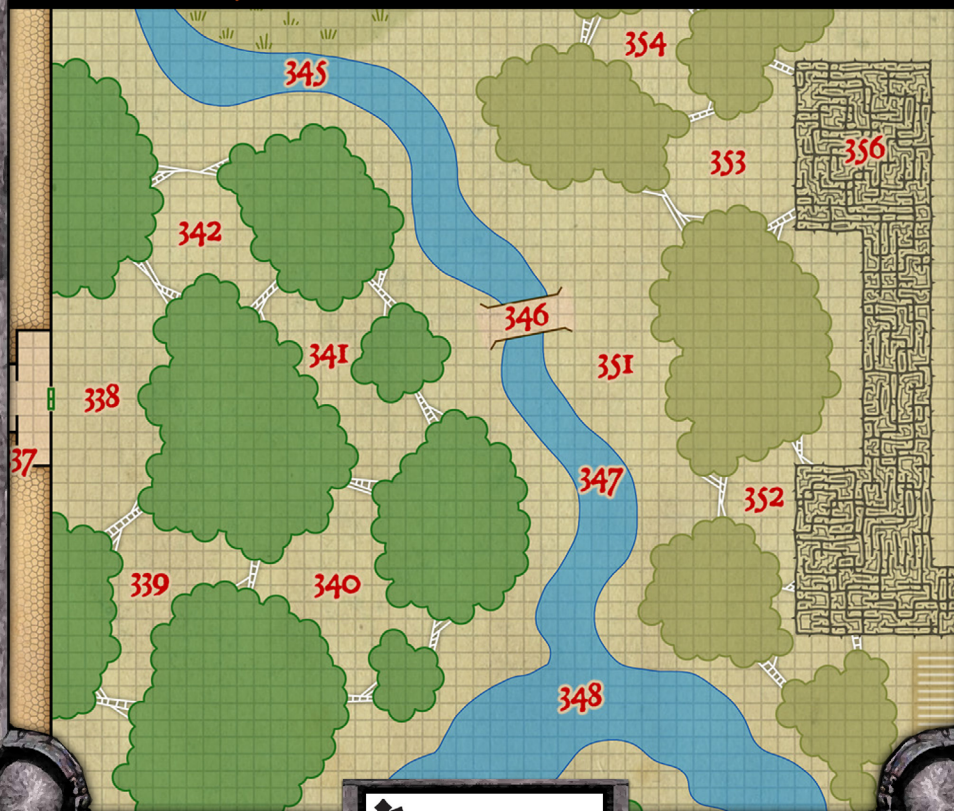


DUNGEON A DAY

DRAGON'S DELVE LEVEL 12: The Garden of Shadows



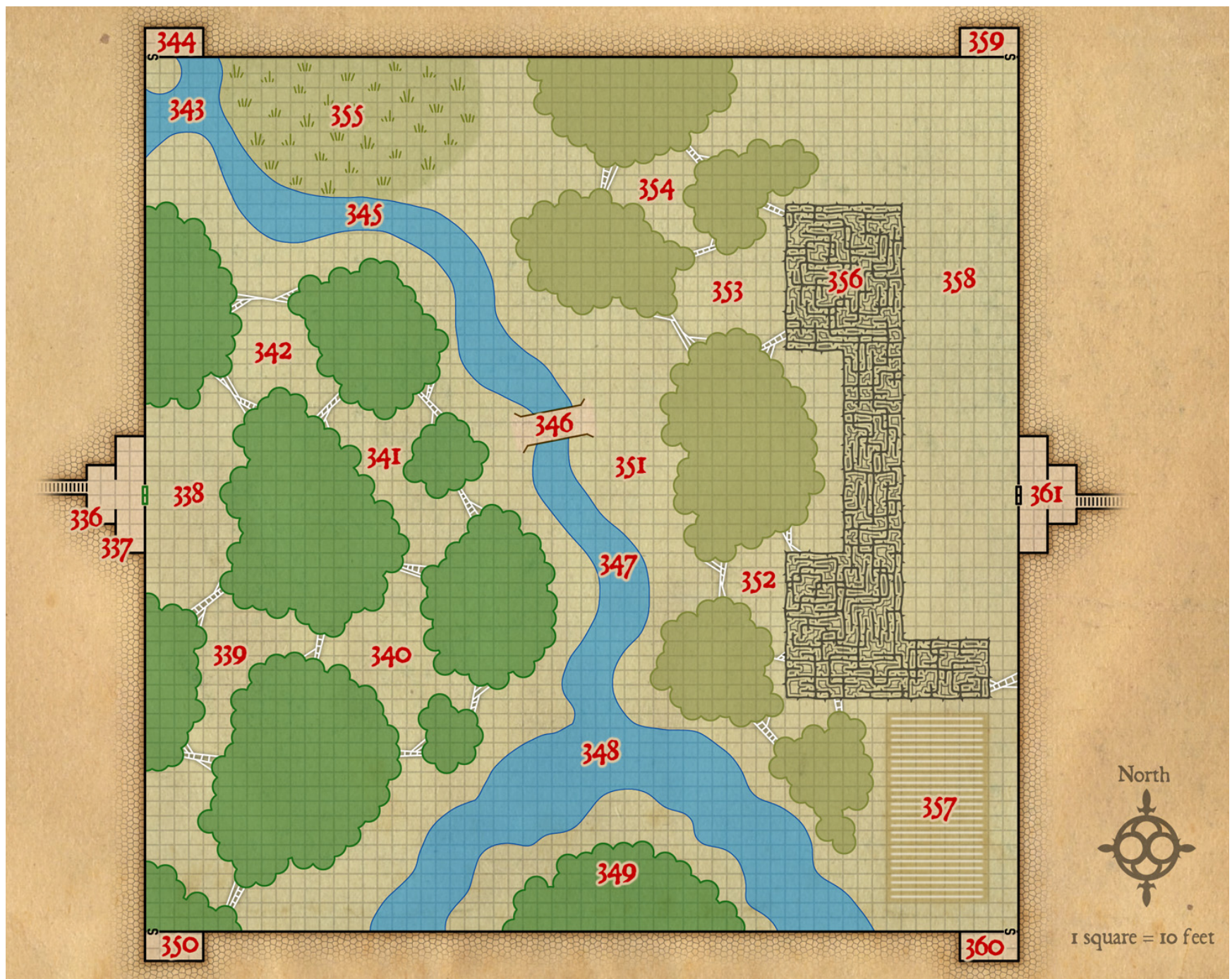
PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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DRAGON'S DELVE

LEVEL 12: THE GARDEN OF SHADOWS



LEVEL 12: THE GARDEN OF SHADOWS

No one is certain for what purpose Level 12 was originally built. All traces of that form and function were obliterated centuries ago when Phaedor Rhendelmar laid claim to the level in order to test his theories about ways to allow surface plants to grow underground. Many considered the half-elf druid to be mad, and the single-minded devotion with which he pursued his goal certainly seemed to bear that out.

Eventually, Rhendelmar perfected his process when he created a substance he called "sodbuster fungus" which allowed plants to grow and thrive on any surface. He also devised a modification to the daylight spell that allowed him to enchant a cavern roof so that it becomes a source of never-ending natural sunlight. With those obstacles overcome, he set about converting the entire dungeon level into a grand subterranean garden.

Afraid that others would use and despoil his garden the way they did the surface world, Rhendelmar began experimenting with ways for the plants in his garden to defend themselves against invasion and depredation from humanoids, monsters, and creatures from beyond this plane of existence. Central to this effort was Szyndaal, an intelligent amulet (stolen from Signar Fuen) which Rhendelmar used as the

centerpiece of an enchantment to make the whole garden self-aware and self-reliant. Szyndaal is now the "brain" of the garden and guide the plants' defenses.

Somewhere along the way, things went wrong in Rhendelmar's garden or, more correctly, things went wrong with Rhendelmar himself. The passion and commitment he felt for his work festered transformed into fervor and obsession. The thought of leaving his dungeon behind haunted him, and so he decided instead to haunt the garden. Rhendelmar turned his back on the natural world and found unnatural ways to extend his own life, becoming a lich.

Ironically, Szyndaal recognized the perversion that Rhendelmar inflicted upon himself, and turned the entire garden against its former master. From that day forward, the

garden has been at war with itself-some of the plants responding to Szyndaal's commands, others remaining loyal to their creator. At this stage the garden is almost evenly split, each side looking for a way to break the stalemate and drive the other out of the dungeon entirely. The arrival of a group of experienced adventurers represents the best chance for upsetting the status quo-the only question being, which side will the PCs favor?

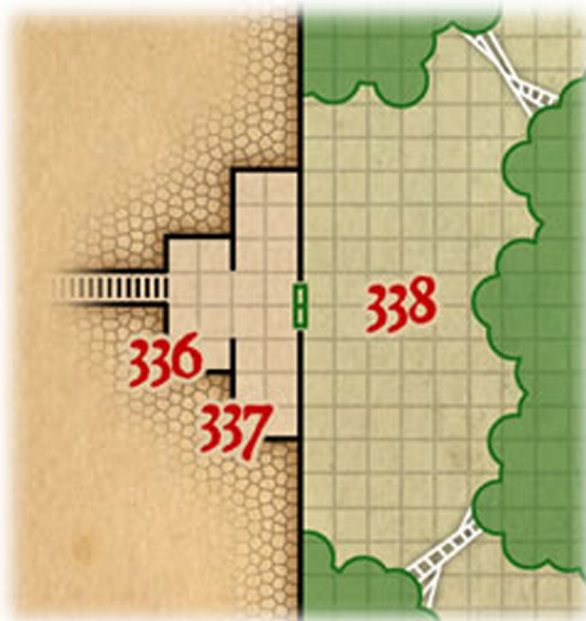
There are 26 encounters on Level 12.

LEVEL 12 RANDOM ENCOUNTERS

Use this chart for determining random encounters for Level 12 of Dragon's Delve. Check once per hour or major portion of an hour in the dungeon. For example, if the PCs rest for half an hour, make a check then as well. Since many of these encounters are with non-ambulatory plants, they will not be "wandering" creatures. Rather, the PCs will have stumbled upon a hidden patch of them growing in an unexpected location.

Die Roll Result

01-75	No encounter
76-80	1d6 + 3 Giant bees (medium)
81-85	Guardian pod
86-88	1d4 + 3 Giant stag beetles (large)
89-90	2 Greater Earth elemental
91-92	1d4+2 Large Water elemental
93-94	1d6 Violet fungus (medium)
95-97	1d6 + 2 Assassin vines
98	Shambling mound (huge)
99	Tendriculos (gargantuan)
00	Giant praying mantis (huge)



These are all creatures that live on this level. Treat them as you would animals or other natural creatures encountered in the wilderness. They have no treasure.

336. LORD EGLANN'S FOLLY (EL 8)

Summary: This room is the landing at the bottom of the stairs from area 308 and the entrance to Level 12. A rough hole has been dug in the center of the room, and the remains of the digger still rest at the bottom.

Sights and Sounds: This chamber is dark and quiet.

The room itself is quite plain in design—seemingly an insignificant antechamber connecting the stairs to the new dungeon level—but someone has made alterations. In the center of the room is a roughly hewn pit, about ten feet wide.

The broken floor stones, dirt, and rocks from this process are scattered across the rest of the floor. It is impossible to tell how deep the hole is without approaching its edge.

The Pit: The hole in the center of the room is the “folly” for which this encounter is named. Anyone who wants to guess at the pit’s depth based on the amount of dirt scattered around may attempt a Knowledge (dungeoneering) check (DC 15). Those who are successful determine that the hole is between 15- and 20-feet deep.

The pit was dug haphazardly, so its edges are fragile and apt to crumble. Any time a creature weighing 100 lbs. or more



stands on the hole’s ledge, there is a 5% (non-cumulative) chance that the ground will give way. Anyone standing on such a spot may attempt a DC 15 Reflex save, with failure indicating that the creature has fallen into the pit and landed on top of Lord Eglann. The fall results in no direct damage, but the creature is immediately exposed to the sodbuster fungus (see below).

Climbing down into the pit requires a DC 10 Climb check, with failure causing the same results as the Reflex save above.

In the pit, the PCs find the body of Lord Aramis Eglann, a bag, and a collection of digging tools.

Lord Aramis Eglann: A wealthy (if not especially famous or successful) human explorer, Lord Aramis Eglann, came to Dragon’s Delve about 250 years ago, determined to uncover the secret of the Tomb of Orr. He discovered many of the clues that Jumanik hid throughout the dungeon and correctly deduced that the hidden level was

accessed through a secret entrance in the dungeon floor. Unfortunately, his surmise about where that entrance lay was not nearly as accurate.

Despite the fact that the rest of his party ran off or had been killed, Lord Eglann was so certain of his deduction that he just started digging. Certain that success, fame, and fortune were mere inches away, he dug furiously. In truth, he did make an incredible discovery—the sodbuster fungus that Phaedor Rhendelmar created to allow him to grow his subterranean garden. It was this discovery, however, that ultimately doomed Eglann.

When the PCs find him he appears to be a humanoid corpse completely covered in thick, lush grass and moss—they may at first mistake him for a humanoid-shaped clump of sod, but close examination reveals that this is, in fact, the body of a creature. It also appears, at first blush, that Eglann is dead but a DC 20 Heal check will reveal that he is still alive, though deep in the grips of the sodbuster fungus. Anyone that touches Eglann’s body is considered to be exposed to the fungus.

If the PCs manage to cure Lord Eglann, they will find that he is, in fact, several hundred years old. The fungus’s life-sustaining properties are all that has been keeping him alive for centuries and without their assistance he succumbs to the weight of the years almost immediately. At the GM’s discretion, though, Eglann may be allowed to survive long enough to answer a few of the PCs’ questions.

