to areas 39, 42, 43, 47 (magically), 48, and 49.

42. CHASTER'S WAITING ROOM (EL 3)



Summary: A halfling wizard controlled by the Font of Dreams waits here, but if confronted he flees.

Sights and Sounds: This room is lit by a lantern. It is quiet, although those listening at the eastern door (DC 15 Listen check)

will hear the drunken gnolls in area 44.

A desk and a bureau both covered in papers are against the north wall of the chamber. The room is lit by a lantern on the desk. A long table with the remains of a recently eaten meal rests against the south wall; a small bookcase against the east.

The Doors: Both doors are locked (DC 25 to open) and have barred Judas windows with sliding metal doors allowing anyone inside area 42 to look out whenever they wish. The doors lock automatically when closed. The Judas windows provide improved cover (+10 Hide, +8 AC, +4 Reflex saves, Improved Evasion) to anyone peeking through, however they are wide enough to cast spells through.

Inhabitant: Chaster the halfling wizard is here, but he flees immediately if anyone tries to open either door. No matter which way the PCs come, with his keys it is very likely that he can get away before they can get to him.

Just in case, however, his stats are presented here:

Chaster
Male Halfling (Neutral)
Wizard 3 **CR3**
HD 3d4+6 **hp** 14
Init+2 **Speed** 20 feet (50 feet currently)
Languages Common, Halfling, Gnome, Orc, Dwarven
AC 13, touch 13, flat-footed 11
BAB/Grapple +1/-3
Attack/Full Attack +2 melee (1d3, dagger)



Fort +4 **Ref** +4 **Will** +5

Str 10, **Dex** 15, **Con** 14, **Int** 16, **Wis** 13, **Cha** 9

Crucial Skills Concentration +4, Listen +7, Move Silently +6, Spot +3.

Other Skills: Craft (alchemy) +7, Craft (leatherworking) +5, Knowledge (Arcana) +9, Spellcraft +11

Crucial Feats Dodge

Other Feats: Alertness, Brew Potion, Scribe Scroll

Spells 3/3/2; **CL** 3, +1 melee touch, +3 ranged touch

2nd—*blur*, *invisibility*

1st—*expeditious retreat* (already cast), *magic missile*, *shield*

0—*detect magic*, *detect poison*, *ghost sound* (2) (DC 13/W)

Possessions *wand of sleep* (12 charges), *wand of burning hands* (15 charges), *potion of see invisibility*, scroll of *invisibility*, dagger, keys to both doors in area 42, key to area 58, alchemical plant repellent for area 56, 16 gp, 9 sp, 8 cp.

Font of Dreams Note: Once an adventurer exploring Dragon's Delve, Chaster is now a thrall of the Font of Dreams, and serves to protect it.

Development: Chaster flees pretty much as soon as he realizes that intruders are on the way. After the losses incurred from Ramscorn's recent attacks, he wants to take no chances. He heads to area 58.

It's worth noting that the gnolls currently found in areas 44 and 45, while forced to tolerate Chaster by command of the font, hate him and attempt to bully and abuse him when possible.

Treasure: One of the books is a rare and rather old book of poetry by an ancient poet named Griffin Del Brenna worth 90 gp. The desk and bureau hold plenty of parchment and writing implements if the PCs need them.

Background: When Ramscorn and his party came down to Level 2, they passed through area 41. Chaster had not yet

put the eye golem in place, nor was he here at the time (he was working in area 59). In fact, the doors in this room were propped open, and the Bestial Host party just waltzed right through to area 43, where they fought a number of gnolls under control of the Font. The gnolls retreated, and Ramscorn's group proceeded to area 44, which was empty at the time, and into area 40 (specifically 40A), where they were attacked again by the regrouped and reinforced gnolls. The gnolls retreated again, and Ramscorn and his party moved to area 51 where they fought the owlbeats, killing one and driving the other away.

Connections: This room connects to area 41, 43, and 44.

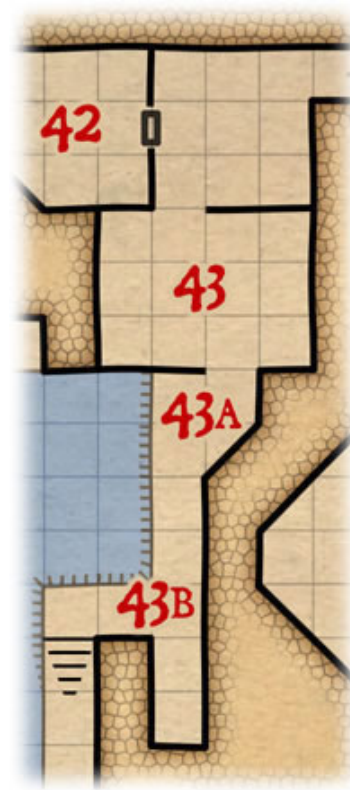
43. GNOLLS AND VESH (EL 2)

Summary: This serves as a barracks room for some gnolls, but the danger lurks near the water's edge, where the fish-like humanoid vesh wait in ambush.

Sights and Sounds: This room is dark and quiet other than the sounds of sloshing water coming from the nearby pool.

This room stinks like a kennel. A disheveled mess, a number of large creatures clearly make their home here. You see eight beds and two wooden trunks, a few stools, and a large keg. Some blood is spattered on the walls and floor, and a few broken arrows and a broken spear haft lay on the ground. Along the east wall, two dead humanoids have been piled unceremoniously, as if to get the corpses out of the way.

Trunks: These are not locked, and mostly contain normal gear in questionable condition: some pieces of leather armor, extra sacks, about 30 feet of rope, some miscellaneous tools, a whetstone, some flint and steel, and a few bits of clothing and large footwear. Amid all this also lies a bag of 13 gp and 66 cp, as well as a golden trumpet with a head that looks like helmeted warrior (worth 35 gp).



Corpses: The humanoids are dead gnolls, slain by Ramscorn and his party. They have no gear or treasure.

43A: The ledge here is 10 feet above the level of the pool (which in turn is 20 feet deep, fed from the Font of Dreams to the south). Anyone drinking the water must make a DC 13 Will save to avoid being affected by the Font of Dreams. This is also true of anyone fully immersed in the water. Control does not occur until the drinkers sleep, at which time the pool speaks to them in their dreams, commanding them to take up permanent residence on Level 2 and attack intruders.

The font sustains its thralls magically in their dreams, so that they do not need to eat (although they still need to drink).

43B: Four vesh wandered up from Level 3 and fell victim to the Font of Dreams' control. Now they serve it here as guardians. Vesh are humanoid creatures covered in scales with massive mouths filled with long, needle-like teeth. They have a pronounced underbite and huge milky white eyes. Basically, they are blind, carnivorous fish-men with blindsight and wicked bite attacks.

Vesh (4): hp 8, 9, 9, and 10 (use locathah stats, but use the stats provided for their spear for their bite instead; give them blindsight.)

Tactics: Two vesh wait in the pool, while two hide in the southernmost portion of the alcove here. As soon as an intruder comes close, they rush out and attempt to bull rush the figure into the water. They do not have Improved Bull Rush as a feat, so those they attack can make attacks of opportunity. If they are successful, their opponent falls into the water, suffering no damage, but likely submerging 10 feet or more below the surface, where the other vesh attack. Reference the rules for underwater combat here. Fallen characters must make an immediate Swim check (DC 15) or they lose their first round in the water entirely. If a foe in the water is small or appears physically weak, the vesh may attempt to grapple him or her and simply hold him underwater, waiting until he drowns. Otherwise, they just attack with their bite.

The vesh have no gear or treasure.

Upping the Ante (EL 3): Give the vesh the Improved Bull Rush feat and a +2 bonus to attack, damage, and Strength checks.

REVISIT (EL 4)

A gray ooze makes its way around the pool as soon as one day after the vesh are slain, devouring their bodies in 43B, along the ledge. If left alone, it won't attack the PCs, content to feast on the dead. But it may very well block their progress north or south, and it will attack anyone that actually gets close enough for it to strike.

Gray ooze: hp 30

Connections: This room connects to area 41, 42, 44 and 49.

44. DRUNK GNOLLS (EL 2)

Summary: A few gnolls celebrate a recent victory, lording over a goblin prisoner.

Sights and Sounds: This room is lit by a lantern on the table. The singing and cavorting of the gnolls can be heard from far off.



Four tall, lanky creatures covered in mangy fur stagger about, shouting and singing loudly. Each holds a wooden mug as well as a battleaxe, and they swing both around dramatically. The chamber stinks of strong liquor, sweat, blood, and fur.

A table made from a door off its hinges sits in the middle of the room surrounded by a miscellany of benches and stools. Weapons and shields hang on the walls, and a few lay on the floor.

Tricky Footing: There's a lot of loose objects on the floor, like weapons or mugs, as well as spilled liquor. Once a fight starts, anyone moving more than a 5-foot step in this room (including the gnolls) must make a DC 10 Balance check or fall prone. The gnolls' overall Balance modifier in this scenario is -2.

Inhabitants:

The gnolls here celebrate their "victory" over Ramscorn here with a strong, bitter liquor of their own making (it's foul, even by orc standards). The



PCs automatically surprise the gnolls. Further, the net effect of this particular drink on these particular gnolls is a -2 penalty on attack rolls and a +2 bonus to damage rolls as they swing their weapons wildly. Their AC is also reduced by 2 since they're not using their shields. Lastly, their hit point totals are low, as each of them is wounded.

These gnolls should be considered CR 1/2 due to their current condition.

The goblin prisoner is a member of the Bestial Host, knocked unconscious during the recent battle. He is bound and gagged. If freed, he will tell the PCs that Ramscorn is on Level 2, down from Level 1, and is going to conquer this level in the name of the Beast God. He won't say any more than that, but he doesn't actually know much more.

Drunk, Wounded Gnolls (4): hp 6, 5, 5, and 3

Goblin Prisoner: hp 1

Development: Two rounds after hearing the sounds of battle, Wiel the gnoll ranger in area 45 will come into this room and help her comrades. The caveat is, if the battle is already essentially over at that point, Wiel stays where she is, and simply listens to monitor her foes' movements, waiting for a time when an ambush is possible.

Treasure: Each gnoll has 1d6 gp and 3d6 sp. The weapons and shields laying around the room are all normal, but if a PC wants a battleaxe, a spear, or a heavy steel shield, they're in luck (there's at least 10 of each, including those that the gnolls use).

Font of Dreams Note: These gnolls are all thralls of the Font of Dreams, and serve to protect it. They're still gnolls, however, and like their heavy drink.

Secret Door: The secret door in the south wall is a well-hidden panel that slides down into the floor when one of the shields on the wall is turned counterclockwise (DC 20 to find).

Upping the Ante (EL 4): Keep the gnolls wounded and drunk, but double their number.

REVISIT (EL 4)

A week later, four more gnolls have moved into the area and fallen under the spell of the Font of Dreams. These gnolls are not drunk or wounded, and are ready for a fight. One wields a masterwork battleaxe. All of them have 2d6 gp.

Connections: This room connects to areas 40, 42, 43, and 45.