Bag: This ordinary leather bag was of high quality-perhaps even masterwork-when it was made. After hundreds of years rotting in the pit with Lord Eglann and the sodbuster fungus, its seams now barely hold it together.

Inside the PCs will find Lord Eglann's journal and a coin purse with 100 gp and 500 gp worth of small gems.

The journal details Eglann's journeys and adventures. All of the details are two-and-a-half centuries old, though, and focused on the thrill-seeking exploits of a dilettante, so they are not likely to provide much information of interest (though the GM may wish to put in some details pursuant to the history of the campaign).

Of more interest are the final few pages, which detail the clues Eglann discovered here in Dragon's Delve pointing to the existence and location of the Tomb of Orr. If the PCs have not yet discovered Level 11, the DM may use this as a device to refresh their memories about clues they have already found or to introduce more clues that will help point them in the correct direction.

Digging Tools: The picks and shovels that Eglann used to dig this pit. There are enough for a team of five diggers, but in the end Eglann had to do all the work himself. The tools are now more than two centuries old, their once-sturdy handles having rotted into fragile shafts of brittle wood.

Sodbuster Fungus: This is the secret of how Phaedor Rhendelmar grew a teeming garden in the bowels of Dragon's Delve-a new breed of fungus, filled with alchemical power.

Sodbuster fungus causes lush grass and moss to grow nearly instantly on anything it touches. Rhendelmar used the fungus to get his plants to bloom in the garden but also infused it into the ground beneath the dungeon floor, so that the garden would be able to recover from any disasters that befell (or were inflicted upon it).

There is a layer of sodbuster fungus running 15-feet below the Level 12 floor. When Lord Eglann dug past that point, he exposed himself to the raw fungus and sealed his own doom. Over the years, the "wound" in the ground has healed itself, so PCs going into pit are not likewise exposed.

Sodbuster Fungus, poison: A creature that comes in contact with the sodbuster fungus (or a creature currently infected with the fungus) must succeed on a Fortitude save (DC 17) or become infected. Being infected causes the immediate loss of 1d4 points of Constitution. Every hour thereafter the creature must make a DC 15 Fortitude save or lose 1 point of Constitution. After 5 consecutive successful saves the creature is cured.

If the sodbuster fungus reduces a victim to 0 Constitution, the creature does not die (as usually happens when a living creature is brought to that state). Instead, the fungus maintains the victim in a catatonic state as a live host for plants of all sorts to grow on. The creature may be maintained in this condition indefinitely, suffering no effects of aging until such time as the fungus is removed-at which time all normal effects of aging are applied instantaneously.

A side effect of being infected is that the creature becomes increasingly thirsty and must make a Constitution check once per hour (DC 10 +1 for each previously failed check) in order to resist drinking or splashing himself with any available water. If the creature drinks or comes in contact with any potable liquid while infected, the DC of the Fortitude save to resist the fungus increases by +1. A remove disease or neutralize poison spell will cure the creature and the caster level check is equal to the current Fortitude save to resist the fungus.

Stairs: The stairs are normal stone steps leading up to room 308 of Level 10. Along the way, the PCs may find the secret entrance to Level 11, if they know what they are looking for.

Connections: This chamber connects to areas 308 and 337, with an additional connection to area 315 if the PCs know what they are looking for.

See the Map of Level 12.

337. OPEN THE POD BAY DOORS (EL 10)

Summary: This room is the outer vestibule for the garden that takes up the bulk of Level 12. The door is sealed and guarded by a pod-like plant that attacks anyone that approaches it.

Sights and Sounds: This room is dark and quiet.

This plain room seems once to have been a reception area, judging by the remains of wooden benches and coat racks in the alcoves. But those



have clearly been unused for hundreds of years and are in obvious disrepair.

The center of the eastern wall is built with what appears to be a stone frame for a pair of double doors, but the area is covered by a bulbous wall of vegetation that seems to have a consistency similar to that of a pea pod. Overgrown tangles of vines grow in the corners of the doorframe.

Benches: The benches and coat racks were built for the visitors that Phaedor Rhendelmar thought would come to his garden-visitors who, by the time the garden was completed, were no longer considered welcome by the mad druid. If anyone tries to sit on the benches or hang anything on the hooks, they wood splinters away due to age and rot.

Pod Doors: The pod covering the doorway is actually a guardian creature. It has a tough inner body and a collection of thorny vines. Although it was bred for aggression, the plant will not attack until it is touched by a living creature. At that point, it will strike out at every living creature within reach, trying to strike and wound as many as possible. Although it functions as an independent creature, it is actually connected to a collection of dopplepods via a complex and wide-ranging system of

roots (see areas 350 and 357 and for more information on the dopplepods).

Guardian Pod (CR 10)

Large Plant

Initiative -2 **Speed** 10 feet

HD 10d8 + 70 **hp** 105

AC 15; touch 7, flat-footed 15

BAB/Grapple +7/+19

Attack +12 melee, vines x6 (1d6 + 5 plus grab)

Space/Reach 10 feet/10 feet

SA Staggering blow, copy, resilient

SQ Low-light vision, plant traits

Fort +12, **Ref** +1, **Will** +4

Str 20, **Dex** 6, **Con** 20, **Int** -, **Wis** 12, **Cha** 9

Crucial Feats: —

Other Feats: —

Crucial Skills: —

Other Skills: —

Staggering Blow (DC 20) (Ex): A creature struck by a guardian pod's vine must succeed on a DC 20 Fortitude save or become Stunned for 1 round.

Copy (Su): Whenever a guardian pod's vine strikes a creature and inflicts hp damage, that creature has its essence copied and transferred to the dopplepod to which the guardian pod is connected. This transfer of information is done via a complex network of roots and vines, and takes 1d4 rounds to complete. Once the transfer of information is completed, the dopplepod may begin to

grow a thrall using the copied information. The thrall grows at the rate of 1 HD or class level every 2 hours. These copies can be released at any time by the dopplepod and used as minions in defense of itself. (See dopplepod description for further details on thralls.)

Resilient (Ex): Guardian pods are unusually tough, and receive 2 bonus hp per hit die.

Tactics: While the guardian pod is certainly bred to deal with low-level threats, it was not meant to take on opponents of the PCs' stature. The plant's real purpose is to gather enough information about powerful opponents that the dopplepods can create thralls based on them. To that end, the guardian pod will attack as many PCs as it can, hoping to strike and do at least minimal damage to them all, thus adding their likenesses to the garden's dopplepod reservoir.

REVISIT (EL 10)

Even if the PCs kill the guardian pod that stands in their path, there still remains a complex and wide-ranging root network. Like a weed that will re-sprout if only the flower is plucked, the guardian pod will begin to re-grow in the doorway. The vines will return after only 1d6 days, and the pod will re-form in 1d4 weeks.

If Phaedor Rhendelmar is still alive, he will influence the plant so that it again covers the entrance to the garden and only attacks creatures that approach from the upper level. If the plant re-grows without

interference it will cling to the doorframe, but not cover the entrance, and will attack any creature that approaches from either side.

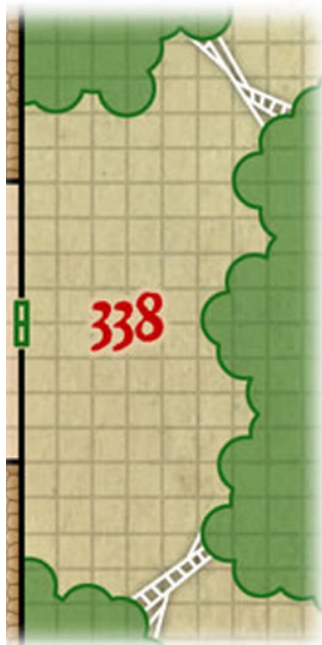
Connections: This chamber connects to areas 336 and 338.

See the Map of Level 12.

338. A SUBTERRANEAN WONDERLAND

Summary: This is an open meadow that marks the beginning of Phaedor Rhendelmar's subterranean garden.

Sights and Sounds: This is a large, open meadow growing in a subterranean chamber. There is ambient light equivalent in all ways to natural daylight, though the exact source is undefinable.



Stepping through the door, it seems at first as though you are no longer in the depths of a dungeon—as if some unknown force has transported you to a lush garden somewhere on the surface. Soft, natural light filters down through a golden haze, the sounds of birds can be heard on a faint breeze, and the air is filled with the scent of pine and elm trees. Beyond

the haze, though, you can clearly see the worked stone of the dungeon's ceiling, and as you look out across the land you can make out the walls bounding this expansive, but square, space.

The Meadow: The point of this encounter is to impress upon the PCs the scope of the endeavor that Phaedron Rhendelmar undertook—creating a whole, thriving ecosystem twelve hundreds of feet underground, and one that has survived for centuries beyond the death of its creator (not to mention the attacks that Phaedron has launched on the garden in the time since he rose as an undead creature). From this vantage point, it is not possible to see the whole of Level 12 in any detail. Indeed, anything beyond the immediate meadow is seen in only snippets through and over the trees, but it is possible to get a feeling for the scope of the wonder that the garden is.

The meadow itself is an open lawn that leads up to several copses of trees that are thick enough that one cannot see far into the interior. Paths run between the copses, but each of them is blocked by a gauzy wall made of spider webs. If the PCs try to push through a copse rather than tearing through the web walls, they will find that the barriers extend all the way through the woods, too.

There should be no random encounters during the PCs' first visit to the meadow. On subsequent visits, it is as likely as any other part of the garden to have them.

The Ceiling: With the exception of a few side rooms, Level 12 is contained entirely in this single gigantic room. Unless otherwise noted, the ceiling is 100 feet high. The height

of the various copses of trees varies from 20 to 80 feet, but always leaves room for a medium-size flying creature to pass safely between it and the ceiling without requiring a maneuverability check.

Web Walls: In essence, these are the walls that separate Level 12 into different "chambers" and "rooms." They were not part of the original design for the garden, but rather are an outgrowth of the battle that rages there now.

The web walls are not particularly sturdy. It is easy for any creature that is tiny or larger to break through them as part of any other action. (Smaller creatures must do a single point of damage to the web in order to break through.)

Woven by colonies of tiny, harmless spiders, a Spot check (DC 12) will allow those standing near a web wall to see the creatures scurrying over the webs and the nearby trees. A successful Knowledge (nature) check (DC 20) will reveal that the spiders are harmless. If the check beats DC 25, it also reveals that these spiders are similar to other species that live in tremendous communities and are capable of communicating with one another about the location of prey and predators.

This turns out to be important because the role that the walls play is to track the movements of visitors to the garden. Any time a web wall is broken, news spreads among the garden's community of spiders and both Phaedron Rhendelmar and Szyndaal are informed of the movement within 1d3 minutes.



Once a section of the wall has been breached, the colony will immediately begin working to rebuild it. The spiders in each chamber are capable of spinning five square-feet of web wall per day.

Copses: The garden is made up of groves that include pathways, small meadows, and copses of trees. The web walls that partition off some of the pathways also extend through the copses to create individual “chambers” or “rooms.”

In areas 339-342 and 352-354, the action can take place in the meadow or in the surrounding woods—it is all one encounter area as far as the adventure is concerned.

The wooded areas grow thick with elm, maple, and pine trees. Stunted oak saplings can be found, occasionally, but they are rare and unhealthy. (As magnificent as it is, the garden does not provide enough room or resources for such majestic trees to thrive.)

REVISIT (EL VARIES)

If the PCs return to the meadow, they may find sections of web wall that they’ve previously breached to have been rebuilt. What’s more, they may find that the guardian pod from area 337 has re-grown and is now attacking creatures on this side of the doorway, too (see that chamber’s description for details).

Connections: This room connects to areas 337, 339, 340, 341, and 342. See the Map of Level 12.

339. RAINMAKERS (EL 9)

Summary: This grove has no plants of particular interest growing here, but it is currently being tended by four of the water elementals that help to keep the garden thriving.

Sights and Sounds: This chamber is well lit with natural light.

The woods and glade are laid out in an aesthetically pleasing arrangement. Although there is not a demarcated path, the way the plants grow combined with the natural topography create a natural set of trails through the glen that leads the traveler past many interesting and beautiful beds of flora.

The Grove: Like much of the garden, based on the initial intentions of Phaedor

Rhendelmar and the ongoing influence of Szyndaal, this grove gives visitors the sense that it was created in such a way that one can easily appreciate the various trees and plants growing there. Flowers grow in densely packed bunches, trees stand so that their bark, branches, and leaves are clearly visible (while conveniently staying clear of blocking other plants).

When the PCs first enter the grove, allow them each to attempt a Listen check (characters with 5 or more ranks in Knowledge (nature) gain a +2 to this check). Those who beat DC 10 hear the sound of water splashing nearby. Those who beat DC 13 realize that it’s the sound of rainfall nearby. Those who beat DC 16 can tell that there is something unusual about the sound—it doesn’t sound like natural rainstorm. (Indeed, the PCs may question how it is possible for any rain to fall in a subterranean garden, but there is no way for this check to answer that question.)



In point of fact, it is not a rain at all. Rather, the sound is being made by a quartet of water elementals whose job it is to keep the garden plants well supplied with clean, pure water. Though there is little chance the PCs would think of it this way, the GM may wish to note that the sounds is different in just the way water from a lawn sprinkler sounds different than a rainstorm.

The Waterers: While Rhendelmar used his sodbuster fungus to bring the garden into existence, the plants need all the usual attentions to continue to grow and thrive. The enchantment on this level's ceiling provides sunlight, but the plants also need water. To that end, Rhendelmar summoned and bound a small troupe of water elementals to his subterranean wonderland.

Four of these elementals are currently in this grove, providing the plants with an artificial rain shower. They cannot water the entire grove at the same time, so they move around it over the course of an hour or so. Each elemental can water a 10'x10' area at a time, and they tend to stay together while doing their work. (The GM should place them wherever in the grove is most advantageous for the scenario's needs.)

The elementals have no interest in the PCs and will go about their business as normal unless the group forces a confrontation. If any of the PCs can speak Aquan, the elementals will talk with them and share any information they have. If attacked, the elementals will fight back until it becomes clear that they are outmatched. At that time they will flee as quickly as possible toward

the river and, once there, disappear into its water.

Large Water Elementals (4): hp 68

REVISIT

If the characters return to this grove at another time, there is no guarantee the elementals will still be here. Indeed, meeting them in the future will rely wholly on the whims of the Level 12 random encounter table.

Connections: This chamber connects to areas 338, 340, and 350.

See the Map of Level 12.

340. DEADLY NURSERY (EL 12)

Summary: This grove has patches of plants unlike any the PCs have ever encountered before—ones that have been bred to attack immediately and automatically any creature that steps into their threatened areas.

Sights and Sounds: This chamber is well lit with natural light.

The central glade in this grove is flat and pushed out to the very edge of the tree line, with no underbrush, grass, or even weeds growing even at the fringes of the field. Instead, the ground has arranged itself into naturally formed patches of small, parallel furrows of soil-like naturally occurring vegetable gardens. Some are fallow, but a few have odd-shaped plants growing in them.

The Planting Fields: Originally, this grove was like the others around it—combining natural shifts in topography and floral



growth to create a feeling like being in a botanical garden. However, back when Phaedor Rhendelmar was working to make his garden self-sufficient, he converted this grove into a nursery in which to grow new species. It soon came to feel more like a farm field (or, more accurately, a collection of vegetable patches), and neither Phaedor nor Szyndaal ever took the time to change it back.

Now the area is divided into a collection of patches, generally 20 ft. x 20 ft. in size. The enchantments used to convert the garden for this use also prevent weeds or other unwanted plants from growing here, and since no one is actively using the patches to cultivate crops, the land mostly lays fallow.

Two of the patches, though, still have thriving colonies of new species that Rhendelmar developed. One patch sprouts a collection of manticores while the other is growing spore puffers—and while both of these are certainly plant creatures,

they also function as traps of the new “plant” type. Each patch has three mature and active plants, as well as 1d6+6 immature sprouts.

The active patches should be near the center of the glade, so the PCs must cross open ground to get to them (and be targeted by their attacks along the way). The GM may place them so that their trigger areas are separate or overlap, depending on the needs of the campaign.

Manticore Bush (Seed Bomb)

This Medium-size, gnarled bush is made of dozens of intertwined, twisted vines, each bristling with thorns the length of a grown man’s hand.

CR 7; plant (AC 20 [touch 5], Saves +8, hp 20); location trigger (all spaces within 40 feet); automatic reset; Atk +17 ranged (1d6+1, thorn); multiple targets (fires 1d4 thorns at each creature in a trigger space);

Search DC 14; Disable Device DC 20. Cost: 12,000 gp, 960 XP, (spike growth)

Spore Puffer (Seed Bomb)

The two-foot tall purplish mushroom pulsates slowly, as though breathing the air. The cap swells with each “breath,” and fine membranes along the underside of the cap quiver.

CR 7; plant (AC 19 [touch 4], Saves +7, hp 30); proximity trigger; automatic reset; gas; multiple targets (all targets in a 10-ft.-radius); never miss; poison (burnt othur fumes, DC 18 Fortitude save resists, 1 Con/1d6 Con); Search DC 18; Disable Device DC 16. Cost: 12,000 gp, 960 XP, (poison)

“Plant” Trap Type: Plant is a new trap type, which has some elements of both mechanical and magical traps. A plant trap is a living, unthinking plant bred for the specific purpose of guarding an area or item. All plant traps indicate their AC (and touch AC), saving throw bonus (the same for all saves) and hp right after the plant type listing in the trap stat block. For purposes of spells, plant traps qualify as creatures of the plant type. If a plant trap is brought to 0 hp, it is dead (and nonfunctional).

The Search DC for such plants indicates not the chance to notice

it. Unless great effort is taken to hide one, plant traps are as obvious, appearing to be mundane vegetation. Rather, the check is to realize that the plant is a trap (and how it is triggered), and a Knowledge (nature) check can provide the same information. Though they are living plants, such traps can still be incapacitated with a Disable Device check.

Creating a plant type trap requires the Craft Wondrous Item feat and whatever spells are listed after its XP requirements. The raw material cost includes the cost of a living plant with some aspect related to the plant trap. Plant traps are often cheaper and easier to create than similar mechanical traps because they are vulnerable to attack, and once overcome are dead and can’t be repaired by anything short of magic to restore life.

Seed Bombs: All the plant traps presented in this level are seed bombs, special magic plant traps created for use in combat. A seed bomb exists as a 1/2 lb. seed when created and can be thrown (with a range increment of 10 feet). Upon landing it grows with mystic speed and 1 round later is a fully functional trap. A diminish plants spell successfully cast on a seed bomb causes it to revert to its seed state, although the seed bomb is allowed a saving throw against the spell (there is a special exception to the save rules for the diminish plants spell).

A character that throws a seed bomb is never directly targeted by the resulting plant trap (though if it has an area attack, the character may be caught in an area effect triggered by some other target). If the



character that throws a seed bomb is able to speak to plants, he can give the plant trap simple instructions (“do not attack me or my allies” or “do not attack anyone until tomorrow” or even “do not attack anyone until I say differently”) which it obeys as if it was an animal obeying a taught trick.

REVISIT (EL VARIES)

If the PCs return to this grove, they find it in more or less the same shape they left it. If they killed any of the plants growing here, they will begin to re-grow. For every week that passes, one plant from each patch will re-grow until the patches are twice as large as they were at the beginning of this encounter. In addition, the GM may have other plant traps (detailed in areas 350 and 351) sprouting in the patches that were fallow during the PCs’ initial visit.

Connections: This chamber connects to areas 338, 339, 341, 347, and 348.

See the Map of Level 12.

341. INVASIVE SPECIES (EL 12)

Summary: This grove is not intended to have any plants of particular interest, but a pair of guardian pods have taken seed here and will attack the PCs if given the opportunity.

Sights and Sounds: This chamber is well lit with natural light.

The woods and glade are laid out in an aesthetically pleasing arrangement. Although there is not a demarcated path, the way the plants grow combined with the natural topography create a natural set of trails through the glen that leads the traveler past many interesting and beautiful beds of flora.

The Grove: Like many of the other groves, this one combines natural shifts in topography and floral growth to create a feeling like being in a botanical garden. The PCs can see a wide array of plants growing here in their natural states. But this grove also has some hidden threats.

The root network that the guardian pod from area 337 is part of spreads throughout pretty much all of Level 12 and is constantly trying to find new places to assert itself. It found such a place in this grove under the cover of some thick-canopied trees.

The GM can place the pair of pods wherever is most advantageous for the campaign, using the following general guidelines:

- The pods should be growing in one of the wooded areas (as opposed to the open meadow).
- The two pods should be growing close together.
- They should be hidden and noticing them should require

a DC 20 (or higher) skill check using Spot, Knowledge (nature), or Survival.

Guardian Pods: The guardian pods will lurk in the shadows of their hidden location and, unlike the pod in area 337, will not lash out immediately at every creature that comes within range. Because they are connected to the root network that links to all the dopplepods in area 357, they will know which creatures have already been copied. They will therefore wait until a creature that has not yet been copied passes within range then concentrate their attacks on that and other uncopied creatures. Once samples have been taken of all the PCs, the pods will attack with intent to destroy the group entirely.

Guardian pods (2): 104 hp

REVISIT (EL VARIES)

After the group leaves, this grove will remain unchanged for a period of 2d4 + 2 weeks. After that, the guardian pods will begin to re-grow. One vine will grow each week (so a whole pod will take 6 weeks to form). The plants will not limit themselves to their former numbers, though. They will keep growing as long as there is room in the grove, potentially taking it over entirely if left unchecked.

Connections: This chamber connects to areas 338, 340, 342, and 346.

See the Map of Level 12.



342. THE HILLS RISE (EL II)

Summary: This grove has no plants of particular interest growing here, but it is currently being tended by a pair of the earth elementals that help to keep the garden thriving.

Sights and Sounds: This chamber is well lit with natural light.

The woods and glade are laid out in an aesthetically pleasing arrangement. Although there is not a demarcated path, the way the plants grow combined with the natural topography create a natural set of trails through the glen that leads the traveler past many interesting and beautiful beds of flora.

The Grove: Like many of the other groves, this one combines natural shifts in topography and floral growth to create a feeling like being in a botanical garden. The PCs can see a wide array of plants growing here in their natural states.

When the group first enters this chamber, let them all attempt Listen checks. Those who beat DC 8 hear the faint sound of distant thunder. Those who beat DC 12 instead interpret the sound as being stone grinding against stone, as the wheels in a mill might. Those who beat DC 16 think, instead, that it sounds like an earthquake-but it is strange to hear such a sound without actually



having the ground beneath your feet shaking.

In point of fact, it is not an earthquake at all. Rather, it is the sound of a pair of earth elementals as they move through the ground, aerating, tilling, and refreshing the garden's soil.

The Groundskeeper: While Rhendelmar used his sodbuster fungus to bring the garden into existence, the plants need all the usual attentions to continue to grow and thrive. The enchantment on this level's ceiling provides sunlight, the water elementals provide a kind of rain, but soil grows stale and barren if it does not have a steady supply of nutrients and motion. To that end, Rhendelmar summoned and bound a handful of earth elementals to his subterranean wonderland.

Two of these elementals are currently in this grove. They perform their task by moving through the ground just below the surface, shifting the soil around and at the same time filling it with nutrients. To make this task more fun, they often play an earth elemental variant of the game follow-the-leader-one moving so as to cause ripples on the surface of the ground and the other trying to match those ripples exactly. They

usually spend an hour or so in a grove, then move on to another. This motion through the ground causes anyone on the surface above them to be targets of the elementals' push ability (though resulting in a trip maneuver rather than bull rush).

The elementals have no interest in the PCs and, indeed, will not even notice them despite disturbing the group with their cavorting. Unless the PCs attack or otherwise make an effort to gain the elementals' attention, they will ignore the group completely. If the PCs do get their attention and any of them can speak Terran, the elementals will talk with them and share any information they have. If attacked, the elementals will fight back until it becomes clear that they are outmatched. At that time they will simply sink down deeper into the soil and silently move to a different part of the garden.

Greater earth elementals (2): hp 199

REVISIT

If the characters return to this grove at another time, there is no guarantee the elementals will still be here. Indeed, meeting them in the future will rely wholly on the whims of the Level 12 random encounter table.

Connections: This chamber connects to areas 338, 341, 343, and 345.

See the Map of Level 12.

343. A RIVER RUNS THROUGH IT (EL 12)

Summary: This magical fountain is the source of the river that runs through the center of the garden.

Sights and Sounds: This chamber is well lit with natural light.

Before you is proof that you really are in a subterranean chamber, not an open-air garden—the corner of this tremendous room. The source of the mighty, rushing river that runs down the garden’s heart sits here, a towering fountain in the shape of a mighty oak tree.

The Fountain: The fountain is tremendous—twenty-feet wide, thirty-feet tall, and covered with an incredibly number of lifelike details. More than just a representation of a tree, it captures all the elements off the community of creatures that live in, around, on, and under the tree, almost as though the tree is a world unto itself. There are birds in the branches, squirrels running up and down the trunk, a thick layer of undergrowth at the bottom, rabbits grazing on the grass below, and even depictions of the roots reaching into soil that is home to all manner of bugs.

On either side of the fountain, from amid a carved depiction of a stream, comes a stream of real water that forms the river that runs through the garden. Upon closer inspection, though, it becomes clear that the water is only coming out of one side—the one nearest the garden’s entrance—and the water by that bank rushes away from the fountain. The

center of the river is incredibly turbulent, but it can easily be observed that the water along the far shore is rushing toward and eventually flowing into the fountain.

If the fountain is sufficiently observed with a detect magic spell, it can be seen to have a strong conjuration (summoning) aura. It is another of the garden functions that Phaedor Rhendelmar managed by making arrangements with elementals. The fountain contains a pair of permanent connections to the elemental plane of water—one allowing water to enter and the other taking it back to its source.

The River: The strength of the river and its course are maintained by a clan of water elementals who repeatedly traverse its course. (Truthfully, the elementals find this to be great fun and do it gladly.) There is not always an elemental in every section of the river, but there are always at least 1d6+3 elementals somewhere in the river at any given time. (This does not include the elementals that are watering the garden. See area 339.) Any random encounter rolled in this area should be with one or more water elementals.

Because of the river’s strength and turbulence, all skill checks and saves made in its waters suffer a -4 penalty. Anyone in the river is carried down its route at a speed of 80 feet per round. The river is 40-feet deep over most of its course. Since the river flows in a circular course, this will eventually bring those in it back to its source and may carry them back to the elemental plane of water if they not get out of the river in time.

Because this is an artificial river, it does not have gradual, sloping shorelines. In order to get out of the river, a creature must be adjacent to the shore and have at least one arm (or other grabbing appendage) free. If the creature succeeds at a DC 20 Strength check, it can pull itself onto the shore. Up to four creatures that are already on the shore can assist in this attempt if they can reach the creature in the river.

Anyone of size large or smaller that is carried all the way to the end of the river’s course may be teleported to the elemental plane of water. If such a creature succeeds at a DC 15 Reflex save, it avoids this fate. There is a 50% chance that it will, however, be thrown right back into the beginning of the river and continue being carried along by the current. There is also a 50% chance that the creature will instead be deposited in a calm pool along the edge of the swamp (area 355).