45. GNOLL RANGER (EL 3)

Summary: The gnoll leader, a female ranger, waits in this chamber, already healed from the recent fighting and not at all drunk. This chamber has two levels, each the same size, one directly above the other, joined by a spiral staircase.

Sights and Sounds: The room is dark. From the south, one may hear sounds of a large beast moving around (Listen check DC 15). Anyone listening at the secret door can hear the drunken gnolls on the other side, assuming they're still alive.

The upper floor of this chamber is made of wooden planks that surround a black iron spiral staircase. The stone floor lies about 25 feet below the wooden floor.

Inhabitant: Wiel the gnoll ranger waits here, listening and watching for Ramscorn's group. She is technically the leader of the gnolls here, although since they are all thralls of the Font of Dreams, their commands really come from

the fountain most of the time. This is not where she sleeps. That's area 43. Wiel stands tall even for a gnoll, and has dark brown spots on her mane.



Wiel

Female Gnoll (Chaotic Evil)

Ranger 2 **CR3**

HD 2d8+6 + 2d8+6 **hp** 34 (4HD)

Init +7 **Speed** 30 feet

Languages Gnoll, Common

AC 18, touch 12, flat-footed 15

BAB/Grapple +3/+8

Attack battle axe +6 (1d8+5/x3) and +1 light pick +7 (1d4+3/x4)

SQ darkvision 60 ft., favored enemy (humans +2) and wild empathy

Fort +9 **Ref** +3 **Will** +0

Str 21, **Dex** 17, **Con** 16, **Int** 13, **Wis** 11, **Cha** 6

Crucial Feats Blind-Fight

Other Feats Improved Initiative, Track, Two-Weapon Fighting

Crucial Skills Hide +5, Listen +7, Move Silently +5, Spot +7, Survival +3.

Other Skills N/A

Possessions chain shirt, +1 light pick, battle axe, *potion of cure moderate wounds*, flask of acid, flask of alchemist's fire, 50 feet of rope, gold ring (20 gp), 18 gp, 14 sp, 22 cp.

Font of Dreams Note: This gnoll is a thrall of the Font of Dreams, and serves to protect it.

Tactics: Wiel likes to attack from ambush, gaining surprise so that she can leap into the fray and attack with both of her weapons. She's not intimidated by facing multiple foes, but she won't attack a group of more than five if she can help it. Instead, she'll try to maneuver so that she's fighting alongside other gnolls or, if she has to, Chaster the wizard (see area 42).

Secret Door: The secret door in the north wall is a well-hidden panel that slides down into the floor when a hidden lever at the top of the staircase is pulled (DC 20 to find).

The Lower Tier: Old moldy sacks of grain, beans, and other long-since rotten foodstuffs fill much of this area.

REVISIT (EL 5)

The next time the PCs come to this area, if the inhabitants of area 50 are all gone, the lower area will teem with rats. Three dire rats and two rat swarms scurry about here, attacking anything that moves.

Dire rats (3): hp 8, 6, and 4

Rat swarms (2): hp 24 and 20

Connections: This room connects to area 44 and area 50.

46. HIDDEN HISTORY

Summary: A hidden ledge holds scrolls detailing the creation of the Font of Dreams. You will need the History of the Font handout.

Sights and Sounds: This room is dark and quiet.

This round room is like a shaft with a ceiling 40 feet high. The level of the passage to the north is 25 feet higher than the floor and the passage to the south. A pair of iron spikes have been driven into the ledge where the north passage begins. A sturdy rope tied to the spikes dangles down to the floor.



A careful examination of the walls here indicates that there was existed a wooden floor 25 feet above the stone floor (not unlike in area 45), but it has long since collapsed. Any search will also turn up a few bits of old, rotten

wood around the stone floor.

The Western Alcove: At the same level as the northern passage—25 feet above the floor—observant PCs will notice a ledge. Until they climb up (or over) and examine it, they won't be able to ascertain whether it is another passage, or just an alcove.

At the back of the alcove, an old iron chest rests against the wall. The chest has stylized cat-like feet and an iron cat's head that houses the lock. The chest's lock is difficult (DC 28 to open) and is trapped so that anyone attempting to pick the lock will prick their finger on a poisoned needle.



Poison Needle Trap: CR 0; No damage, shriek poison (Fort save DC 15 or scream for three rounds), no reset; Search (DC 20); Disable Device (DC 20).

Shriek poison makes the victim do nothing but scream for three rounds. This alerts nearby foes of the PCs' presence, and might even bring monsters running this way.

Inside the chest are a number of scrolls detailing the original history of the Font of Dreams. Show the players the History of the Font handout.

Development: If someone is afflicted by the shriek poison, Ramscorn sends one of his band from area 51 to sneak up and investigate. Likewise, the owlbear in area 50 might also come, looking for easy prey.

Upping the Ante (CR 1): The shriek poison renders the victim so exhausted from screaming that he or she falls unconscious for 1d6+1 rounds. Roll for an immediate random encounter when the shrieking ends to determine what is attracted by the sound.

Connections: This room connects to areas 40, 50, and 51.

47. ALCHEMICAL LABORATORY

Summary: Here the PCs find an alchemical laboratory with some interesting treasures and dangers.

Sights and Sounds: This room is lit by a lantern, as if someone has been here within the last couple of hours. There are also some concoctions simmering over low flames. The sound of bubbling and simmering fills the room.

Odd odors fill this room even more densely than all the laboratory equipment sprawled across tables and benches all along the walls as well as the center of the room. This is clearly a currently used, fully-functional alchemical lab, but currently, no one is here. Behind one table, a strange circle surrounded by symbols is inscribed on the floor.



Door: It is very likely that the PCs first arrive here by magically transporting through the doorway in area 41 and enter through the first of the two doors bracketing the small entry room at the south end of this chamber. This means that they'll believe that they come into the room from the east

and are facing west, when in fact they're coming from the south and facing north.

When they leave, they'll likely go out the same way, transporting to area 41 without realizing it. Unless someone uses detect magic (in which case they will notice a moderate aura of transmutation), they have no idea that they have magically shifted.

But Chaster created this magic, and he's using magic that's well beyond him, so it's unstable. See the revisit section, below.

Teleportation Circle: The circle near the back of the room currently does not function and has no magical aura. A Knowledge (arcana) check (DC 18) suggests that it is the receiving end of a teleporter. This teleporter is in area 59 (specifically 59A).

Treasure: There are many half-made potions and alchemical items here, and lots of ingredients. If the PCs could somehow load up all of the room's contents and transport them safely, the value would be 1,200 gp. Doing so would likely require a dozen characters. Characters who make a Search check (DC 22) or use *detect magic* will discover two finished potions amid all the equipment, a *potion of reduce person* and *some oil of magic weapon*. Anyone making a Craft (alchemy) check (DC 18) identifies a newly manufactured flask of acid, two thunderstones, and a tanglefoot bag as well as some other unique alchemical items, including accelerant bags, plant repellent, and subterranean flora activators.

Accelerant bag: This is a cloth bag of alchemical powders. The powder, if sprinkled onto a flame, causes the flame to flare briefly. If someone places a flask of alchemist's fire into the bag, however, both items enhance each other greatly. When thrown, a flask of alchemist's fire in an accelerant bag still breaks against a hard target, but there is no splash effect. The fire burns far hotter, and inflicts 3d6 points of damage on the first round (1d6 points on the second). There are three accelerant bags in the lab. If characters wish to sell them, they can do so for 50 gp each.

Plant repellent: An odd substance that would seem to be useless until one runs afoul of an ambulatory, carnivorous plant (like in area 56). If this fine, foul-smelling powder is sprinkled upon a character, ambulatory plants will use their actions to move away from that character if possible (intelli-



gent plants can attempt a Will save with a DC of 14). Even if the plant does not or cannot move away, it makes attacks against the character with a -2 penalty. There are six doses of this substance in the lab. If characters wish to sell this substance, they can do so for 30 gp per dose.

Subterranean flora activators: These black pellets, planted along with conventional seeds or cutting into good soil, allow the associated plants to grow without sunlight, flourishing instead on any kind of light, magical or conventional. Sixteen of these pellets are in the lab, each being worth 1 gp.

Development: If the PCs go about smashing this room up, as PCs are sometimes wont to do, nothing happens at first. However, within 24 hours, the mixture of spilled chemicals makes this room dangerous to be in for the following week, as a dangerous poison fills the air. Anyone coming into the room must make a Fortitude saving throw (DC 14) or suffer 1d6 points of Strength damage, and then a second-ary save a minute later for 1d6 additional points of damage.

REVISIT

The second time the PCs come here, the teleportation effect on the door begins to falter. Each time a character comes through the door, there is a cumulative 10% chance that he is sent through another doorway in the dungeon instead.

Roll 1d6:

1. The character goes through the door into 53A
2. The character goes through the door coming out of 53A
3. The character goes through the door into 50
4. The character goes through the door into 54A
5. The character goes through the door into 34C (on Level 1)
6. The character goes through the door into the 10 foot square room between 51 and 52

Connections: This room connects to area 41 (magically) and 48.

48. TERROR IN THE WATER (EL 3)

Summary: The pool here hides a dangerous monster that is not controlled by the Font of Dreams.

Sights and Sounds: This room is dark. The sounds of running and splashing water are quite loud.

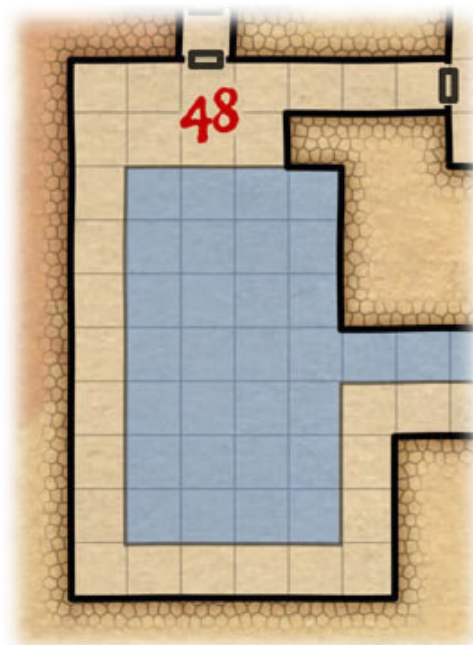
This large chamber is dominated by a pool of water at least 70 feet long and 40 feet wide, fed from the east by a 10 foot wide channel. The western wall is covered by a vast mural of ceramic tiles now coated in a slick, gray slime. The mosaic depicts a man in robes holding forth a gnarled staff and causing the water in a pool to rise up like a thing alive.

The Water: The water here comes from the Font of Dreams. The water in the pool has a strong current as the water pours in from the east and down into narrow drain located at the southern end of the pool. The water here is 20 feet deep, and the ledge is just a few inches above the level of the water.

Anyone drinking the water must make a DC 13 Will save to avoid being affected by the Font of Dreams. This is also true of anyone fully immersed in the water. Control does not occur until the drinkers sleep, at which time the pool speaks to them in their dreams, commanding them to take up permanent residence on Level 2 and attack intruders.

The font sustains its thralls magically in their dreams, so that they do not need to eat (although they still need to drink).

Inhabitant: A huge monstrous centipede with a dull red exoskeleton lives in the pool. This nasty customer is aquatic and is just as happy in or on the water as out of it. Its swim speed is equal to its land speed. It's also a particularly large and tough specimen. Chaster is terrified of it and when it



moved in he created the teleport effect between area 41 and area 47 so he could still get safely to his lab. The centipede is not affected by the Font of Dreams.

Huge monstrous centipede: hp 52; Str 20 gives it an additional +2 to attack and damage; it has the Improved Grab ability.

Tactics: This creature is dangerous, but it's also greedy, which may prove to be the PCs' saving grace (assuming some poor lone PC isn't here by himself). Unless the PCs make a Spot check of DC 18, the insect gets to make a surprise attack at anyone within 10 feet of the pool. It reaches up and bites the foe and if it hits, grapples (adding +17 to its check!). Next round, it pulls the victim into the water. Normally, this would be almost certain death for that character, as the grapple check is hard to beat and all the monster has to do is hold the character underwater long enough to drown them (not to mention continuing biting). But the creature is greedy. Once underwater, it lets go of its victim and goes for another, and another, until every prospective meal is in the water.

Development: If the PCs make a lot of noise while lingering in area 49, the centipede here will go there and make its attacks.

Treasure: PCs diving down to the bottom of the pool can find a skull wedged into a crack right at the edge of the drain (Search DC 22, Swim check DC 18 to get there and get the skull without losing it down the drain). The skull is wearing a +2 *headband of intellect*. However, time spent underwater

has damaged the headband, so that in stressful situations (DM's discretion), but no more than once every 24 hours, the wearer sees a foe that isn't there. Roll 1d8 to determine the creature the wearer sees:

- | | |
|----------------------|-----------------------|
| 1. Huge Viper | 5. Troll |
| 2. Dire Wolf | 6. Wyvern |
| 3. Five-headed Hydra | 7. Umber Hulk |
| 4. Manticore | 8. Large Black Dragon |

Since this happens at times of stress, the creature will often just appear to be another foe in a battle. It attacks and menaces the wearer, not causing any damage but likely terrifying them. Only after the wearer interacts with the creature does he get to try a Will save (DC 14) to disbelieve as if it's an illusion. Success means that the imaginary creature goes away. A *remove curse* spell will take away this defect, although it may take some time for the PCs to figure out that it is the headband that is causing the hallucinations.

Connections: This room connects to areas 41, 47, and 49.

49. THE WATERFALLS

Summary: This long and wide corridor leads to the Font of Dreams.

Sights and Sounds: The hall is dark. The sounds of running and splashing water are quite loud.

Steps ascend toward the south, up along either side of a pair of artificial waterfalls 10 feet high. The air here is cool and moist, and the mist from the water seems to lower visibility ever so slightly.

The Water: The water here comes from the Font of Dreams. The water in the channel has a strong current as the water pours in from the south. The water here is less than 5 feet deep, but the strong current moving at about 10 feet per round, makes it somewhat tricky to ford (Balance check DC 15 or slip and fall and be carried 10 feet north). The ledge on either side is just a few inches above the level of the water.

Anyone drinking the water must make a DC 13 Will save to avoid being affected by the Font of Dreams. This is also true of anyone fully immersed in the water. Control does not occur until the drinkers sleep, at which time the pool speaks to them in their dreams, commanding them to take up permanent residence on Level 2 and attack intruders.

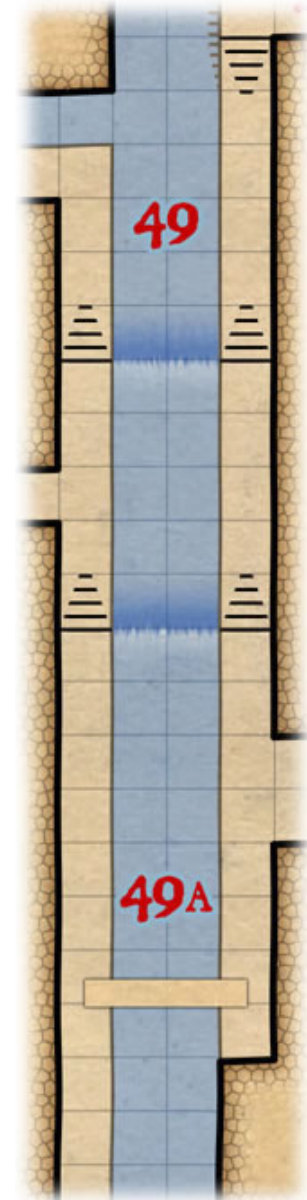
The font sustains its thralls magically in their dreams, so that they do not need to eat (although they still need to drink).

49A: The bridge here is made from a monstrous centipede even larger than the one in area 48.

A curved bridge spans the 20 foot wide channel of water. Something seems very strange about this bridge, however, and as you get a better look, you realize that it has been fashioned from some monstrously huge segmented insect, like a centipede, well over 20 feet in length. Its exoskeleton is dark gray and well-worn, and its legs are all curled beneath it. The dead beast is affixed to either side of the water with some kind of hardened goo.

On the Bridge: The bridge is barely four feet across, smooth, slick, and rounded. Walking across very slowly (5 feet per round) is perfectly safe. Any faster than that, and a character must make a Balance check (DC 15) or fall off. This is also true should anyone take any dramatic actions while on the bridge, such as fighting-the Balance check must be made each round during such activities, and again if a character is struck in combat.

Development: The centipede in area 48 may come and attack PCs that make a lot of noise while they linger in this area.



REVISIT (EL 3 AND 2)

There are two different “revisit” encounters in this area.

Dream: The first revisit encounter occurs near the northern end. Occasionally the dreams that the fountain creates get lost in its waters and take on a sort of “life” of their own. These manifest as undead allips which moan, chatter, and whisper their maddening words to the waking world. One such embodied dream sending lurks about the northern portion of this area when the PCs return.

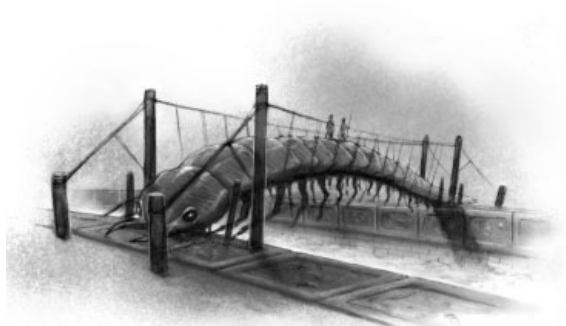
Dream: hp 26 (use allip stats)

Tactics: The dream craves to enter the subconscious mind of a thinking creature. If it successfully drains 4 points of Wisdom from a single foe, the foe must make a Will save (DC 14). Failure means that the dream enters the character’s mind and forces him or her to immediately fall unconscious, where the dream sending communicates the Font of Dreams’ commands (remain on this level and protect the fountain). If this happens, the dream disappears forever and the encounter is over. Of course, now the group needs to deal with their affected comrade.

Centipede: The second revisit encounter should happen on a different pass through the area (as area 49 is a bit of a “freeway” through the level, it’s likely the PCs will pass through it multiple times). This time, a huge monstrous centipede hangs on the bottom of the bridge. Despite its size, it’s hard to notice because it so easily blends in with the bridge. PCs must make a Spot check (DC 20) to notice it. It would love to attack foes on the bridge, but if a meal is going past but not going across the bridge, it will attack anyway.

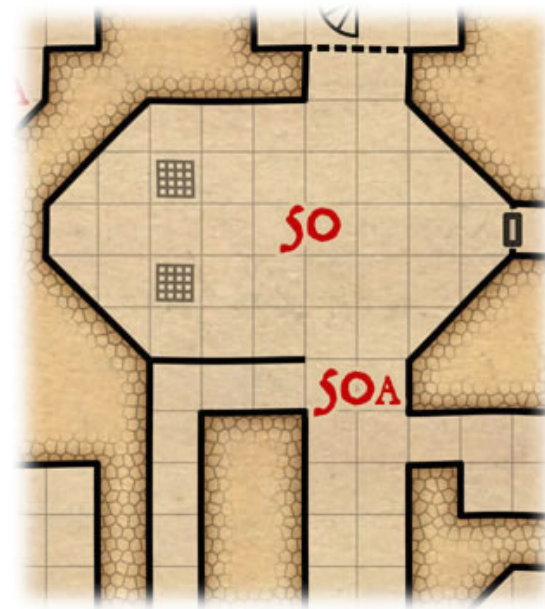
Tactics: Unlike the centipede in area 48, this one has no special grapple abilities. If there are multiple foes on the bridge, it will attack each one, one at a time, hoping to knock them into the water with its attacks and find the tasty remains later. With all of its gripping legs, it need not worry about being knocked off the bridge.

Connections: This room connects to areas 41, 43, 48, 56, 57, 59, and 62.



50. MENAGERIE (EL 5 AND 3)

Summary: This area once housed a menagerie of creatures used by the Mages Four as servitors. Now other creatures call it home.



Sights and Sounds: This room is dark. Sounds of movement and miscellaneous growls can be heard if anyone listens at the door or from an adjacent room.

The stench of years of bestial habitation chokes this room. Ancient bones, tufts of fur, and bits of broken chain litter the floor. Two massive hinged iron grates conceal some lower area. Next to each is a large iron lever. A wide hall proceeds north and south, and a single wooden door stands in the east.

Pen Underneath: Beneath this chamber lies another, exactly the same size. The ceiling of this underchamber is 15 feet high, so with the 5 foot thick floor, the drop is 20 feet from the edge of an open grate to the floor below. There are mechanical platforms, 10 foot square, below each grate that rise and lower.

The Grates: These iron grates are not currently latched, although they can be. There is no lock.

The Levers: When pulled, the lever causes the mechanical platform in the underchamber to rise or lower. It takes two full rounds for a platform to change position, but once they begin moving, they cannot be stopped.

Inhabitants: Two dire wolves live in the underchamber. Veshrim the bugbear in area 54 cares for these creatures, although they have little need for anything, since the fountain

sustains them magically. They obey his commands, but if anyone opens a grate, they move to stand on the platform, assuming that they will be let up into this upper chamber. Fighting two dire wolves is a tough challenge, but this is an encounter the PCs can easily avoid unless Veshrim beats them here.

Dire Wolves (2): hp 50 and 42

Tactics: If the PCs attempt to use ranged weapons to kill the wolves from above, this will work with the wolves leaping and snarling and snapping to get at their foes. When either wolf has suffered 10 points of damage, they move to the far eastern portion of the room, out of sight. (This does not count as overcoming a challenge for determining xp awards.) If given the chance to actually fight foes, they attack savagely and without fear.

50A: Waiting in the intersection of three hallways, a massive owlbear catches its breath after being driven away by the Bestial Host members in area 51. Even though owlbears usually fight to the death, this one is a bit wiser than its kin, and when it was getting beaten by Ramscorn and his group, it fled. However, it inflicted enough damage that they were not compelled to follow it. This creature usually lives in area 50, and tolerates the wolves and Veshrim the bugbear because the fountain forces it to.