It is up to the GM's discretion what happens to a creature transported to the elemental plane of water. The water elementals there may take pity on the creature and send it right back through the portal at the start of the river. On the other hand, they may ignore the creature entirely or even do something more mischievous (such as sending it through a portal to somewhere else entirely).

Secret Door: There is a secret door along the north wall, beside the fountain, that leads to area 344. As a result of the distance involved, the constant churning of the waters, and its location behind the fountain, identifying the door from the shore requires a DC 25 Spot or Knowledge (dungeoneering) check. (If someone is looking for the door while in the water or standing on the fountain, the DC drops to 18.) Once identified, though, the only way to get to it is by swimming (unless the creature can fly or walk on walls).

Luckily, the area along the 20 feet adjacent to the west wall is a relatively calm pool of water. Those in it suffer no penalties to their Swim checks. However, anyone who rolls a 1 on a Swim check while in this area may be pulled into the river's current. To avoid this fate, the creature must succeed at a DC 15 Reflex save or a DC 20 Swim check.

Opening the secret door is not especially difficult. It requires only a DC 15 Open Lock check or a DC 25 Disable Device check. However failure causes the fountain to tip forward, requiring anyone standing on it to make a DC 20 Reflex save or be thrown back into the calm pool of water. Unfortunately,

it also causes the calm pool of water to be agitated (by a device at the bottom of the pool) for 2 rounds. Anyone in the water suffers the same result as if they rolled a 1 on a Swim check (see above).

Connections: This chamber connects to areas 342, 344, 345, and 355.

See the Map of Level 12.

344. THE DRUID'S DEN (EL 8)

Summary: This room was Phaedor Rhendelamar's sanctum during the time when he was researching and constructing the subterranean garden.

Sights and Sounds: The room is small, dark, and dusty.



As the door opens, the air rushes in as if the chamber beyond had been sealed away for years. Dust swirls in the dry, lifeless air, but still covers every surface in the room in a visibly thick layer. In the center of the room is a worktable that still holds a collection of beakers, vases, and flowerpots. The rear wall is covered in shelves and shallow cubbies.

Phaedor's Sanctum: This room was Phaedor Rhendelmar's private study during the years when he was experimenting with the processes and materials he would eventually use to build this subterranean garden. No one has entered the room in centuries, since the last time Phaedor did, several years before his undeath. Even in his madness, the druid felt the work he'd accomplished here was so pure and important that he refused to despoil it with his unholy search for ways to extend his own life. He moved into a new chamber for that effort—area 359, which he still uses to this day.

This original sanctum has been sealed off for centuries, and the PCs are the first creatures to see it since Rhendelmar himself. However, the druid gave Szyndaal access to all the information contained here, and knowledge of the room itself, during the process of making it the garden's "brain."

The Table: All of Phaedor Rhendelmar's great discoveries were made here, including the secrets behind sodbuster fungus and seed bombs. The materials currently on the table represent the tools the half-elf was using in the last experiments he performed here—attempts to create even more plant traps that could be transformed into seed bombs.

Most of the materials are long dead and inert. However, there is one still potent item on the table, a beaker that is filled with active sodbuster fungus in a glass vial whose top is stoppered with a tight-fitting cork, then sealed over with wax. If the PCs encountered the fungus in area 336, they may recognize it with a DC 10 Intelligence, Knowledge

(arcana or nature), or Craft (alchemy) check. Unfortunately, while the top is tightly sealed, the beaker itself is fragile after so many years. Anyone who picks it up must succeed at a DC 15 Reflex save or have the vessel shatter in his hands. This causes no damage but does cause the creature to be exposed to the sodbuster fungus. The beaker's structure is permanently compromised, so it has the same chance of shattering any time it is handled. What's more, if one puts it in a pack or otherwise carried the beaker around, every time that character falls or is involved in combat, or the pack is seriously jostled, there is a 50% chance the beaker will shatter covering all other items in the pack with the sodbuster fungus.

The Map: On the eastern wall hangs a large sheet of vellum covered with the final plans for the garden. This is identical to the Player's Map of Level 12. However, the map has been enchanted so that if one speaks

the proper code word over it, the garden's secrets are revealed (including the details of the hedge maze in area 356). The code word can be found in Rhendelmar's journal, which is on one of the shelves in this room.

The Shelves: These are covered in papers that include several different iterations of what the garden might have looked like (including details for several versions of the fountain, bridge, and hedge maze), drawings of several different plant type traps (none of which are the final versions), and formulae for unnamed potions and unguents.

The most important item, though, is Phaedor Rhendelmar's journal. This is written in an ancient form of Elvish. Reading it requires a DC 20 Decipher Script check or a DC 25 Intelligence check. Being fluent in modern Elvish grants a +4 bonus to this check.

The journal contains information about Rhendelmar's life (prior to his quest to become immortal) and the construction of

the garden including: Details on how sodbuster fungus works, the effects of touching it, and ways to counteract its effect; The code word to reveal the secret information on the map that hangs on the eastern wall (the code word is the ancient Elvish word for "garden"; Details about Szyndaal and its function in the garden (see area 349); and any other facts the GM feels are important for the PCs to have.

The Cubbies: These shallow cubbies contain the remains of Phaedor Rhendelmar's personal belongings, most of it rotted beyond usefulness ages ago. But in the lower-left cubby are a pair of *potions of neutralize poison*.

REVISIT (EL VARIES 7-14)

What the PCs don't know is that mixed in with all the dust in the sanctum was a handful of spores from a manticore bush. They were inert while sealed in the dry, stale-aired room, but since the PCs opened the door and let in fresh air and moisture they've begun to grow. One manticore bush a week will grow until there is a total of ten of them. They will be able to thrive in this environment for six months, then they will die and wither.

Connections: This chamber connects to area 343. See the Map of Level 12.

345. SUNKEN TREASURE (EL II)

Summary: On the banks of the garden's raging river, the PCs notice an object wedged between some rocks in the riverbed.

Sights and Sounds: This chamber is well lit with natural light.

Before you runs a raging river, the water is crystal clear and quite cold (if the droplets that occasionally splash your face are any indication). The current is swift and the middle of the river is quite rough, as though the river were flowing over shallow rocks. But it is easy to see that there



are no rocks below the surface—just clean water all the way down to the riverbed several meters below. On the bottom near the western shore, you see something shiny reflecting back the daylight. It seems to be a round metallic object wedged between a pair of small rocks, but other than that you can make out no details.

The River: Upon close inspection, it becomes clear that there is something unnatural about this river. The water on the west side runs north-to-south while the water on the east side runs south-to-north, making the center of the river is especially turbulent where the currents touch.

Because of the river's strength and turbulence, all skill checks and saves made by creatures in its waters suffer a -4 penalty. Anyone in the river is carried down its route at a speed of 80 feet per round. The river is 20-feet deep along this stretch. Because this is an artificial river, it does not have gradual, sloping shorelines. In order to get out of the river, a creature must be adjacent to the shore and have at least one arm (or other grabbing appendage) free. If the creature succeeds at a DC 20 Strength check, it can pull itself onto the shore. Up to four creatures that are already on the shore can assist in this attempt if they can reach the creature in the river.

For further information about the river, see area 343.

Shiny Object: The object on the riverbed is a factoricum. It originally belonged to Signar Fuen, but he lost as he was fleeing from Level 14 (at the same time he lost Szyndaal). It fell into the river and was carried along

its circular current for decades before becoming wedged in the rock outcropping where it now rests. From the surface, all that can be seen is that the factoricum is a round object, about six-inches in diameter, made of a coppery-colored metal.

In order to pull the factoricum from where it stuck, a creature must go to the bottom of the river and perform a successful DC 20 Strength check (due to all the rocks and sediment that have built up around it). This is made more difficult by the inherent penalties for being in the river.



Additionally, the creature must have some way of resisting the unrelenting push of the river's current in order to attempt the Str check. This requires enough ballast to cause the creature to sink to the riverbed and an anchor to allow it to stand in place long enough to make the attempt. Generally speaking, any weight of 100 lbs. or more will cause a creature to sink to the bottom.

Holding the creature in place is more problematic. If a rope is tied around the creature, assistants on the shore may try to

keep it from being swept along by making a DC 15 Str check. For every point by which the check fails, the creature is pulled 10 ft. downstream (the assistants on shore have a choice of letting out 10' of rope or moving 10' in that direction themselves). For every 2 points by which the check exceeds the DC, the group can pull the creature 10 ft. back upstream.

There are many other possible solutions to this problem, and the GM is encouraged to let the PCs use any method that seems reasonable.

One additional factor is that the longer a creature remains in the water, the more likely it is to have a random encounter with one of the water elementals that live there.

New Item

Factoricum: The factoricum is a simple kind of golem, once used extensively by dragon lords to make their lives more luxurious (and still valued by them as treasure). Each factoricum is a six-inch diameter ball of brass gears and cogs, constantly spinning and rotating around each other. Though the device weighs 10 lbs., when in use it floats between one and four feet off the ground and moves under its own power. A factoricum cannot attack or speak (except to answer a single question each day, see below), has hardness 10, AC 10, and 50 hp. It can be repaired of damage with any metal- or clockwork-related DC 25 Craft check, at a cost of 10 gp per hp. (Treat all the damage to be repaired as a single item with a final cost of 30 gp/hp to determine how long repairs take), as well as mending and similar magic.

A factoricum can do anything the *unseen servant* spell can do, as well as cook and sew as if it had Craft (cooking) and Craft (sewing) with +5 bonuses. It also has the movement abilities of an unseen servant. It can answer a single question of its owner each day with 70% accuracy (as the augury spell), and cast an alarm spell (audible alarm only) up to 5 times/day at its owner's direction.

Strong transmutation; CL 9th; Craft (golem), *alarm*, *augury*, *unseen servant*; Price 10,500 gp; Cost 5,250 gp + 420 XP.

Connections: This chamber connects to areas 342, 343, 346, and 355.

See the Map of Level 12.

346. THE BROKEN MONK (EL 12)

Summary: On the bridge over the river, the PCs find the remains of a doomed party of adventurers.

Sights and Sounds: This chamber is well lit with natural light.

Across the river spans a large footbridge made of teak and carved in the traditional Elven style. It is a masterpiece of artistic design, seeming to grow out of the grass on the bank and having flowing, curly festooning that makes it simultaneously appear to be a splashing extension of the river itself.

On the bridge, five large mossy mounds have grown at various points. Each is about five feet long and two feet high.

The Bridge: Built by Phaedor Rhendelmar (anyone who makes a DC 10 Appraise check

can locate the spot where the craftsman traditionally marks his creation and see his name written plainly in Elvish), this bridge is the only path across the river. Other bridges of this style have lasted for a thousand years or more, so there was no thought of a need for more than one.

It is a traditional Elven footbridge, similar to those found in gardens throughout elf cities everywhere. The goal of the design is to make the traveler feel as if he is never leaving the natural path—like the bridge is an extension of the ground and the water, there specifically so that those who cross it can enjoy the natural elements around it.

There are no handrails, but the sides curl up to provide an inner lip that provides some protection against falling over the side and sometimes reaches high enough for medium-size creatures to lean on it comfortably.

The bridge has hardness 7 and 120 hp. It is 5 points of DR against water, fire, and electricity damage (a combination of the materials and the construction techniques).

The mossy mounds are the remains of a doomed party of adventurers.

The Doomed Party: The mossy mounds on the bridge are the bodies of a group of adventurers that came through Level 12 about a week ago. When coming through area 336, they were all infected by the sodbuster fungus. Seeing the river was too much for them and they all washed in and drank so much water that the fungus soon overtook them. Realizing their mistake too late, they crawled onto the bridge to get

away from the water, but only made that their final resting place. All but one of the party members are in the catatonic state brought on by the fungus having reduced them to 0 Constitution. (The monk is using his abilities to cling to consciousness and life, see below.)

Examining the group from a distance, at first it is difficult to recognize them as humanoid bodies—they seem to just be mounds of vegetation. But a DC 15 Spot check will reveal the truth, as will any physical interaction with the bodies. Unfortunately for the PCs, the sodbuster fungus on the doomed party members is still quite active and touching them counts as being exposed to the poison. With the exception of the monk, none of the bodies reacts at all when touched and without an understanding of how the fungus works, it is easy to mistake them for being dead rather than catatonic.



The party consists of a fighter, a sorcerer, a rogue, a monk, and a ranger (and that is the order in which the bodies lie on the bridge). They are all typical 11th-level examples of their classes (the GM may outfit them as desired for the purposes of what items the PCs can find on their on their bodies). If the sodbuster fungus is removed from them, they still will have to deal with having been reduced to 0 Con, but otherwise could be restored and healed, if the PCs want to do so.

The Broken Monk: The doomed party's monk, Pertah Nangh (who actually is a fighter/monk), has used his training and willpower to stave off the final stages of sodbuster fungus poisoning. As he saw his companions fall one by one, he gathered his ki, focused all his energy, and devoted every ounce of his being to opposing the fungus that was attempting to consume him. He's been sitting in that spot completely motionless for more than a week and while he as won the battle for his body, his mind has been shattered in the process.

Rather than let the fungus sap his physical strength, Pertah somehow managed to get it to instead devour his Wisdom. And although he has not yet been dropped to 0, he is quite mad. He will not respond to verbal calls, though a *detect thoughts* or similar spell (or psionics) will reveal that his mind is quite active. If someone touches the monk, he will fly into a murderous rage.

Pertah will immediately leap to his feet and, because he was holding all his potions in his lap and they were tightly bound by the growing fungus, the vials shatter

immediately and give Pertah the benefits of all four. (His stats below include the bonuses for those potions.) He will lash out and try to grapple whoever it was that touched him. If he survives the first round of combat, he will have a moment of relative clarity and see how far gone he is. He will then try to throw himself (and anyone he is grappling) over the side of the bridge, into the river, in an attempt to drown himself. (Not a terrific plan since he is covered in fungus that gains strength from water, but Pertah is insane.)