As the owlbear is down to half its hit points, it is a CR 3.

Owlbear: hp 26

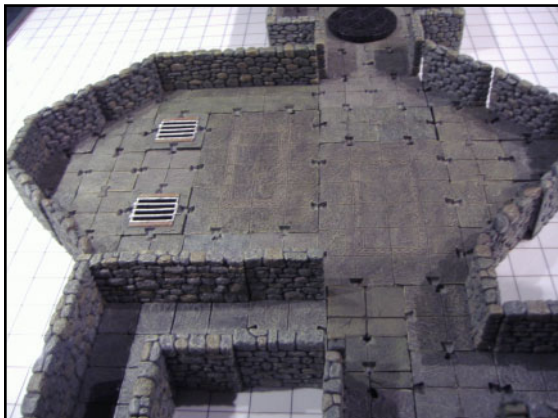
Development: Veshrim from area 54 comes here if in danger. He releases the wolves if possible and sends them after foes.

The owlbear goes to area 46 if it hears noise (like someone screaming because of the shriek poison). Likewise, if it hears a fight in area 51, it will come in to attack everyone.

Note that it is possible for the eye golem in area 53 to see and attack targets north in the corridor to the south and into this room north of that corridor entrance.

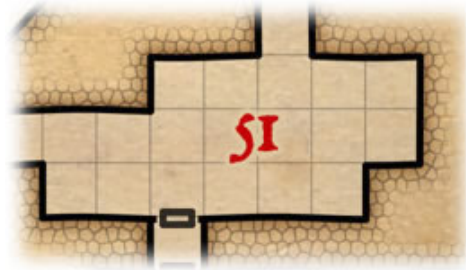
Font of Dreams Note: The dire wolves and the owlbear are all thralls of the Font of Dreams, and serve to protect it.

Connections: This room connects to areas 45, 46, 51, and 53.



51. THE OLD BARRACKS (EL 4)

Summary: Members of the Bestial Host have come down to this level and have made it this far. They're wounded, but still ready as ever for a fight.



Sights and Sounds: This room is dark. The sounds of fevered talking, a mixture of both Goblin and Common, can be heard by anyone making a Listen check (DC 16). If the words can be understood, the listener knows that at least three figures are arguing about what to do next.

This dust-filled chamber, choked with rotten wood furnishings and cobwebs, seems to have remained empty for many years, until very recently. Three freshly slain humanoids lay against the eastern wall. Spatters of blood, fur and large brown feathers indicate some kind of fight happened here very recently.

Bodies: Two dead orcs and a dead hobgoblin lay here, recently dragged from where the group fought the owlbear (currently in area 50) in the western portion of the room. In life, they were members of the Bestial Host following Ramscorn down to Level 2. The orcs wear banded mail armor and have spears. The hobgoblin wears masterwork studded leather and has a longsword. Each figure has 2d4 gp and 2d10 sp. Their comrades haven't even had a chance to loot the bodies yet.

Furnishings: Wooden bunk beds fill this room, although all are on the verge of collapse. This room once housed at least 24 people. Small wooden trunks are pushed beneath a number of the beds. They are all empty.

Inhabitants: A contingent of the Bestial Host, down from Level 1, rest here. A few of their number are scouting ahead in area 52. All of them are wounded except the goblin.

Ramscorn

Male Orc (Chaotic Evil)

Barbarian 3 **CR3****Init** +2 **Speed** 40 feet**HD** 3d12+12 **hp** 28**Languages** Common, Orc**AC** 16, touch 12, flat-footed 14**BAB** +3/+8**Attack/Full Attack** +9 melee (1d12+8, greataxe)**SA** rage 1/day**SQ** darkvision 60 feet, light sensitivity, fast movement, uncanny dodge and trap sense +1**Fort** +6 **Ref** +3 **Will** +4**Str** 20 **Dex** 15, **Con** 16, **Int** 10 **Wis** 13, **Cha** 9**Crucial Feats** Dodge**Other Feats** Iron Will**Crucial Skills** Jump +15, Ride +8**Other Feats** Intimidate +5, Survival +7**Possessions** +1 studded leather armor, +1 greataxe, *potion of cure light wounds*, scroll describing how to bypass the trap in area 27, jeweled bracer (50 gp), 19 gp, 16 sp, 14 cp.**Ramscorn Raging**

Male Orc (Chaotic Evil)

Barbarian 3 **CR3****Init** +2 **Speed** 40 feet**HD** 3d12+12 **hp** 34**Languages** Common, Orc**AC** 14, touch 10, flat 12**BAB** +3/+10**Attack/Full Attack** +11 melee (1d12+11, greataxe)**SA** rage 1/day**SQ** darkvision 60 feet, light sensitivity, fast movement, uncanny dodge and trap sense +1**Fort** +8 **Ref** +3 **Will** +6**Str** 24 **Dex** 15, **Con** 20, **Int** 10 **Wis** 13, **Cha** 9**Crucial Feats** Dodge**Other Feats** Iron Will**Crucial Skills** Jump +17, Ride +8**Other Feats** Intimidate +5, Survival +7**Possessions** +1 studded leather armor, +1 greataxe, *potion of cure light wounds*, scroll describing how to bypass the trap in area 27, jeweled bracer (50 gp), 19 gp, 16 sp, 14 cp.**Orcs (2):** hp 3 and 2; wear banded mail (AC 16, move 20 feet)**Degenerate human:** hp 4; use orc stats; has a masterwork falchion (+1 to attack rolls)**Goblin:** hp 5; has a shortbow (+3 attack 1d4 damage) and has 15 arrows.**Tactics:** Being devotees of the Beast God, the humanoids here attack savagely and mostly without fear. They have suffered great losses of late, however, and are beginning to have second thoughts about their mission here on Level 2.

It's virtually impossible for the PCs to have a civil discussion with Ramscorn and his remaining retinue without perhaps the aid of some charm or compulsion magic. However, if they did, the PCs could learn that he knows that the waters on this level are dangerous and that he and his group have avoided them.

Treasure: Ramscorn's jeweled bracer has a secret compartment (Search DC 24 to find) containing important papers regarding the sale and purchase of various tracts of land by a local man, Jarrack Nostell. He can be found in Brindenford.**Background:** Ramscorn became leader of the guards of the temple of the Beast God almost two months ago. But he was not content to sit and watch. In his arrogance, believed that it was his destiny to conquer and subjugate all of Dragon's Delve in the name of the Beast God. So he gathered up the best of his troops and found his way down to Level 2. Things were much harder than he thought they would be, however.**Development:** If they hear the sounds of anyone in area 46, area 50, or area 52, everyone here goes to investigate.

Likewise, if the owlbear in area 50 hears noise here, it comes running and attacks everyone.

Two to three rounds after combat starts in this room, the goblins in area 52 come to investigate and aid their comrades.

Connections: This room connects to areas 46, 50, and 52.

52. OLD DINING HALL (EL 1)

Summary: This long-unused chamber has some Bestial Host goblins exploring it.

Sights and Sounds: It is dark. The goblins here are not being quiet as they rummage through the ruins for valuables or food, so anyone listening here hears them tossing about plates and pots.

There's a faint odor of rot here. Tables lay overturned among broken chairs, ruined benches, shattered ceramic plates, and iron utensils.

Furnishings: There's nothing of value here, just the wrecked remains of what you might find in a long-abandoned dining hall, once used by the more intelligent servants of the Mages Four, before the sustaining power of the Font of Dreams entered the picture.

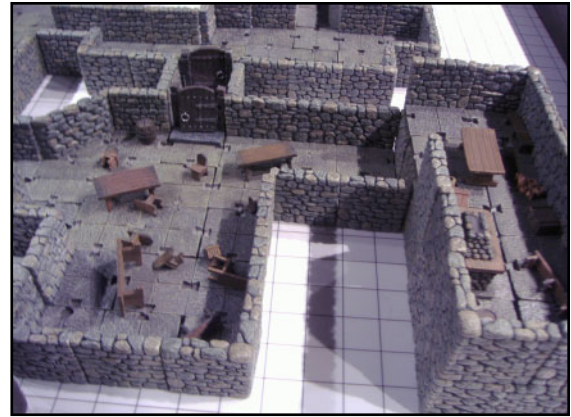
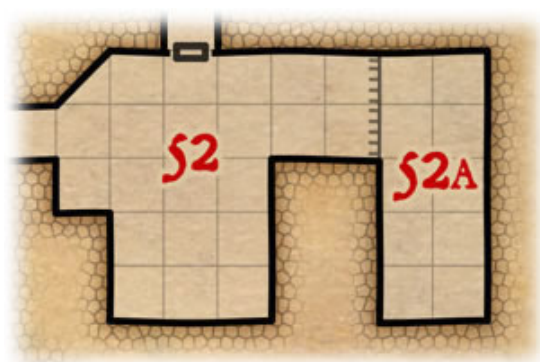
Inhabitants: Ramscorn sent four goblins here to scout ahead, but they are in fact looting the place for valuables and food (and finding neither, so they're grumpy and irritable). Two are badly wounded from previous fights with other dungeon inhabitants.

Goblins (4): hp 5, 4, 1, 1

Tactics: These goblins really aren't interested in a fight. Their faith in the Beast God and in Ramscorn is waning, and really they'd just like to return to Level 1. Or, better yet, leave Dragon's Delve altogether. If they can, they would just as soon hide and let any foes pass them by. If they must, though, they fight. They would be interested in parlay (hoping that both sides would rather just move along than fight), but not surrender.

Development: The goblins run to area 51 if they hear sounds of battle or trouble. It takes them two to three rounds to react and get there, though.

If there are sounds of fighting here, Ramscorn and company come from area 51 to here.



52A: Once a wooden staircase connected this upper level with the main level below. It is 10 feet higher than the floor below. This entire area once served as a kitchen. It stinks worse than the lower area.

REVISIT (EL 4)

A week or more after the PCs first come here, a freshwater sea hag, up from Level 3, comes here to make her new lair. This sea hag is different from others in that her evil eye ability does not daze or kill. Instead, it puts victims into an eternal sleep (Will save DC 13 to resist). They cannot be awakened except by means of *remove curse* or *dispel magic*.

If the Font of Dreams still functions, she's controlled by it. Otherwise, she's just on her own, looking for a place to make her home and be away from annoyance and the interruption of her own thoughts. She's not a hunter, but if some delicious humans tromp right into her new home, well, who's to turn away a gift from the Fates themselves?

Sea hag: hp 19

Tactics: The sea hag likes to leap out of hiding and surprise foes when possible with her horrific appearance. As her first action, she targets any obvious big, burly fighter type with her evil eye immediately. If no one closes with her, she'll keep up the evil eye uses while she has them. Otherwise, she's happy to melee with foes.

Treasure: The sea hag wears three rings: one silver with two small, flawed pieces of amber (worth 50 gp), one elaborately woven gold strands (worth 180 gp), and one gold with a sapphire (worth 325 gp).

Development: If the hag is not a font thrall, she will have destroyed the eye golem in area 53 (alternatively, the DM may rule that she has somehow used a racial ability to commandeer the golem and now controls it rather than Chaster).

Connections: This room connects to area 51 and area 53.

53. ANOTHER EYE GOLEM (EL 2)

Summary: Chaster the wizard has set up another eye golem to watch over this corridor. There's also a side room with stairs down to Level 3.

Sights and Sounds: The hall is dark and quiet. Careful listeners can hear the goblins in area 52 rummaging.

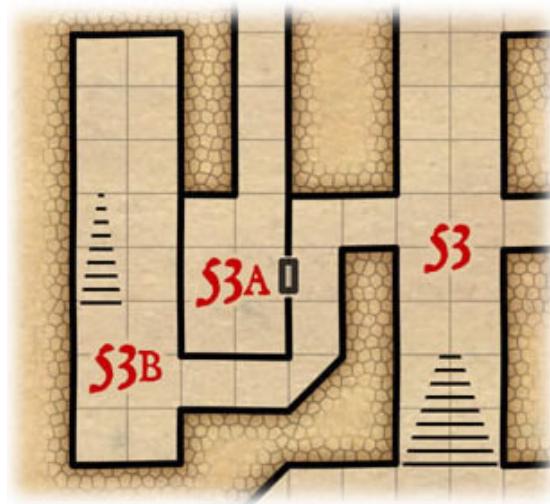
Wide, rectangular stones pave the floor of this wide corridor, although some now sit quite unevenly, making the surface more like a roiling river of stone rather than a smooth hallway. The vaulted ceiling is 25 feet high and bears three black iron chandeliers that no longer hold any candles.

Broad steps comprise the south end of the corridor, only slightly more even than the hallway. At the base of the stairs, a massive bloodshot eye floats, tethered to the floor by a tendril of bone, muscle, and tendon.

Inhabitants: The floating eye is, of course, another eye golem like the one in area 41. Like that golem, Chaster created this guardian to watch over the corridor, particularly to keep an eye on anything coming up from Level 3. Its eye ray puts targets to sleep.

Eye Golem: hp 40

Font of Dreams Note: Chaster is now a thrall of the Font of Dreams, and serves to protect it. The eye golem then, in effect, serves the Font of Dreams.



Tactics: The eye golem has been commanded to attack any creature that does not dwell on this level. In installing this command, Chaster specifically described all the inhabitants working for the Font of Dreams, so the golem will attack doppelgangers or the Bestial Host members here. With a range of 150 feet, the eye golem can fire its ray at opponents even if they are way down the passage in area 50 (almost reaching into area 45, in fact).

Development: Any sound of combat with the eye golem will draw the attention of Veshrim the bugbear in area 54. However, he may or may not join in on the fight, depending on if the foes look particularly dangerous or not.

53A: This room was once a bakery. Bread ovens, little more than refuse-filled holes in the walls now, once produced some of the food for the minions that resided on this level. A rusted iron cart half filled with coal and a shovel rests in the middle of the room. A pile of now worthless wooden and metal utensils lies discarded in the southwest corner. Rats now make their nest in the ovens, but they pose no threat to the PCs.

53B: This room bears an extremely faded mural on the western wall. The stairs lead down to area 63 on Level 3. Only careful examination reveals that the mural is a portrayal of a massive army of troops and various creatures (ogres, giants, trolls, manticores) on the march.

Special DM Note: DMs not wishing the PCs to go down to Level 3 yet may want to block 53B off with a bluesteel door. The password used to open the door could be found among the doppelgangers in area 60. If this option is taken, however, a limit should be placed on the number of creatures coming up from Level 3 (for example, don't use the revisit encounter in area 52).

Connections: This room connects to areas 50, 51, 52, 54, and 63.



54. THE OLD CHAPEL (EL 2 OR 4)

Summary: Once a chapel devoted to a number of miscellaneous gods, this chamber is now the residence of a bugbear and his choker slave.

Sights and Sounds: This room is dark. Veshrim the bugbear is very quiet, and won't likely be heard unless the PCs surprise him.

Four pillars support the high ceiling in this chamber. Flat stone slabs about five feet across make up the floor, each bearing a different symbol. Likewise, the walls bear ragged, mildew-covered banners with monstrous but seemingly unrelated images. An alcove in the western wall holds a small stone basin. The door to the east is closed and barred on this side.

The Symbols and Banners: This room was once a general shrine for various gods and pantheons served by the servants of the Mages Four. The symbols and imagery are all religious in nature. A Knowledge (Religion) check (DC 17) allows a character to recognize most if not all of the symbols, which are notable mainly for the absence of any relationship to any deities worshipped primarily by humans, elves,

halflings, or dwarves. Instead, they represent gods of intelligent monstrous creatures, such as ogres, trolls, lamia, nagas, giants, and others.

The Basin: Other than ancient blood stains, the basin holds nothing of real interest.

Inhabitants: Veshrim is a bugbear font thrall. He long ago lost an eye in a fight and now wears a patch. This is his home, and when the PCs first enter he is likely hiding.

Veshrim is not a full-fledged rogue. However, he has picked up the ability to make sneak attacks like a rogue, inflicting +1d6 additional damage when a foe is flanked or loses their Dexterity bonus to AC.

Veshrim, bugbear: hp 20

Tactics: In a perfect scenario, with a lot of forewarning, Veshrim leaves this area and goes to area 50, either directly north or circuitously around through area 49. (He knows a path through area 56 that avoids the grasp of the assassin vine, if he rushes quickly through the room.) He's no friend of the gnolls or Chaster, but as fellow servants of the fountain, they won't actually attack each other. Once in area 50, Veshrim collects the dire wolves and with their help attacks any who might threaten him.





If this is impossible or unrealistic, Veshrim unbars the door to 54A and lets the choker loose.

Font of Dreams Note: Veshrim is a thrall of the Font of Dreams, and serves to protect it. Veshrim hates and fears the doppelgangers in area 60, but they leave him alone and he does likewise. The fountain does not force him to attack the doppelgangers, however, as it is still trying to figure out a way to use them to its advantage.

Development: If Veshrim hears sounds of fighting in area 53, he moves to investigate, but only enters the fray if the intruders appear weak. Otherwise, he tries to get around to area 50 or at least get the choker out of 54A.

Treasure: A bedroll and a bag of belongings tucked into the southeast corner (Search check DC 10 to find). Aside from mundane and relatively worthless clothing and gear, the bag holds 28 gp, 55 sp, and a *potion of levitate*.

Upping the Ante (EL 5): Veshrim has a mate, Orsh, a bugbear with the same sneak attack ability as he has.

54A: The door to this room is barred, but the bar is easily removed. The chamber beyond is fairly stark (only an old, empty chest of drawers furnishes the room) and contains a relatively starving choker captured by Veshrim a few weeks ago. Somehow, this creature has resisted the power of the Font of Dreams and all of Veshrim's attempts to force it to succumb. Now he keeps it here. He knows that it attacks the first thing it sees, so if intruders are in area 54, he unbars the door and backs away, putting himself in a position so that the choker attacks one of his opponents and possibly even provides him with the ability to flank or attack a grappled foe.

Choker: hp 15

Connections: This room connects to areas 53, 55, 56, and 60.

55. THE REPOSITORY OF DREAMS (EL 2)

Summary: The Font of Dreams stores a fragment of the souls of each of its thralls here.

Door: The door leading into this room is made of clear glass bound in brass. It is sealed with an *arcane lock*, but is of course easily broken (hardness 1, hp 10, Break DC 12). Anyone breaking the door, however, looses a burst of negative energy that drains 1d3 points of Wisdom from all within 10 feet of the door (Will saving throw DC 18 negates this CL 15 effect). Bypassing this door is a CR 2 challenge.

Sights and Sounds: This room is lit by an eerie violent light coming from the tiny soul fragments swirling along the ceiling. These fragments also whisper constantly, but without any discernable words.



Above you, on the ceiling, strange shapes swirl and flutter. Amorphous and ethereal, these swarming figures sometimes take on the recognizable form of a person's face, an animal's form, or a monstrous visage, like that of a troll, an owlbear, or a bugbear. Appearing to have been long undisturbed, this chamber has a statue of a beautiful woman in a long gown standing on a semicircular dais in front of the eastern wall.

The Statue: The statue bears a faint aura of divination magic. Anyone touching the statue can mentally communicate with the Font of Dreams. The font is only semi-intelligent. That doesn't mean that it's stupid or foolish, just that it is unable to communicate easily in straightforward dialog. Rather, it emotes feelings and conveys general concepts. Talking to it is like talking to a dream. It is curious but paranoid. It is easily distracted.

Its foremost concern is its own safety and well-being, and its only concept of the world outside this level is a place filled with dangers interested in destroying it. It has only a passing familiarity with its own origins and past (see the History of the Font of Dreams handout).

Overall, it urges anyone it communicates with to drink of its waters and join it so that it can provide for the character's needs and the character can in turn provide for it (protecting it). It will answer questions, but mostly in only



(annoyingly) broad generalizations, because that's the way it thinks. If asked, it can provide the name of Chaster or Veshrim, which could be of use in this room.

The Soul Fragments: The swirling figures are the semi-sentient remnants of tiny fragments of the souls of all those creatures that the Font of Dreams has enchanted over the years.

As the fountain infiltrated and usurped their dreams, the portion of their subconscious minds that should have controlled their dreams came here.

Anyone who knows the name of one of the thralls of the fountain can stand in the middle of this room and call out that name, bringing the soul fragment associated with that creature out of the swirling mass. It resembles a partial, ephemeral image of the proper creature. After that, two things can be done with it.

First, the soul fragment can be attacked as if it were an incorporeal creature with AC 20 and 1 hit point. It is immune to any non-damaging spells (it can't be charmed or held, etc. but it can be blasted with magic missiles or what have you). The soul fragment doesn't fight back, but it does flee back into the swirling mass after one single round, never answering again to its name.

If the soul fragment is destroyed, the creature associated with it dies.

Second, the soul fragment can be commanded to rejoin its proper soul, immediately freeing the creature from the Font of Dreams' control.

Connections: This room connects to areas 54, 56, and 60.

56. GARDEN OF DOOM (EL 3)

Summary: An experiment in alchemy, this is, surprisingly, a garden of surface plants growing in the dungeon. And one of them is hungry.

Sights and Sounds: This room is lit by faint magical light. It is quiet, and the smell of dirt and growing vegetation is strong.

Strangely—impossibly, in fact—this large chamber teems with the kind of flora you would expect to see on the surface. Bushes, grasses, and other miscellaneous plants grow here in black soil.

Inhabitants: Amid the normal plants, an assassin vine waits for living creatures to wander through so it can attack them and fertilize its soil with their blood.

Assassin vine: hp 32

Tactics: The assassin vine attacks with surprise if possible (DC 20 Spot check to see it), using its entangle ability and immediately attacking one random intruder.