Note that since Pertah is infected by the sodbuster fungus, anyone who touches him (or whom he touches) is exposed to the poison.

Pertah Nangh (Lawful Neutral)

Male human Ftr2/Mnk10 CR 12

Initiative +11 **Speed** 60 feet

HD 2d10 + 10d8 + 24 **hp** 89

AC 35; touch 35, flat-footed 28

BAB/Grapple +9/+18

Attack +17 (2d6+8, unarmed strike)

Full Attack +17/+12 melee (2d6+8, unarmed strike) or +14/+14/+9 melee (2d6+8, flurry of blows)

Space/Reach 5 feet/5 feet

SA Flurry of blows, ki strike (lawful, magic), improved grapple, improved trip cleave, spring attack

SQ Purity of body, slow fall (50 ft.), still mind, wholeness of body, deflect arrows, combat reflexes

Fort +15, **Ref** +17, **Will** +17

Str 20, **Dex** 24, **Con** 14, **Int** 12, **Wis** 14, **Cha** 10

Crucial Feats: Cleave, Combat Reflexes, Deflect Arrows, Dodge, Improved Grapple, Improved Trip, Improved Unarmed Strike, Spring Attack

Other Feats: Acrobatic, Armor Proficiency (heavy, medium, light), Improved Initiative, Martial Weapon Proficiency (all), Tower Shield Proficiency

Crucial Skills: Balance +17, Climb +11, Escape Artist +15, Jump +31, Tumble +22

Other Skills: Handle Animal +12, Hide +16, Listen +9, Move Silently +15, Sense Motive +6, Spot +7 Swim +12

Possessions: *Amulet of mighty fists* +3, *boots of speed*, *cloak of resistance* +3, *potion of barkskin* +5, *potion of bull's strength*, *potion of cat's grace*, *potion of owl's wisdom*, *ring of protection* +3

REVISIT (EL 8)

If the PCs do not rescue or dispatch the catatonic members of the doomed party, they are still there in exactly the same state as they were when the PCs left. However, once the monk is defeated he will not return, so there is no threat here other than the sodbuster fungus.

Connections: This chamber connects to 341, 345, 347, and 351.

See the Map of Level 12.

347. WATER PARK (EL 11)

Summary: On the banks of the river, the PCs see a bizarre but beautiful display of waterspouts.

Sights and Sounds: This chamber is well lit with natural light.

The river before you is clean and clear with a speedy current. Suddenly, a spout of water erupts from near the far bank, arcs through the air, and splashes back into the river near where you're standing. Then another spout shoots back the opposite way. And another.

The River: Upon close inspection, it becomes clear that there is something unnatural about this river. The water on the west side runs north-to-south while the water on the east side runs south-to-north and the center of the river is especially turbulent.

Because of the river's strength and turbulence, all skill checks and saves made by creatures in its waters suffer a -4 penalty. Anyone in the river is carried down its route at a speed of 80 feet per round. The river is 40-feet deep along this stretch. Because this is an artificial river, it does not have gradual, sloping shorelines. In order to get out of the river, a creature must be adjacent to the shore and have at least one arm (or other grabbing appendage) free. If the creature succeeds at a DC 20 Strength check, it can pull itself onto the shore. Up to four creatures that are already on the shore can assist in this attempt if they can reach the creature in the river.

For further information about the river, see area 343.

Waterspouts: The spouts are actually a group of playful water elementals frolicking in the river. They come from the elemental plane of water (through the fountain in area 343) so they are enjoying the novelty of being in a world with significant amounts of land and air. Leaping from the water into the air is a unique and thrilling experience (like skydiving or snorkeling is for modern people)—they are just enjoying themselves.

For the players, describe the spouts the way you would the action of a water-cannon display (like the ones in front of the Bellagio hotel in Las Vegas, or the smaller versions you can find in parks and plazas during the summer). Beautiful, choreographed displays of water spraying back and forth. It is even possible that the elementals are singing while they leap, adding an eerie, otherworldly soundtrack to the display.

At first, the elementals do not notice the PCs, but if the group stays more than a few minutes, they will. At that point, the elementals will try to include the PCs in their frolicking—making even bigger displays, doing more complicated water sculptures (perhaps as likenesses of members of the group), and splashing them playfully (not causing more than 1 hp of damage, if any at all). They have no aggression toward the group, but the PCs may not interpret it that way.

If the PCs attack, the water elementals will defend themselves. But once any of the elementals has taken more than 70 hp of damage, the entire group will dive into the river and swim away. They have no interest in a fight—they came to this dimension to play!

Huge Water Elementals (4): hp 152

REVISIT (EL VARIES)

The elementals do not stay in this area permanently, but they do visit on a regular basis. Beyond the initial encounter, their presence is up to the GM to decide. To scale the encounter up, have the elementals bring more of their friends to participate in the fun, or use greater water elementals instead.

Connections: This chamber connects to 340, 346, 348, and 351.

See the Map of Level 12.

348. LAKE MONSTERS (EL 12)

Summary: Two elder tojanidas have come to the lake to lay a clutch of eggs.

Sights and Sounds: This chamber is well lit with natural light.

The river opens up into a small lake that backs onto the garden's south wall. In the center of the lake, also along the wall, is an island that looks like nothing so much as a hill growing out of the lake. Trees grow thickly all along its slopes and it's clearly the tallest point in the garden.

The Island: There is no bridge or other structure connecting the island to the shore. If the PCs want to visit there, they will have to fly, crawl along the south wall, swim, or take some kind of raft or boat. It is certainly possible to get enough wood to build one from the surrounding copses.

While there is nothing of value visible on the island, the fact that it is the best place to get a view of the whole garden may

motivate the PCs to go there. If they want to ignore it, though, there is no reason for the GM to encourage them otherwise. Groups that do visit the island, though, will likely have a chance to encounter and interact with Szyndaal, the “brain” of the garden.

The Lake: Upon close inspection, it becomes clear there is something unnatural about this lake. The water comes in from the river then moves in a circular pattern around the lakebed, flowing towards the garden’s south wall along the western shore, toward the garden’s east wall along the island’s shore, and toward the garden’s north wall along the eastern shore. At the points where the flows touch, the water is very turbulent. The lake is 40 feet deep.

Any craft on the lake is carried in the direction of the current at a speed of 80 ft. per round. Additionally, because of the water’s turbulence, all skill checks or saves

performed while on such a craft suffer a –2 penalty.

Anyone in the water is likewise carried along at 80 ft./round, and suffers a –4 penalty to all skill checks and saves. Because this is an artificial lake, it does not have gradual, sloping shorelines. In order to get out of the lake, a creature must be adjacent to the shore and have at least one arm (or other grabbing appendage) free. If the creature succeeds at a DC 20 Strength check, it can pull itself onto the shore. Up to four creatures that are already on the shore can assist in this attempt if they can reach the creature in the lake.

Lake Monsters: The lake is not normally home to anything (its waters being so turbulent), but a pair of elder tojanidas have come through the dimensional portal in the fountain (see area 343) to find a quiet place to lay a clutch of eggs and guard them until they hatch. The eggs are in the center of the lake, in the one spot around which the swirling current flows.

Even though there is nothing other than the occasional water elemental in the river and lake, the tojanidas are constantly on patrol to keep their eggs safe. They are much more aggressive than their species usually is, and will immediately attack any creature that swims or any vessel that sails more than 5 feet away from the shore. Their main goal is to drive away such invaders, but they have no problem with injuring or killing their targets, too.

Elder Tojanida (2): hp 127

REVISIT (EL VARIES 8-13)

If the PCs did not kill them during their initial encounter, when the group crosses back from the island to the main garden, the tojanidas will react exactly as described above. In 1d3 days, their clutch of eggs will hatch and then there will be five juvenile tojanidas in the lake, too. One week later, the whole family will swim up the river to the fountain and return to the elemental plane of water.

Connections: This chamber connects to 340, 347, 349, 350, and 357.

See the Map of Level 12.

349-A. SZYNDAAAL’S ISLAND

Summary: The island has the tallest point in the garden and is where Szyndaal lives.

Sights and Sounds: This chamber is well lit with natural light.

At the lakeshore, the island is a grassy plain, like the western half of the garden, but it quickly transitions into thick woods as the land starts to slope upward toward the southern wall. At its center, the island is about forty-feet tall and covered in a thick forest.

The Hill: The island was constructed so that its hill would be the highest point on Level 12 allowing it to serve as a grassy lookout from which all corners of the garden could be seen. That was when Phaedor Rhendelmar intended to be overseeing the garden himself. When the intelligent amulet,



Szyndaal, was put in charge, it realized that having clear vision of every corner of the garden meant that everyone in the garden could see you. This particularly became a problem when Rhendelmar chose the dark path of undeath to prolong his existence. At that point, Szyndaal no longer wanted its former master to be able to see all the comings and goings here, and so it caused a thick forest to grow on the hill.

Now the top of the island's hill is the densest patch of woods in the garden. So dense, in fact, that the crest counts as difficult terrain and it is impossible for a creature to get more than fifteen feet of direct line-of-sight into or out of the hilltop.

Prying Eyes and Strange Voices: One of the benefits that being the "brain" of the garden grants is the ability to see and hear what is happening around any plant growing in the garden. Since the PCs first entered area 338, Szyndaal has been able to follow their progress. It has not paid particular attention to them so far, continuing to focus on the maneuverings of Phaedor Rhendelmar, instead. But when the group crosses the lake to the island, they became an immediate potential threat and Szyndaal began to pay closer attention to them.

The minute the PCs land on the island, they will have the feeling that they are being watched. No matter how thoroughly they look around, they will find nothing untoward. Any means that would detect clairaudience/clairvoyance (or other similar divination spells) will also reveal Szyndaal's method of spying.

In addition, Szyndaal will use its ability to communicate telepathically. It will choose one member of the group--a druid or ranger, if they have one, or whatever party member seems closest to nature--and begin asking questions like: Why are you here? What are you doing on my island? Did Rhendelmar send you?

Mostly, Szyndaal is trying to gather enough information to decide whether or not to attack the group when they reach the top of the hill (area 349-B). It will not reveal any information about itself unless the character can somehow win its full trust and confidence.



REVISIT

As long as Szyndaal remains in place, return visits to the island will be as described above. If Szyndaal is removed or destroyed, however, the hill will return to a more natural state of growth. Over the course of several years, the density of tree growth at the top of the hill will thin (Szyndaal is forcing it to grow unnaturally dense as a form of self-defense), the ground will cease to be difficult terrain, and line-of-sight will return to normal.

Connections: This chamber connects to area 348 and area 349-B.

See the Map of Level 12.

349-B. THE HILLTOP (EL 13)

Summary: The PCs meet Szyndaal and may learn how the garden functions.

Sights and Sounds: This chamber is well lit with natural light.

As you reach the top of the hill, the forest grows denser. The trees are spaced unnaturally close together, making it difficult to move normally or see more than a few feet in any direction.

The Hilltop: Now the top of the island's hill is the densest patch of woods in the garden. So dense, in fact, that the crest counts as difficult terrain and it is impossible for a creature to get more than fifteen feet of direct line-of-sight into or out of the hilltop.

At the center of the hilltop sits a strange object--part religious altar, part natural object, part magical device--built into/

growing out of the biggest tree in the grove. This is the Brain.

The Brain: This is the magical device that Phaedor Rhendelmar created to give his subterranean garden the ability regulate and, more importantly, defend itself. It started as an unusual, head-shaped knot on a tree. Into that, Rhendelmar carved druidic iconography and magical runes then imbued the whole thing with a measure of his divine power. Finally, he melded in the intelligent amulet, Szyndaal, to provide an actual consciousness. Now the Brain is able to communicate with all of the plants on Level 12, and control all of them in areas to the west of the river. (The undead Rhendelmar himself controls those to the east of the river.)

The Brain is able to communicate with all animals and plants living within the garden, using them as foci for the abilities of an amulet of totem sight (see below), though it can perform those abilities without the restricted number of rounds/day it has when Szyndaal was just an amulet. This allows the Brain to closely control the activities of all the garden's defenses, in particular the plant traps found here and in areas 338, 344, and 351 (or anywhere else they are growing). It can also communicate telepathically to any creature that is touching a plant currently growing in the garden. It can also use these abilities with any of the elementals that work in the garden.

The Brain has hardness 8 and 50 hp, but is not affected by non-magical weapons. If it is broken, Szyndaal may be safely removed

and will still be fully functional in its original capacity.

Szyndaal: Szyndaal was an intelligent amulet of totem sight that belonged to Signar Fuen, but was lost as the adventurer fled through Level 12 on his way out of the dungeon. Szyndaal was fond of Signar, and still feels guilty about not being able to protect him. If it finds out about Signar's fate, Szyndaal may ask the PCs to get him raised, reincarnated, or at least properly buried. (If put in position where the PCs absolutely require its help, Szyndaal may demand one of these actions as a form of payment.)

Since being found by Phaedor Rhendelmar and incorporated into the Brain, Szyndaal has taken its new responsibilities seriously. It cares for the garden and vehemently defends it, particularly from the depredations of the now-undead Rhendelmar. In fact, opposing Rhendelmar and his perverse flora have become the focus of its existence. Szyndaal is willing to make partnership with the PCs, offering to help guide and protect them through the garden in exchange for their assistance in destroying Rhendelmar once and for all.