Background: Phaedor Rhendelmar, an alchemically-adept inhabitant of Dragons Delve in years past, started this garden decades ago using subterranean flora activators like those found in area 47. With the help of the magical water from the Font of Dreams, he grew a variety of killer plants here. Over time, most of those plants were killed by adventurers or other dungeon inhabitants. Now only one assassin vine survives, and all the surrounding inhabitants are aware of it and do their best to avoid it, usually by rushing through the room quickly before the assassin vine can react. Sometimes they are successful, sometimes not. Chaster created the plant repellent in area 47 as a way to insure that he can get through the room safely. It's worth noting that this was just a test site, and that Phaedor created a much larger version of this chamber deeper in the dungeon.





The Plants: Anyone making a Knowledge (Nature) check (DC 18) can determine that the many of the plants here are edible, and since they have grown from the water of the Font of Dreams, eating them provides a +2 circumstance bonus to saves versus the font's control and would allow any creature already serving the font to attempt another saving throw.

Treasure: A Search check (DC 15) reveals that the garden is full of bones and skulls of past victims, ranging from small animals to various humanoids and other creatures. A masterwork mace, a gold ring (worth 45 gp), and a masterwork heavy steel shield lay overgrown amid the dirt, the bones, and the plants.

Upping the Ante (EL 4): The assassin vine is ancient and powerful. It has 44 hp, a +1 bonus to attack and damage (including grapple checks), and the saving throw DC of its entangle ability is 15.

REVISIT (EL 4)

If the PCs slay the assassin vine, when they return to this room (assuming that at least a few days have passed), a strange creature has wandered in and taken up residence here, feeding off the plants. This rare, amphibious beast is a scrunalak, and looks not unlike a wrinkled toad crossed with a giant boar. Its feet are webbed, its hairless skin a greenish blue, and its tusks massive. While herbivorous, it is quite

skittish and temperamental, and attacks anything that might be a threat to it. Use the stats for a dire boar, with a swim speed equal to its land speed.

Scrunalak: hp 50

Connections: This room connects to areas 49, 54, 55, and 60.

57. CAUSE AND EFFECT

Summary: Erralak the ocular tyrant pretends to send marionette-like constructs against the PCs.

Sights and Sounds: This room is dark and silent.

The walls of this chamber are visibly battered (meaning they are thicker at the bottom than at a top). The room is devoid of furnishing, but much of it is filled with a shaft of glass running up into the ceiling and down into the floor. Floating down from above, down into the shaft of glass, is a horrible thing of eyes and tendrils. Bulbous and bloated, its central eye stares at you while eyes on eyestalks survey the rest of the chamber.

And then something stirs in a dark corner of the room.

Glass Cylinder: Just like in area 9, his glass cylinder is immune to magic and indestructible. It extends from this level to Levels 1, 5, 7, 8, and 10. It has an overwhelming magical aura of abjuration.

Inhabitants: Floating down from area 9, Erralak the ocular tyrant floats in this room, but he can't get through the glass surrounding him, so he can only watch. His lair actually lies on Level 10, but he can view into all the levels he has access to, free from any threats. He has performed this duty for years and is well-acquainted with the barrier that hems him in.

Also in this room, a pre-programmed set of two doll-like marionettes, each about three feet tall, lays on the floor in the southeast corner. When anyone enters this room, they animate and approach. They are made of wood, painted and clothes like jesters, although now their child-like eyes and wide grins are faded and chipped. When they animate, Erralak moves his eyestalks and tendrils as if he is controlling the constructs.

The constructs move awkwardly toward the PCs. If undisturbed, they reach a point within 5 feet of the characters and



then perform a jerky, awkward dance before returning to their corner. If they are attacked, however, the attacker immediately feels a magical burst that inflicts 1d6 points of force damage. This burst occurs each time either is attacked (whether they are struck or not). Attempts to grab them count as attacks. The marionettes have a hardness of 5 and 5 hit points.

No matter how the PCs react, Erralak laughs behind his glass wall. He wants them to think that he can control and affect things on the other side of the glass, when in fact he cannot.

Background: The marionettes were originally created by a wizard for the children of Duke Chordille. They were stolen by kobolds long, long ago and brought here. The magical burst is a malfunction of their magic.

Development: A *dispel magic* spell will repair the malfunction and allow these marionettes to be used as dancing toys again. In such a case, each would be worth 250 gp.

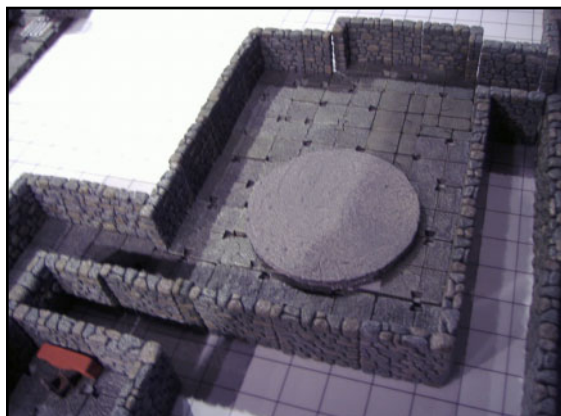
REVISIT (EL 3)

If the PCs come through here again, the ocular tyrant is not present. However, a doppelganger is lurking in the room. The marionettes (assuming they haven't been destroyed) have already performed for it and have returned to their spot.

Doppelganger: hp 22

If it hears the PCs coming, the doppelganger changes shape to appear to be a small human child lost and alone but thrilled to watch the marionettes dance (again, assuming they haven't been destroyed). It claims it has no idea how it got here, but alludes to the fact that there have been strange incidents of teleportation magic in this area ("people disappear and reappear around here"). If its ruse works, it will allow itself to be led out of the dungeon to Brindenford, where it will attempt to slip away. If its ruse doesn't work, given the opportunity, it flees to area 60. It will fight if it has to.

Connections: This room connects to areas 49, 58, and 59.



58. CHASTER'S ROOM (EL 2 OR 4)

Summary: This is Chaster's bedchamber, and holds some of his secrets.

Chaster himself may be here, waiting by his door. In this case, he's probably fled from area 42, and now stands ready to fight. If he hears the PCs coming, he casts *shield* (making his AC 17) and then *invisibility*. If there's time before the PCs show up, he'll also cast *blur*, giving him a 20% miss chance. While invisible, he casts sleep on his foes and then follows that up with burning hands on anyone left standing. For ease of reference, Chaster's stats are presented here again:



Chaster

Male Halfling (Neutral)

Wizard 3 **CR3**

HD 3d4+6 **hp** 14

Init +2 **Speed** 20 feet

Languages Common, Halfling, Gnome, Orc, Dwarven
AC 13, touch 13, flat-footed 11

BAB/Grapple +1/-3

Attack/Full Attack +2 melee (1d3, dagger)

Fort +4 **Ref** +4 **Will** +5

Str 10, **Dex** 15, **Con** 14, **Int** 16, **Wis** 13, **Cha** 9

Crucial Skills: Concentration +4, Listen +7, Move Silently +6, Spot +3.

Other Skills: Craft (alchemy) +7, Craft (leatherworking) +5, Knowledge (Arcana) +9, Spellcraft +11

Crucial Feats: Dodge

Other Feats: Alertness, Brew Potion, Scribe Scroll

Spells 3/3/2; **CL** 3, +1 melee touch, +3 ranged touch
2nd—*blur*, *invisibility*

1st—*expeditious retreat* (already cast), *magic missile*, *shield*

o—*detect magic*, *detect poison*, *ghost sound* (2)
(DC 13/W)

Possessions *wand of sleep* (12 charges), *wand of burning hands* (15 charges), *potion of see invisibility*, scroll of *invisibility*, dagger, keys to both doors in area 42, key to area 58, alchemical plant repellent for area 56, 16 gp, 9 sp, 8 cp.

The stats above assume that he's cast *expeditious retreat* and that it has worn off but he hasn't had time to rest and prepare it again. If more than a day has past since the PCs ran afoul of him in area 42, assume that he's prepared it and just cast it again (giving him a speed of 50 feet).

The Door: The door is locked (DC 26 to open) and trapped. If anyone opens the door without using the key, a scything metal blade comes out of the western wall, potentially striking anyone in the 10-foot square in front of the door.

Scything Blade Trap: CR 2; +10 attack against everyone in 10-foot square, 2d6+5 damage; manual reset; Search DC 24; Disable Device DC 24.

Sights and Sounds: The room is dark, but there is a lantern on the table that could easily illuminate the room.

This bedchamber is well-appointed with a bed, a table and a single chair, a wardrobe, and a chest of drawers. The table holds a few books, some paper, and an inkwell as well as a lantern. Everything here is slightly undersized, as though fit for a child.



The Table: The books on the table consist of two books on general history and a handwritten text regarding magic. *Through the Void* is a tome about teleportation magic written by Lissandera the

Enchanter, one of the Mages Four. It discusses a lot of theory devoted to magical instantaneous transport, and would be valuable to any student of magic (worth 200 gp). Anyone reading the book completely (which takes 1 month) can add the spell *teleportation circle* to their spellbook when they are high enough level to cast it. Anyone even perusing the book (taking an hour) can tell that if the book's fundamentals are applied before the caster knows what he's doing, it will lead to the creation of some very unstable magic. Chaster, of course, using material that he discovered left over by the Mages Four, has done just this in area 47 and area 59.

Hidden on the underside of the table is a small hidden drawer (Search DC 22 to find) that contains a brass key. This key unlocks the secret cache in the floor.

The Floor: Moving the table slightly exposes a keyhole in the floor beneath one of the table legs (Search DC 25 to find this). Unlocking this lock requires the key under the table or an Open Locks check (DC 30). This allows one stone in the floor to be pulled up, exposing the handle of a door latch that permits a 3-foot square trapdoor to open, exposing a



niche in the floor, 5 feet deep and across. Within this cache lies a strange collection of things:

- A very small but fully functional silver flute worth 15 gp.
- A small black shirt with a very realistic image of a red dragon emblazoned upon it with strange, unreadable lettering. Magic allows the words to be read. One is clearly a label, "Dragon." The other, "Magazine," seems mysteriously out of context. Worth 3 gp.
- A bottle of foul-smelling, thick, white cream that, if applied to one's body, grants a +2 circumstance bonus to saving throws made to resist disease for 24 hours. There is enough in the bottle for one dose. It's worth 10 gp.
- A set of large, ornate fortune-telling cards. Worth 2 gp.
- A small clay statue of a phoenix. Worth 5 sp.
- A magical comb (faint aura of illusion) that compliments your appearance in Common with each use. There are four different compliments before they repeat. Worth 25 gp.
- A compact, collapsible device that unfolds to be a very small fishing rod complete with line and hook. When folded, it fits into a pocket. Worth 8 gp.
- A petrified toad. Worth 1 gp.
- Magical socks (faint aura of transmutation) that never get dirty. Worth 5 gp.
- A feather token (bird)
- A glass jar filled with fine tobacco worth 5 gp.
- A book wrapped in silk with a thick, copper-bound cover. This is Chaster's spellbook. The spells in this book include:

0 level: All core cantrips

1st level: *burning hands*, *expeditious retreat*, *grease*, *identify*, *magic missile*, *shield*

2nd level: *blur*, *invisibility*, *see invisibility*

Connections: This room connects to area 57 and area 59.

59. THE UNSTABLE WORKROOM (EL 2 AND 1)

Summary: Chaster constructs eye golems in this chamber, but his experiments with teleportation magic have made the room unstable.

Sights and Sounds: The room is barely lit by a few candles which have almost burned down completely. A dripping sound comes from somewhere.

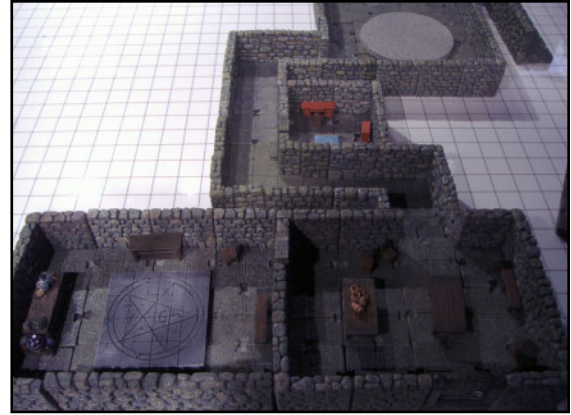
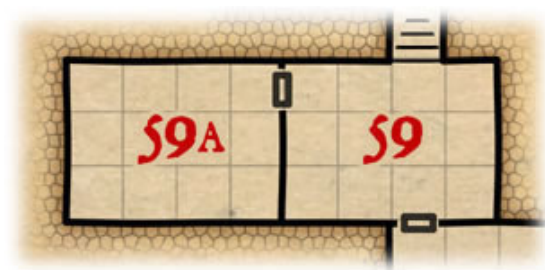
Clearly a workroom of some kind, tables and benches here lie covered in tools and supplies, some of them quite strange. Fluid-filled jars hold various organs and tissue, most of it strange and unidentifiable. A bookstand holds a large, old-looking book near the eastern wall. Both doors in the room are made of iron.

The Workbenches: Investigating the workbenches, tools, and various substances allows anyone who has seen an eye golem (such as in area 41 to 53) to recognize that this room holds the makings of another one.

Anyone making a Knowledge (arcana) check or an Appraise check (DC 20) recognizes that there are 500 gp worth of various materials here. The problem is, transporting them appears neither quick nor easy. Most are substances in fragile glass jars or materials in large quantities (sacks of powdered leaves of semi-rare plants, for example). A few are simply distasteful (glass containers full of eyeballs).

Another Knowledge (arcana) check (DC 22) suggests that the materials in this room are dangerous. Mishandling them (such as scooping large amounts into a bag) is likely to cause a terrible reaction. To determine the reaction, roll 1d6:

- 1: No reaction
- 2: The materials are destroyed (about 2d100 gp worth of the valuable materials in the room)
- 3–4: A caustic concoction is formed, destroying the materials and inflicting 1d6 points of acid damage on any characters involved.
- 5–6: Explosion! Everyone in the room suffers 3d6 points of fire damage (DC 15 Reflex save for half damage). 5d100 gp worth of the valuable materials are destroyed.



Note that there can be multiple bad reactions if the PCs continue to mishandle the ingredients and materials here. The only way to avoid a potential reaction and still get the loot is to make the Knowledge (arcana) check mentioned above and then figure out some way of carefully hauling the materials out of the dungeon. (DMs should use their best judgment, erring on the side of being unkind.)

Getting the materials out is a CR 2 challenge.

The Bookstand: The book on the bookstand has no title. Like the book found in area 58, it is written by Lissandera the Enchanter. While not magical, it allows a spellcaster of any level to create an eye golem, even without the proper feat. However, the xp cost is 500, not the normal 100 xp. The book is worth 300 gp.

59A: This is another workroom. Most of it is taken up by a magic circle inscribed on the ground very similar to the one in area 47, but there are workbenches with tools and alchemical substances in jars and pots here as well.

Two rounds after anyone comes into area 59A, the disturbance they cause makes the door slam shut the weight of the stone above it shifts so that now the door will not open. The door is iron (hardness 10, 60 hp, Break DC 24). After the door seals, the best way out is to activate the teleportation effect of the magic circle.

Teleportation Circle: The circle currently does not function and has no magical aura. A character making a Knowledge (arcana) check (DC 18) knows that it is the sending end of a teleporter and needs to be activated.

A Knowledge (arcana) or Craft (alchemy) check (DC 20) suggests that a magical substance actually poured into the etched recesses of the circle will activate it. A Search check (DC 15) allows a character to find the required liquid in the room (assuming the characters knows what they're looking for) among other concoctions and materials. There is enough of the substance to activate the circle for 1 round. This teleporter will send anyone standing in it to area 47

once it is active. Remember the potential development of poison gas in that area.

Getting out of 59A when trapped is a CR 1 challenge.

Hidden compartment: There is a hidden compartment in one table leg. Basically, one of the legs of one of the tables in 59A is hollow (Search DC 28 to find). It contains a scroll of *arcane eye* Chaster intended to use when creating his latest eye golem.

Connections: This room connects to areas 57, 58, and 62 (and technically, area 47).

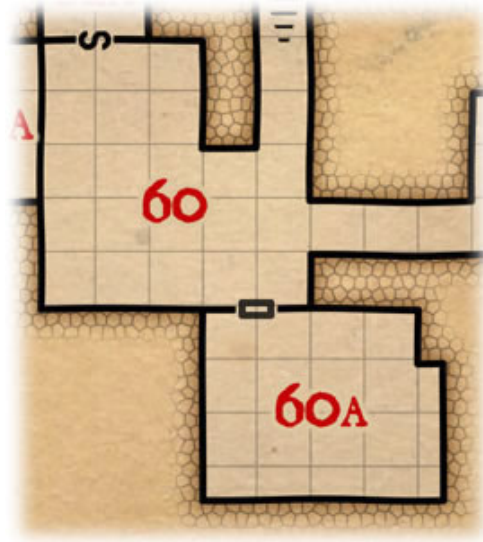
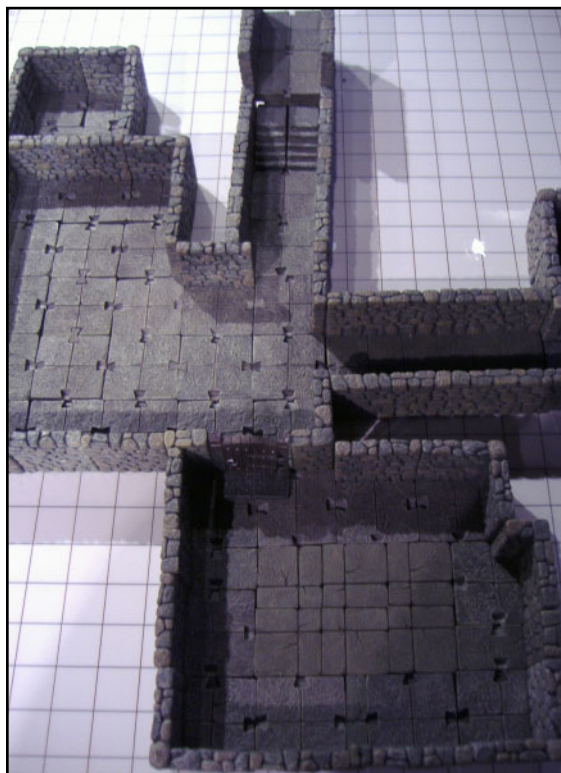
60. VACUUM TRAP (EL 4)

Summary: The doppelgangers in area 61 have altered a strange creature catching mechanism into a trap.

On the wall near the stairs just to the north of this chamber, someone has painted in large lettering, in Common, "Warning. Go no further. Great danger." This is accompanied by an arrow pointed south.

Sights and Sounds: This room is dark and quiet.

This room stinks of very old habitation by some large beast—perhaps many such beasts. The large chamber is empty now, although a few bits of bone, tufts of fur, and a scattering of old, moldy straw still lay about the floor.



Trap: When anyone enters the 10-foot square immediately in front of the hall heading east to area 61 while the trap is active, they must make a Reflex saving throw (DC 20) as if they were falling into a pit. There is no pit, however—they are sucked up into a 10 foot wide hole in the ceiling with incredible vacuum force that can lift up a creature up to 2,000 lbs.

Characters that make the save grab hold of a side of the hole, but then must make a Strength check (DC 15) each round the suction continues or be pulled up. Those failing the saving throw (or the subsequent Strength check) are drawn very quickly through a tube running above this area and area 61, until they are dropped into 61A. Although originally designed to be gentle, victims still suffer 1d6 points of damage from the rough handling and sudden drop.

The trap is activated by a switch in 60A, and cannot be active for more than three consecutive rounds without shutting down for a round. While active, it makes a loud sucking noise, so the doppelganger at the switch doesn't turn it on until a foe is in position.

Since this "trap" isn't a standard trap but in fact has a living foe at the controls, there isn't much opportunity to search for it or disable it. Allow PCs to attempt a DC 18 Spot check to notice the hole in the ceiling, and probably allow anyone succeeding at a DC 25 check to notice that the door is ajar and there's someone peeking out of it.

Once the doppelganger in 60A is dealt with, if the PCs still want to permanently disable the trap, allow it to work no matter what is rolled—there's no consequence for failure (no one will be activating it) and it wasn't really designed to be a trap in the first place.

Originally, this was designed to trap unruly servant creatures like manticores, trolls, or owlbears and move them into safer, confined quarters. When the Font of Dreams controlled the creatures, there was little need for such a device.

Secret Door: The secret door can be found with a Search check (DC 21) and can only be opened from this side. (It is also much harder to find on the other side—DC 32). It slides to one side. It is located 5 feet above the floor of 12A, so it is right over the muck.

60A: This chamber holds a doppelganger that peeks out from the slightly open door, watching the events occurring in the room to the north. It stands next to the switch that controls the trap, just to the left of the door. It attempts to make the best use it can of the vacuum trap, sending as many creatures as it can into 61A.

This individual has a *+1 flail* and a *+1 heavy steel shield* and is proficient with both. When the PCs arrive, it has the appearance of a dwarf with a braided white beard, a tattoo of an anvil on his forehead, and finely made chainmail armor.

If confronted, it will fight the player characters until it defeats them or until it has taken at least 12 points of damage. At this point, it will feign being more grievously wounded than it really is and will yield, claiming that if its life is spared, it can provide information. It says that its name is Struuk Varuun (Struh-oo-ik Var-uh-uhn) and it is being forced by the Font of Dreams to attack, but it doesn't really want to. It claims that if they just anoint it with holy water that it will counteract the effects of the fountain (this is of course completely bogus). If the PCs will free it from the font's control, it says (truthfully) that it will help them destroy the Font of Dreams and will show them how to get there.

Doppelganger: hp 30; AC 18, +6 melee attack (1d8+2 damage)

Background: These two chambers once housed more creatures in the service of the Mages Four under the sway of the Font of Dreams. Close examination shows very old traces of fur and many claw marks on the floor and walls. The area behind the secret door was where all the waste was kept. Originally, it was burned when it filled up—back then, the shaft went all the way to the surface, but that was hundreds of years ago.

Connections: This room connects to areas 12, 54, 55, 56, and 61.