If the PCs convinced Szyndaal that they are not threats to it or the garden, it will let them approach the Brain without activating the seed bombs growing around the hilltop (see below). It will also answer their questions about the garden, the Brain, Phaedor Rhendelmar, and any other subject it knows about. Szyndaal will be happy to have intelligent conversation after so many years, but never lets its mind wander from

the first order of business--overseeing and defending the garden.

Although it is now part of the Brain, Szyndaal still retains its individual consciousness and self-awareness. It still refers to itself by its given name and becomes angry with anyone who cannot understand that while it is part of the Brain, it remains a distinct and separate individual. Szyndaal considers the Brain to be a tool that it has access to, rather than a new creation that it is a part of. (This difference may be abstruse and esoteric to the PCs, but it is very important to Szyndaal.)

Except for its intelligence, Szyndaal is a typical amulet of totem sight. To the item description below, add the fact that Szyndaal's alignment is Neutral Good and it has Int 16, Wis 18, and Cha 20. It can communicate telepathically only and has 120 ft. of vision and hearing. Szyndaal knows Common, Elven, Draconic, Aquan, Terran, and Undercommon and has the following skills, Bluff +15, Diplomacy +20, Knowledge (nature) +18, Sense Motive +14, and Spellcraft +13. Because of this, its base price is modified by +5,000 gp

New Item

Amulet of Totem Sight: The wearer of this amulet can perceive through any animal or plant within 1,000 feet, seeing and hearing as if standing at that creature's location. The wearer gains the benefit of all his own natural senses (such as darkvision), but no magically enhanced perception. The animal or plant to be used as a focus for this

device must be known, either a creature the amulet's wearer is familiar with or one that is obvious. Changing the amulet's point of view to a new animal or plant is a standard action. Until changed, the point of view moves as the plant or animal moves. The wearer gains no control over the plant or animal used as a focus for the amulet.

The amulet can be used for a total of 10 minutes each day. Each time it is activated it uses a minimum of 1 minute of this time.

Strongevocation;CL12th;CraftWondrous Item, clairaudience /clairvoyance, *speak with animals, speak with plants*; Price 60,000 gp.

Plant Trap Defenses: In order to protect the Brain, a collection of seed bombs grow in the center of the hilltop. They are spread out and often hidden behind (or even growing in) the trees--this lessens their effective range since, like anyone else, their line of site is reduced to 15-feet. However, because Szyndaal controls them through the Brain, it can plan their attacks, turning them on and off, creating the impression that the plants themselves are maneuvering through the woods and coordinating their efforts in an intelligent manner.

Manticore Bush (4): 20 hp

Spore Puffer (4): 30 hp

Connections: This chamber connects to area 348 and area 349-A.

See the Map of Level 12.

350. PHAEDOR'S ARCHIVE (EL 10)

Summary: The workroom where Phaedor Rhendelmar researched and first developed seed bombs.

Sights and Sounds: The room is small, dark, and dusty.

Everything in this small, close room is covered in a thick layer of dust. A heavy, unpleasant smell of mildew hangs in the air. It is clear that no one has disturbed the chamber in years. A thick wooden table takes up the center of the room. On the eastern wall, a series of wooden pegs are affixed to the wall. From four of them hang small leather pouches.

Secret Door: Finding the secret door into the archive requires some effort and a bit of luck. The area in front of it is overgrown with trees, vines, and undergrowth such that the door cannot be seen by any creature more than 10 feet away. Those within that range, though, must only succeed at a DC 13 Spot check to notice the door, due to the fact that the vines and branches have grown into and partially through the doorframe, popping it partly open. This also makes getting the door open significantly easier, requiring only a DC 10 Open Lock check or a DC 13 Strength check.

The Archive: The vines and branches that partially opened the door let air and moisture to circulate through this room, unlike the other secret chambers in areas 344, 359, and 360. This has allowed mildew and rot to eat away at the items left in here,

but it also allowed a pair of caustic blooms and some tanglegrass (see below) to grow along the eastern wall (where seed bombs fell from the damaged leather pouches). In order to fully explore the archive, the PCs must deal with those plant traps first.

Once that is done, the PCs will find a long-dried inkwell, a decoratively carved writing pen made of oak, and Phaedor Rhendelmar's journal detailing the working and creation process for seed bombs. This information will allow others to create seed bombs of their own (if they have the proper skills and materials).

If the PCs search underneath the table, they will find a bundle of scroll cases, all covered with mold and mildew. Most of the scrolls are now useless, but 1d4+2 of them contain still viable scrolls of diminish plants.

The pegs on the eastern wall were where Rhendelmar hung pouches containing finished seed bombs. There are four pouches still here. Two of them are damaged--one containing three caustic bloom seed bombs,



the other containing three seed bombs for tanglegrass. Anyone who moves a damaged pouch must make a Reflex save (DC 15). Failure indicates that 1d3 seed bombs fall from the pouch and immediately spring to life as plant traps.

The remaining two intact pouches each contain two seed bombs (one with minotaur bush seeds and the other with puffer spore).

New Seed Bombs: The seed bombs encountered in the archive are of different types than those the PCs may have faced in area 340.

Caustic Bloom (Seed Bomb)

This five-foot flower, its crimson and amber petals tightly clamped shut, moves its massive shut bulb to face any rustle or breeze. A drop of smoking liquid dribbles out between its clenched bulb petals.

CR 8; plant (AC 21 [touch 5], Saves +9, hp 30, resist acid 10); sound trigger (Listen +15); automatic reset; Atk +12 ranged touch (4d6 acid); Search DC 12; Disable Device DC 25. Cost: 12,000 gp, 960 XP, (*acid arrow, clairvoyance*)

Tanglegrass (Seed Bomb)

A thick patch of long, purplish grass covers a two-foot diameter patch of ground in a six-foot tall clump, swaying in a gentle rhythm even when there is no breeze.

CR 6; plant (AC 17 [touch 4], Saves +7, hp 30); location trigger (all adjacent spaces); automatic reset after any target has freed itself; Atk +15 touch (1d4, entangle as net with 5-foot anchor rope); constrict (1d4/

round to any entangled target); Search DC 22; Disable Device DC 23. Cost: 12,000 gp, 960 XP, (entangle)

Connections: This chamber connects to area 339 and area 348.

See the Map of Level 12.

351. BATTLE ZONE (EL 14)

Summary: The PCs reach the frontline in the battle between Szyndaal and Phaedor Rhendelmar for control over the garden.

Sights and Sounds: This chamber is well lit with natural light.

As you cross the bridge, it becomes obvious that the land on the far side of the river is different--the grass is brown and wilted, the copses of trees look saggy and unhealthy. There is something wrong with this half of the garden, though what exactly is causing the situation remains unclear.

The Situation: Control over the subterranean garden has been hotly contested for a very long time--decades and perhaps centuries (the battle has been going on for so long that not even the principle parties know its exact time span anymore). The garden west of the river remains predominantly as it was created, and is guarded by Szyndaal. Phaedor Rhendelmar controls the eastern sections of the garden, and has perverted the soil and plants there to reflect the new perspective that joining the ranks of the undead has granted him.

For the most part, the plants in the eastern half of the garden aren't dead or even

undead (though there are exceptions). They simply grow under the shadow of death and radiate a mirthless pall that, if nothing else, proves just how expressive plants can be. The groves in this section of the garden seem unhealthy--elves, druids, rangers, and anyone with a strong connection to nature find them particularly depressing. There is something wrong here, and it is painfully obvious.

The Battle Zone: The field along the eastern bank of the river is the frontline in the battle between the healthy half of the garden (controlled by Szyndaal) and the sickly side (controlled by the undead Phaedor Rhendelmar).

Szyndaal has seeded the area thickly with seed bombs, making it difficult for any of Rhendelmar's minions to get close to the bridge, let alone cross the river to further



spread their taint. The density of the plants is greatest near the bridge and riverbank then thins out as it gets further east.

For his part, Rhendelmar sends thralls grown in his doppelgangers to assault the plant traps and try to break through the battle line. They are able to make it far enough and cause enough destruction to prevent Szyndaal from making any further inroads into the eastern half of the garden, but never enough to get more than a single thrall onto the bridge (where it is quickly dispatched by elementals from the river).

The battle for the garden is at a stalemate and there seems almost no hope of that situation changing without outside influence. Still, that doesn't stop either side from continually trying to press forward and win even a few inches of land for itself.

When the PCs arrive, the field is quiet. However, if the GM wishes to present a more active example of the ongoing battle, have a two or three shambling mounds appear from the woods in front of area 353 and begin to move toward the bridge. Perhaps the creatures will be able to make it as far as the nearest of the seed bombs, and maybe they will even be able to destroy that plant, but by that point the assault from the plants nearer the shore should destroy them.

Plant Warriors: The shoreline is defended by a collection of seed bombs. The GM is encouraged to array them in whatever pattern seems most advantageous to a leader trying to prevent enemy forces from approaching and crossing the bridge or fording the river. There should be at least

10 plants in the area immediately in front of the bridge.

Szyndaal has instructed the plants not to attack any creature that is behind them, and to do everything possible to prevent creatures that they sense in the eastern garden sections from approaching the bridge. The PCs should be unmolested as they cross the bridge and approach the field, or even if they climb out of the river. Once they step in front of a plant, though, it may begin to attack.

If the PCs have met and made some kind of arrangement with Szyndaal, it may give different instructions to the plants so that the group can have safe passage as they move into Rhendelmar's territory. Once the group passes, though, Szyndaal will reinstate the plants' usual standing orders.

Caustic Bloom (number varies): hp 30

Manticore Bush (number varies): hp 20

Puffer Spore (number varies): hp 30

Tanglegrass (number varies): hp 30

REVISIT (EL VARIES)

What the PCs find on their return depends greatly on how they leave this area when they initially depart. If Szyndaal's defenses are basically intact, they will remain so when the PCs return. In this case, as creatures approaching from the east, the plants will attack the group unless Szyndaal gives new orders for them to let the PCs pass. (The group will have to find some way to contact Szyndaal and convince it to do such a thing.)

If the PCs destroy or disable more than half of the seed bombs defending the bridge, after they leave Rhendelmar's forces will have enough advantage to make a press through to the bridge. From that point on, it is in the GM's hands to determine what happens to the garden on the west side of the river. The combined forces of more seed bombs and elementals might push the thralls back and re-establish their current battle line. Alternatively, Rhendelmar might take over some or all of the land currently held by Szyndaal.

Connections: This chamber connects to areas 346, 347, 352, 353, and 354.

See the Map of Level 12.

352. RECENT EXPERIMENTS (EL 13)

Summary: In this grove, the PCs encounter some of the new plants Phaedor Rhendelmar has created since his undeath.

Sights and Sounds: This chamber is well lit with natural light.

The woods and glade are arranged in a disharmonious, unpleasant way and all the plants seem to exude an air of malaise. It is difficult to shake the feeling that the garden itself does not want you here.

The Grove: This grove was originally pleasant and refreshing, like those in the western half of the garden. But since Phaedor Rhendelmar became undead, he has reconstructed it to better suit his new station and worldview. It no longer feels

like a place of life and growth, but rather one built on pain and dedicated to suffering.

Living creatures have an unshakable feeling of unease when in this grove--a feeling as though something is wrong here and that they are not welcome in this place. There is no game mechanic associated with this effect, it is merely a matter of setting and mood.

Rhendelmar has also enhanced the grove with two new types of seed bombs he has developed since his undeath. The GM may locate them wherever in the grove seems appropriate, but they should be close enough together that the PCs must deal with them as a group, rather than individually. (Or, if the GM prefers to keep them separated, then recalculate the encounter's EL based on the new arrangement.)



New Seed Bombs: The seed bombs found in the archive are of different types than those encountered previously.

Hangman's Tree (Seed Bomb)

The thin, leafless tree is gnarled and twisted, standing no taller than a typical human. From its wretched limbs hang numerous noose-like vines.

CR 8; plant (AC 18 [touch 4], Saves +6, hp 35); visual trigger (Spot +20); automatic reset; Atk +11 (2d6 bludgeoning) and noose-strike (Reflex DC 18 or be disarmed of 1 randomly determined held object; targets with no held items are instead tripped); Search DC 13; Disable Device DC 25. Cost: 15,000 gp, 1,200 XP, (*arcane eye, black tentacles*)

Mourning Moss (Seed Bomb)

A Small clump of moss clings tightly to what appears to be a cracked, yellowing skull. The moss writhes, pulling the skull's jaw open, and an earth-rending wail issues forth.

CR 8; plant (AC 17 [touch 5], Saves +8, hp 25); visual trigger (Spot +20); automatic reset after 1d3 rounds; spell effect (shout, 7th-level bard, deaf 2d6 rounds, 5d6 sonic damage, 30 ft. cone, DC 18 Fort save half damage) and screech (any target hit by shout cannot complete verbal components of spellcasting without making a DC 21 concentration check, effect lasts 1d6 rounds); Search DC 18; Disable Device DC 25. Cost: 15,000 gp, 1,200 XP, (*arcane eye, shout*)

Connections: This chamber connects to areas 351, 353, 356, and 357. See the Map of Level 12.

353. POD PEOPLE (EL 11)

Summary: A guardian pod is growing in this grove, and it's protected by a pair of incomplete pod thralls.

Sights and Sounds: This chamber is well lit with natural light.

The woods and glade are arranged in a disharmonious, unpleasant way and all the plants seem to exude an air of menace. The leaves rustle, though no wind blows through the glade, and you have the distinct impression that you are being watched.

The Grove: Like the other groves on the east side of the river, this one suffers greatly from Phaedor Rhendelmar's undead influence. Although the plants are still alive, they have an unhealthy color and seem to exude antagonism.

Also growing in this grove is a guardian pod, and standing guard over it are two incomplete pod thralls (see below). The guardian pods in area 341, this one will lurk among the ordinary plants and focus its attacks on PCs that have not yet been copied. If all the PCs have been copied, the guardian pod will not enter combat unless the PCs attack it or the pod thralls.

The thralls are there specifically to protect and defend the guardian pod. They sit motionless among the vegetation and do not attack the PCs unless the guardian pod attacks or is attacked by them.

These incomplete pod thralls are based on adventurers that came through the garden and had their essences copied by

one or more of the guardian pods at some time in the past. (Perhaps they are members of the doomed party from area 346.) One is copied from a fighter (using the warrior pod thrall template) and the other from a wizard (using the arcane pod thrall template).

Guardian Pod: hp 105

Arcane Pod Thrall: hp 60

Warrior Pod Thrall: hp 80

New Templates--Incomplete Pod Thralls:

A pod thrall is a creature very similar to a shambling mound. They are produced by dopplepods based on information absorbed by connected guardian pods. When the process is complete, the resulting pod thrall bears an uncanny resemblance to the creature from which it was copied. However, incomplete pod thralls are misshapen, having only passing resemblances to the original creature, and

gain only a generalized benefit from their source creature's background. Anyone who is very familiar with what the source creature looks like in life may attempt a DC 15 Intelligence check to recognize who the thrall is based on.

In order to create an incomplete pod thrall, add one of the following templates to a shambling mound.

Arcane Pod Thrall Template

Add this template to a shambling mound in order to create an incomplete pod thrall that mimics a creature whose class abilities focus on casting arcane spells, such as sorcerers, wizards, and sometimes bards.

Special Abilities: The arcane pod thrall gains one special ability--shock bolt.

Shock Bolt (Su): Once every 4 rounds, an arcane pod thrall can make a shock bolt attack as a ranged touch attack. The shock bolt deals 8d6 electrical damage. Each time the arcane pod thrall makes this attack, it loses 1 point of Constitution. The pod thrall won't make this attack if it's Con is 10 or less. It regains Con lost as a result of this attack at the rate of 1 point per hour.

Constitution gained as a result of the pod thrall's Immunity to Electricity ability is first used to restore Con lost from using the shock bolt attack.

CR: The arcane pod thrall template increases the base shambling mound's CR by +2.

Combat: An arcane pod clone attempts to mimic arcane spellcasting, stopping once every four rounds to wave its tendrils

around and moan in a mockery of verbal and somatic components. If the arcane pod clone is able to make a shock bolt attack, it does so. Otherwise, it wastes a standard action in its faux-spellcasting to no effect.

Warrior Pod Thrall Template

Add this template to a shambling mound in order to create an incomplete pod thrall that mimics a creature whose class abilities focus on combat, such as barbarians, fighters, and rangers.

Hit Points: +20 bonus hit points

Attacks: +2 to attacks, +2 to damage

CR: The warrior pod thrall template increases the base shambling mound's CR by +2.

Combat: A warrior pod thrall always attacks the nearest foe, charging any time it is not already adjacent to a foe.

Connections: This chamber connects to areas 351, 352, 354, 356, and 358.

See the Map of Level 12.

354. FAMILIAR FACES (EL 13)

Summary: This grove is guarded by a group of incomplete pod thralls grown using information stolen from the PCs.

Sights and Sounds: This chamber is well lit with natural light.

The woods and glade are arranged in a disharmonious, unpleasant way and all the plants seem to exude an air of dread.



The Grove: Like the other groves on the east side of the river, this one suffers greatly from Phaedor Rhendelmar's undead influence. Although the plants are still alive, they have an unhealthy color and seem to exude ennui.

Lurking in the grove is a group of five incomplete pod thralls. These are similar to the ones encountered in area 353, except that they are based on the PCs. Based on who in the group has been the victim of a guardian pod's copy ability, use the Incomplete Pod Thrall templates (below and in area 353) to create an appropriate group of antagonists.

Another difference is that these pod thralls are under orders to attack and kill anything that enters the grove. They will hide among the vegetation and hope to take the group by surprise.

The PCs get +5 insight bonuses to recognize these incomplete pod thralls (since they are based on themselves).

Pod Thralls (5): hp 60 (hp 80 for warrior pod thralls)



New Templates--Incomplete Pod Thralls: A pod thrall is a creature very similar to a shambling mound. They are produced by dopplepods based on information absorbed by connected guardian pods. When the process is complete, the resulting pod thrall bears an uncanny resemblance to the creature from which it was copied. However, incomplete pod thralls are misshapen, having only passing resemblances to the original creature, and gain only a generalized benefit from their source creature's background. Anyone who is very familiar with what the source creature looks like in life may attempt a DC 15 Intelligence check to recognize who the thrall is based on.

In order to create an incomplete pod thrall, add one of the following templates to a shambling mound.

Divine Pod Thrall Template

Add this template to a shambling mound in order to create an incomplete pod thrall that mimics a creature whose class abilities focus on casting divine spells, such as clerics, and sometimes druids.

Special Abilities: The divine pod thrall gains one special ability--renewal.

Renewal (Su): Once every 4 rounds, a divine arcane pod thrall can heal itself, or an adjacent plant creature, for 3d8+8 hit points. It may do this 8 times per day.

CR: The divine pod thrall template increases the base shambling mound's CR by +2.

Combat: A divine pod thrall fights adjacent to a warrior pod thrall whenever it can do so. It uses its renewal ability to heal the most damaged plant creature adjacent to it, healing itself only if no other damaged plant creature is next to it when the ability is able to be used.

Sneak Pod Thrall Template

Add this template to a shambling mound in order to create an incomplete pod thrall that mimics a creature whose class abilities focus on subterfuge, sneak attacks, or similar abilities, such as rogues and assassins.

Special Abilities: The sneak pod thrall gains one special ability--sneak strike.

Sneak Strike (Ex): Sneak strike acts as 3d6 of sneak attack, except the sneak pod thrall may also use sneak strike to add damage to its constrict ability on foes it has successfully grappled.

Skills: Increase the base shambling mound's racial bonus on Hide, Listen, and Move Silently checks to +12 (+20 to Hide checks in a swampy or forested area).

CR: The sneak pod thrall template increases the base shambling mound's CR by +2.

Combat: A sneak pod thrall moves to flank a foe any time it can do so in a single move, unless it already has a foe grappled. The sneak pod thrall moves to flank even if doing so provokes attacks of opportunity.

Connections: This chamber connects to areas 351, 353, 355, and 358.

See the Map of Level 12.

355-A. STAGNANT GROUND (EL II)

Summary: The northeast bank of the river has become a stagnant, fetid swamp.

Sights and Sounds: This chamber gets natural light but thanks to the density of the moss and trees only receives shadowy illumination.

The ground grows soft and soggy beneath your feet and, in an unnaturally short span of space, turns from a grassy plain into a fetid marsh. Now you stand on the edge of an actual swamp, covered in shallow, brackish water. Clusters of moss-covered cypress trees make it impossible to see more than a few yards in any direction.

The Swamp: The swamp is an unnatural outgrowth of Phaedor Rhendelmar's transformation into an undead thing. Elves, druids, rangers, and any other creature with a strong connection to nature will be able to sense that, even among the lands in the eastern half of the garden, this place is especially tainted. There is mechanical effect, just a sense of unease and wrongness.

The entire swamp counts as difficult terrain and, at the DM's discretion, parts may be so thick with muck, tree branches, quicksand, or other geographic hazards that it is impossible to move more than 5 feet at a time.

In most areas of the swamp, visibility is reduced to 20 feet due to the low-hanging, moss-draped branches of the cypress trees. At the DM's discretion, there may be sections where visibility is even lower, or where there is nothing blocking line of sight.

Random Swamp Encounters: Random encounters happen more frequently while in the swamp and use a different encounter chart. Rather than once an hour, check for random encounters once every half-hour while the party is here using the table below.

Die Roll	Result
01-50	No Encounter
51-63	5 Monstrous Spiders (huge)
64-76	7 Giant Constrictor Snakes
77-85	10 Giant Crocodiles
86-94	6 Shambling Mounds
95-00	Adult Black Dragon

Swamp Denizens: The creatures listed on the Random Swamp Encounters table all live in the swamp. The spiders and snakes came to be there as, over the years, members of their races migrated through the dungeon naturally. They found the swamp to be a better ecological niche than the corridors of the dungeon, and so they stayed. Now, as time has passed, they are a natural part of this micro-ecosystem.

The giant crocodiles, on the other hand, were summoned to the swamp by Phaedor Rhendelmar himself. Once he realized that the swamp was there to stay, he decided that it should be properly stocked.

The shambling mounds are pod thralls that have not been implanted with any creature's essence. They are there simply because Rhendelmar thought they added to the overall aesthetic quality of the swamp. At the DM's discretion, these could instead

be incomplete pod thralls, each having one of the templates described in area 353 and area 354.

The black dragon arrived in the swamp only a few days ago. It had been in its lair, fighting (and losing to) a group of adventurers, when it used a magical item from its horde that had teleport spell stored in it. Unfortunately, there was a mishap and the dragon ended up here. So far it has hidden in the swamp, hoping just that its wounds would heal. Now that its better, the dragon is beginning to wonder where this place is and how it can get home. Further details are left to the GM to decide, but it should be possible for the PCs to talk and negotiate with this dragon rather than fighting it, if they are interested in such a thing.

Also living in the swamp is a covey of hags, but they should not be faced as a random encounter. The hags are described in detail in area 355-B.

Connections: This chamber connects to areas 343, 345, and 354.

See the Map of Level 12.



355-B. THE IRONWOOD CIRCLE (EL II)

Summary: Inside a dark and strange copse of trees lurks a covey of hags.

Sights and Sounds: This chamber gets natural light but thanks to the density of the moss and trees only receives shadowy illumination. Inside the Ironwood Circle the light level drops to full darkness.

The cypress trees grow densely in this swamp, but before you sits an even more compact copse. The branches of neighboring trees have grown tangled together, like comrades locking arms to form an impenetrable wall with their bodies. Beyond that wall, darkness prevails.

The Ironwood Circle: In a heart of the swamp a ring of trees grows together so closely that their intertwining trunks and branches makes a virtual wall. The Sisters of the Swamp call this the Ironwood Circle and use it as their home. Inside this 40-foot radius circle, almost no light gets through the combined canopy, leaving the area in complete darkness.

Getting inside the circle is challenging. A DC 20 Spot check is required to find the one area where a Medium or Large size creature can enter normally. Otherwise, such creatures must squeeze through the small gaps between the trees. This requires a DC 15 Dexterity or Escape Artist check. If the check is successful, the creature may pass but suffers 1d4 points of damage along the way. If the check fails, the creature fails to find a way through at all. Creatures of size Huge or bigger cannot enter the Ironwood Circle.

The Sisters of the Swamp: This covey of hags came to Dragon's Delve a number of years ago to visit in hopes of consulting with the Stone Sisterhood (the medusas that live on Level 13) about a ritual the hags had been planning to perform. Unfortunately for them, the medusas had no interest in helping, or even talking to, the covey. Instead, they fought and the hags ended up fleeing for their lives.

On their way out of the dungeon, they encountered the undead Phaedor Rhendelmar. Although he could not solve the problem they'd come to discuss, he realized that having allies such as these living here permanently might give him a way to break the stalemate in the battle for control of the garden. Rhendelmar told the covey that they would be welcome to stay in the swamp, and offered them complete autonomy in that area and freedom to expand the swamp into areas west of the river (failing to mention that area was already controlled by Szyndaal).

The hags accepted and, for a time, helped Rhendelmar with his experiments and incantations. Their assistance was instrumental in creating the dopplepod vineyard in area 357 and growing the extensive network of roots that connect all the garden's guardian pods to that area.

When they tried to expand the swamp on the west bank of the river, though, the hags found their efforts strongly opposed by Szyndaal. They quickly discovered how Rhendelmar had deceived them and, rather than joining his fight against the intelligent

amulet, they severed all relations with the undead druid. The covey declared the swamp to be their sovereign territory, stating that neither Rhendelmar nor Szyndaal were welcome there.

For the most part, the hags stay inside the Ironwood Circle, weaving spells and hatching plots to turn the entirety of the garden into fetid swampland. They do not care who moves through their land, nor even if travelers kill various swamp denizens. (They are keeping an eye on the black dragon, though, sensing that he could potentially challenge them for dominance in the swamp.) If the PCs reach their sanctum and express opposition to Rhendelmar or Szyndaal, they hags may offer them support (perhaps in the form of using the night hag's hearthstone). Alternatively, if the PCs claim to be allied with either of the hags' enemies, the covey will order them to leave the swamps immediately and use all their powers to harry them as they go.

Annis: hp 45

Green Hag: hp 49

Night Hag: hp 68

Connections: This chamber connects to areas 343, 345, and 354.

See the Map of Level 12.

356-A. UNDEAD HEDGE MAZE (EL 6)

Summary: This once benign hedge maze is now filled with malicious sentience.

Sights and Sounds: The area approaching this chamber is well lit with natural light. Inside its halls, however, the maze has no light source and is completely dark.

This looks like a gigantic version of hedge mazes you may have seen in other locations—a collection of thick, dense shrubbery grown to a height of forty feet. The leaves on this one, though, are a mournful green and you can see that the branches are covered with sharp thorns.

Background: Originally, Phaedor Rhendelmar included this hedge maze as a pleasant diversion for the visitors he thought he would be welcoming to his subterranean garden. The initial work on it was completed before it became clear that visitors would not be welcomed so joyously. However, the plans were so well designed and executed that the maze grew into passable shape naturally. Without anyone to tend it, the top of the hedge continued to grow unchecked until it merged into a thick leafy canopy that serves as a ceiling for the maze.