61. DOPPELGANGER LAIR (EL 5 AND 3)

Summary: A band of doppelgangers dwells here, somehow immune to the effects of the Font of Dreams.

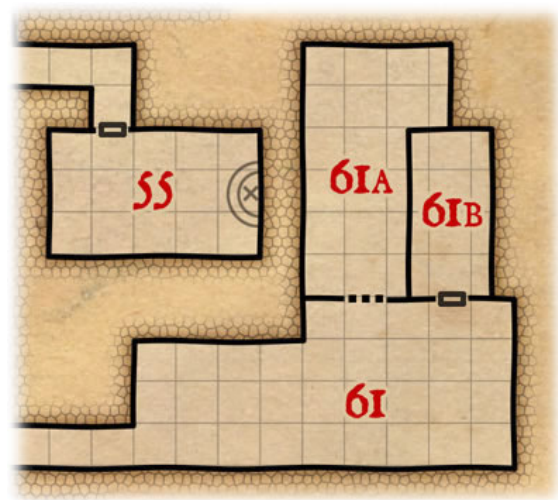
Sights and Sounds: This chamber is dark and silent.

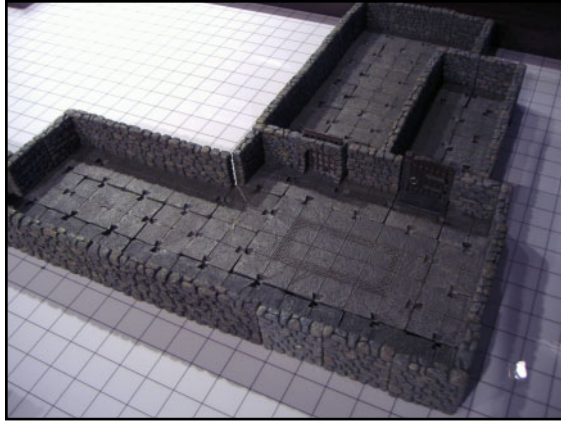
A large room, small sections of it have been cordoned off with hanging drapes, strung from ropes strung across the room like a web at a height of about seven feet. The place holds an odd, greasy smell.

Drapes: The doppelgangers that live here value their privacy. The room has been cordoned off into fifteen separate areas of various sizes and shapes by crudely hung drapes and old blankets. Each area has a likewise crude bed or bedroll and a collection of strange (but mostly worthless) trinkets and items. One might collect teeth in a clay pot, while another might possess a selection of women's hats, a variety of tools, or a collection of smoking pipes.

Inhabitants: This is the home of a number of doppelgangers based in the dungeon. These creatures are interested using this level as a home while they explore deeper levels of the dungeon as well as nearby Brindenford in disguise. Although they can sneak up to Level 1 via the secret door in area 60 to 12A, they prefer using the exit down on Level 3. Overall, they just want to infiltrate as many places as they can and learn all that is possible about the town and the dungeon before deciding what to do next. At any given time, there are two doppelgangers here, although the chamber is home to more like fifteen.

Doppelgangers (2): hp 25 and 20.





Tactics: The doppelgangers here are not terribly aggressive, and if intruders make their presence known, probably just try to slip out of the room behind the curtains once the PCs come in (until the curtains come down, visibility at any point in the room is only 10 to 15 feet). The exception is if one PC is isolated from the others. In this case, the doppelgangers attack that character in their natural form, attempting to kill him or her or at least knock the character unconscious. Then one doppelganger hides the body while the other takes the character's form and joins his friends. While still in the room, if the party should become suspicious of the infiltrator, the other doppelganger shows up, posing as the character as well, but wounded, and claiming that the first one is an impostor. Then, the first one will run away.

Similarly, if one character is sucked up by the trap in area 60 and dumped into 61A, one doppelganger here will take his form and run off to find the rest of the group, looking battered and bruised, and on the run from some terrible beast. "Let's get out of here," the impostor will cry, trying to get the PCs away from the lair. Again, if the party becomes suspicious, the other doppelganger will arrive in the character's form to add further confusion.

Development: If just a straight-up brawl occurs in this room, and the doppelganger in 60A is alive, he joins the fray, but still in dwarf form. If the fight goes against him, he'll still try the "free me from the font with holy water" ruse.

61A: The wooden portcullis here is locked, the key long lost (Open Locks DC 18, Hardness 5, 30 hp, Break or Lift DC 25). The large room is empty except for a pair of dead bodies and a troll skeleton. The troll was once a resident here that died, and now some strange magic from deeper in the dungeon gives it animation once again. It attacks anything that comes near, and that basically means anything that is dumped here thanks to the trap in area 60 since it can't get out and no one can get through the portcullis. The trap deposits its victims in the middle of the room.

Troll skeleton: hp 40

The first of the two dead bodies is a gnoll wearing leather armor with a heavy wooden shield, a broken spear, and a pouch with 4 gp and 16 sp. The other is a human woman wearing chainmail. She has a silver necklace worth 50 gp, and 33 sp tucked into a small pouch. A masterwork scimitar and a dagger lie nearby. Both appear to have died within the last few weeks.

61B: The door here isn't so much a door as a gate of iron bars with a sliding rod to bar the door from the south side. In any event, before the PCs even open the door, they can see through the bars that this appears to be a storage room of some kind. Here, the doppelgangers store weapons, armor, and equipment that might help them infiltrate various groups and locations as well as food. Although their shapeshifting ability allows them to mimic proper clothing, using authentic clothing adds to the disguise (+1 bonus). Plus, using real weapons and armor allows them to fight in disguise more effectively. The room contains:

- Six vesh spears
- Two hobgoblin longswords
- A harness of hobgoblin studded leather armor
- An orc falchion
- A shortsword
- A longbow and 12 arrows in a quiver
- Some goblin leather armor
- A simple workwoman's frock
- Two sets of peasant clothing
- A shirt with a constable's badge from Brindenford
- A pair of spectacles
- Two coils of 100 feet of rope, both with grapnels
- A lantern and six tindertwigs
- A variety of foodstuffs, mostly dried meats
- A map showing the ruins of Chordille Keep, Brindenford, the river, and something called "Terregaunt's Tower." See the Surrounding Environs Map.

Background: These three chambers once housed more creatures in the service of the Mages Four under the sway of the Font of Dreams. Close examination shows very old traces of fur and many claw marks on the floor and walls.

REVISIT (EL VARIES)

The first time the PCs return to this area after visiting it once, they will find one or two more doppelgangers here. In subsequent visits, there may or may not be more here (probably about a 50% chance).

Connections: This room connects to area 60.

62. THE FONT OF DREAMS (EL 6)

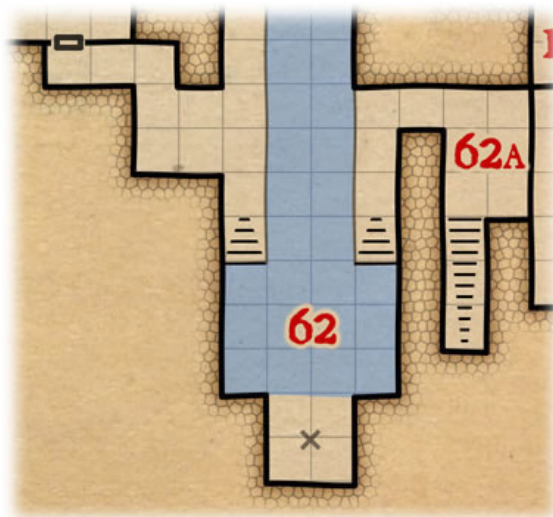
Summary: A magical fountain magically produces water here that allows it to control creature's minds through their dreams. *Note:* Stats for the new monster in this area can be found in the New Monsters page on Dungeonaday.com.

Sights and Sounds: The font gives off a faint whitish glow that gives the whole area dim light. The sound of rushing water is constant.

Steps on either side of a splashing waterfall lead up to the very edge of a wide pool. Across the pool stands a white marble statue of a beautiful woman in a long gown pouring water from a bowl into the pool. A creature both massive and loathsome looms behind the statue, equal parts savage lizard and brooding vulture.

The Water: The water in the channel has a strong current as the water pours down from the pool and heads north. The water in the pool is 20 feet deep, and the tops of the staircases are just a few inches above the level of the water. The water in the channel is less than 5 feet deep, but the strong current moving at about 10 feet per round makes it somewhat tricky to ford (Balance check DC 15 or slip and fall and be carried 10 feet north). The ledge on either side is just a few inches above the level of the water.

The fountain magically produces water, but not enough to create the flow here and throughout the level. Using a pumping system, water from a natural spring is fed into the pool



here, which flows down the channel to the north mixed with water from the Font of Dreams.

Anyone drinking the water must make a DC 13 Will save to avoid being affected by the Font of Dreams. This is also true of anyone fully immersed in the water. Control does not occur until the drinkers sleep, at which time the pool speaks to them in their dreams, commanding them to take up permanent residence on Level 2 and attack intruders.

The font sustains its thralls magically in their dreams, so they do not need to eat (although they still need to drink).

Inhabitants: The guardian creature here is a vuldrog, a potent reptilian bird beast. It is by far the most powerful of the font thralls, and so the fountain keeps it close by. If anyone attempts to approach or harm the fountain, it attacks. Otherwise, it just remains at the fountain's side.

Vuldrog: hp 94

Tactics: The vuldrog attacks in a straightforward manner, swooping down and attacking one character, attempting to pin it and then carrying it up into an area where its friends will have difficulty getting to them while it kills its captured prey. It will do this methodically, attacking each character one at a time. If characters back off or flee, it does not pursue.

This is an excessively dangerous encounter, but the PCs can avoid it simply by leaving the Font of Dreams alone (perhaps returning when they are up to the challenge and destroying the fountain once and for all).

The Fountain: The stone statue here pours water down into the pool from its bowl.

The fountain looks just like the image in area 39. The statue matches that in area 55. It has a hardness of 8, 100 hp, and a break DC of 28. The eyes of the statue are pearls, each



worth 800 gp. The statue must be destroyed for the gems to be removed. If the statue is destroyed, there is an audible scream as though from a woman's voice that comes from all around. Characters in this area feel a minor tremor. It stops producing water.

All of the thralls of the Font of Dreams are freed from its influence if it is destroyed. They immediately return to normal. Some will be grateful, others filled with fury for being controlled (in some cases, for years).

Destroying the Font of Dreams should earn bonus experience points as if the PCs overcame a CR 4 challenge.

62A: This chamber is all white marble. A red rune of inlaid glass is set into the eastern wall. This is the rune of

the Red Saint. A visible, red-tinged *wall of force* covers the staircase down. This wall of force extends into the stone, so it is not possible to tunnel around it. Characters with the ability to teleport could teleport past it, however. The real way past it is the use of one of the three *saint's scepters* or *Urlaster's key*. Any of these items' touch suppresses the *wall of force* for 10 minutes. Of these items, Urlaster's key is likely the easiest obtained by the PCs—it is in Brindenford, in a secret room beneath the Lost Shepherd. Clues of its existence and use lie on Level 3.

Connections: This room connects to area 49 and area 59.

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VERSION 1.0A

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