After becoming an undead creature, Rhendelmar considered destroying the maze, but instead decided to modify it to match his new plans for the garden. He warped the underlying hedges, making them less pleasing to look at and more dangerous to touch. Then he elevated the hedges, infusing them with sentient

intelligence (subservient to him, of course) and the ability to act of their own free will.

The hedge maze is not truly undead. However, Rhendelmar has told it that it is and, having no reason to disbelieve its master, the maze fully believes itself to be an undead plant creature.

The Hedge Maze: The maze has a playful, but spiteful, personality. It wants to have creatures walk its paths, but it also desperately wants them to become hopelessly lost and die in its embrace. It has limited control over its branches and leaves, and so can cause mischief for anyone in the maze or passing near it outside walls.

The tunnels of the maze are ten-feet wide with a thirty-foot ceiling. The ceiling is ten-feet thick and comprised of the tops of the hedges grown densely together.

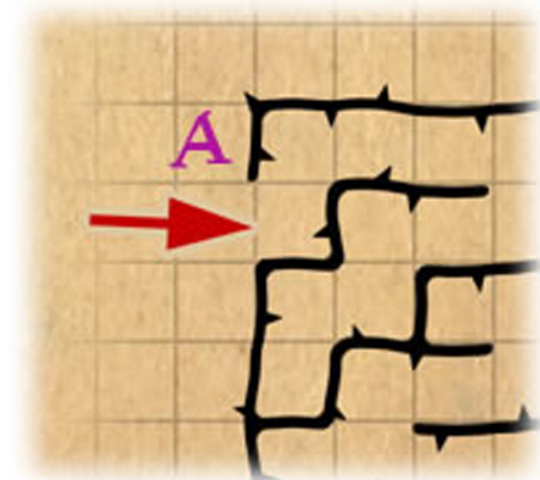
The maze has the equivalent of darkvision and is aware of all creatures and objects within or adjacent to it. Creatures that are also aligned with or serving Rhendelmar (such as those in the subsequent encounters) will not be attacked, though the maze will sometimes play practical jokes on them as long as doing so doesn't in any way interfere with the creatures' assignments.

The hedge maze believes itself to be undead (although it is not). It will react to various threats, spells, and attacks with the belief that it is subject to the special vulnerabilities that normal undead have—giving way for a cleric that invokes her deity and literally quivering in fear of a positive energy attack. To be clear, it does these things from its own mental conviction, not

because of any actual physical compulsion. It is possible that, through interactions with the PCs, the maze may come to understand its true nature (but such details are left to the DM's discretion).

The maze has a handful of special abilities. The razor thorns are a part of the plants themselves, always active if a creature tries to force its way through the hedge. The other two abilities must be specifically activated by the maze. It may make one such action per round. However, knowing that it cannot inflict serious damage to most creatures, it mostly holds this action. Occasionally, it will attempt to trip a character simply because of its malicious sense of humor, and it will likewise shift walls to confuse and annoy those passing through its corridors.

If the PCs get into combat with other creatures aligned with Rhendelmar, the maze will use its abilities every round to assist these allies. (The ELs of the next few encounters have been modified to account for this assistance.)



Razor Thorns: Anyone attempting to move into or through a space that is filled occupied by one of the hedge maze walls suffers damage equal to 30 minus the creature's armor class. In addition, the hedge resists such efforts, resulting in an effect identical to the entangle spell.

Vine Trip: The hedge can subtly adjust its roots, branches, and vines to execute a trip attack against anyone within its walls. The maze counts as a Small creature with a Strength of 12 and a melee touch attack of +12 for the purposes of this attack only. Its initial melee touch attack does not trigger an attack of opportunity.

Shifting Walls: The hedge can temporarily rotate one ten-foot section of its walls ninety-degrees. The effect lasts for 1d4 rounds, at which time the wall goes back to its original orientation. When a wall moves, the sound of rustling leaves and snapping branches can be heard by any creature within 40 feet.

Connections: This room connects to areas 352, 353, 357, and 358. See Map of Level 12.

356-B. THE GARDENER (EL 14)

Summary: The PCs encounter a construct designed to keep the hedge maze's corridors trimmed and orderly.

Sights and Sounds: While some motes of light filter through the hedge maze walls, it is so little that the area counts as being in complete darkness. If the PCs have an adequate light source, they see the following.

The creature before you has a roughly humanoid shape, but stands more than ten feet tall and is made entirely of iron or some other forged metal. Short, thick legs with wide, flat feet provide it a firm, steady base. Its long, thin arms end in blades roughly the size of great swords. When you arrive, the creature is standing in place, reaching up and swinging its arm blades at the wall near the corridor's ceiling. As near as you can tell, it is only hitting the wall itself and knocking off bits of overgrown hedge.

The Gardener: This is the Gardener, an iron golem that Phaedor Rhendelmar had modified so that it could keep the hedge maze pruned and sheered. It is identical to a standard iron golem except that its melee attacks count as slashing attacks rather than slams.

The Gardener is fully independent, though it has a severely limited set of guidelines. Under ordinary conditions, all the Gardener cares about is keeping the maze walls as neatly trimmed and presentable as possible. However, realizing that such a creature could be useful in protecting the garden from vandals, Rhendelmar gave the maze itself the ability to take limited control over the Gardener.

In addition to the actions listed in area 356-A, the maze may also select from the following options when deciding what action to perform in a given round.

Identify Enemy: The maze may identify one creature that the Gardener can see as an enemy. When it sees an enemy, the Gardener will ignore its trimming duties and, instead, focus all its actions on attacking that creature. If more than one enemy is present,

the Gardener always attacks the nearest one (considering any enemy within its reach as being equally near). If more than one enemy is equally near, the Gardener determines the targets of its attacks randomly.

The Gardener can only have 4 enemies at a time. If a new enemy is added at that point, the Gardener will drop the previous enemies from its list in the same order they were added.

Manipulate Gardener: The maze may take control of the Gardener's body and cause it to perform one standard action. This is in addition to whatever actions the Gardener takes on its own action and must conform to any restrictions or limitations the Gardener currently suffers. Usually, this action is used to give the Gardener an extra melee attack or an extra move action, but any other viable action is possible.



Tactics: The hedge maze will not always use the Gardener to immediately attack visitors, even if they are identified as enemies of Phaedor Rhendelmar. There are other dangers within its walls, and the maze itself tends to be playfully cruel. It may use the Gardener to block the PCs' path, forcing them down corridors they might not want to take, or even have the Gardener run away from the group, in hopes of getting them to follow it. (It might then use its shift wall ability to lead them even further astray.) Alternatively, the maze might have the Gardener travel behind the PCs, hoping to prevent them from escaping some other deadlier encounter. Indeed, since the maze does not want its only assistant to be destroyed, it may be hesitant to put the Gardener at risk until it feels the odds are overwhelmingly in its favor.

Iron golem (modified): hp 129

REVISIT (EL 13)

Once the encounter is finished, the Gardiner goes back to its duties. However, there is no way to purge its enemies list. So if one or more of the PCs was put on that list, they will remain there until enough new enemies are added to cause them to be dropped from the list. Since visitors are rare, so are new enemies.

Each month there is a 10% chance that one or more new enemies will be added the Gardener's list. If new enemies are added, determine how many by rolling 1d4. Remember that the Gardiner purges enemies from its list in the order they were added.

Connections: This chamber connects to areas 352, 353, 357 and 358.

See the Map of Level 12.

356-C. SHINY OBJECT (EL 11)

Summary: Behind a wall of thick vines sits a shiny, enchanted coin.

Sights and Sounds: While some motes of light filter through the hedge maze walls, it is so little that the area counts as being in complete darkness. If the PCs have an adequate light source, they see the following.

Ahead of you, dense green vines sprout from the walls of the hedge maze. They are thick as a man's arm and so tightly entangled that it's impossible to tell where one ends and another begins. In addition to covering the floor here, they grow from hedge-wall to hedge-wall at all altitudes, forming a green net that almost looks like a vast spider-web. In the middle of this dense growth, you spy the sheen of some small, golden object.

The Situation: There is an object (a Kemanoshi Coin) buried under the vines. (On the map, the coin is marked by a "k" and the vines are marked by the green-shaded squares.) Noticing that something is there is easy, requiring no skill check, but reveals no usable information other than it is a small object (one that could fit in a man's hand) and that it is made of some bright, shiny metal that at this distance seems to be gold.

A successful DC 20 Spot check reveals that it the object is roughly the

size of a coin or large gem. It also detects as magical, if the PCs have a way to determine such things (see details below).

The coin was dropped here long ago by a previous explorer. The maze, upon learning of its properties (by eavesdropping on later visitors who successfully uncovered its secrets), turned the coin from a simple distraction to an annoying trap by encouraging the growth of the green tentacles. It makes sure the tentacles grow no further by having the Gardener (see area 356-B) keeps them well trimmed.

Kelmanoshi Coin: The object at the center of the vines is an ancient gold coin stamped with a medusa's head on one side and crossed scimitars on the other. A DC 20 Knowledge (geography) or (history) check reveals this to be a coin from the kingdom of



Kelmanosh, a distant kingdom that, through obscure treaties and war reparations, claims ownership of the Fallen Duchy and other lands around Dragon's Delve. The coin is thicker than a typical, modern gold piece and has a mundane value of 10 gp.

This coin has been enchanted so that it appears to *detect* spells (and spells with similar properties) as if it were an item with a strong aura of evocation. The purpose of the coin is to appear to be a valuable magic item in order to draw observers closer—it has no powers beyond that. The coin automatically fools such spells as *detect magic*. A character that uses *identify* or a similar method to determine its exact magic properties must make a DC 15 Will save to determine its true magic power. On a failed save, the divination magic or examination shows the coin to have the powers of a *ring of shooting stars*.

Strong evocation (false aura)/minor illusion (true aura); CL 9th; Craft Wondrous Item, *magic aura*, *permanency*; Price 2,500 gp.

Green Tentacles: This aggressive plant grows as a patch of dense green vines that hide among other lush vegetation. As long as no creature enters the patch, the vines lay totally passive, even if attacked. But the round after something size Tiny or larger enters this section of the maze, the vines burst into activity.

The patch of vines acts identically to a *black tentacle* spell that covers the entire area (with an attack bonus of +12). However, the vines are not a spell and function even in an *antimagic shell*. Unlike the *black tentacles*

spell, the vines are not immune to damage. Each vine has an AC of 25, a +12 bonus to saving throws, and 30 hit points. Destroying a vine frees any creature it is grappling, and causes the attack bonus of the whole patch to be reduced by 1. If the patch's total attack bonus drops to +4 or lower, the vines stop attacking. (Each day, the area regrows +1 worth of attack bonus). The vines cannot be entirely destroyed without killing off the entire hedge maze.

The vines are plants, and react to spells as a creature of the plant type would. Spells that affect one or more creatures instead affect one or more vines. Using any means to cause a vine to stop attacking has the same effect on the area's overall attack bonus as destroying one.

REVISIT (EL II)

If the PCs leave the Kelmonish Coin on the ground, the maze will allow the patch of green tentacles to regrow at the same spot. If they take the coin, it may still do this or it may find a different location inside its corridors—somewhere that another interesting item has been dropped, or perhaps at an intersection through which travelers must pass in order to navigate the maze's course.

Connections: This chamber connects to areas 352, 353, 357 and 358.

See the Map of Level 12.

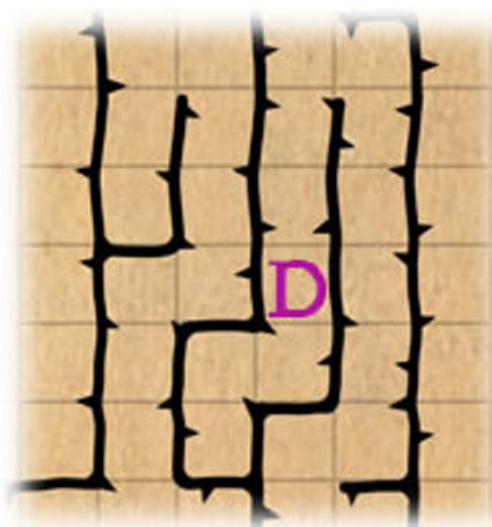
356-D. MAZE GHOST (EL 13)

Summary: There is a guardian spirit in the maze, a ghostly presence that hates all living creatures. You will need the Area 356-D Map Detail (See Appendix C).

Sights and Sounds: While some motes of light filter through the hedge maze walls, it is so little that the area counts as being in complete darkness. If the PCs have an adequate light source and the Maze Ghost is manifesting, they see the following.

The creature has a long, sinewy, snake-like body marked with dark spots. Its head is human, or at least human-ish—with deep, sunken eyes, a long, sloping forehead, and a mouthful of tiny, wickedly sharp fangs. Its thin, forked tongue flicks in and out of its mouth as if it is constantly tasting the air.

Guardian Spirit: When he first created the hedge maze, Phaedor Rhendelmar first thought to provide oversight for his



creation by assigning it a living warden. To that end, he made a pact with a guardian naga named Assshapuur. The naga served as a faithful and devoted protector for the maze and supported Rhendelmar in many ways, even assisting in the creation of the Brain (see area 349-B).

When the druid decided to pursue the path to undeath, though, Assshapuur took exception. No good could come from this course of action, he thought, and he told Rendelmar that he would leave the garden if that was indeed how the half-elf planned to proceed. Rhendelmar was enraged by the thought that the naga might make the various processes and formulas they'd developed available to the world at large, and so he slew Assshapuur rather than let him leave.

The naga's spirit was passionate (and offended) enough that, ironically, it did almost exactly the same thing that Rhendelmar proposed to do--it clung to the world of the living as an undead creature--as a ghost!

Shriekers: There are eight shriekers growing within the hedge maze (each marked by an "s" on the map, though the GM may place them as he sees fit--planning locations ahead of time or deciding their placement as the adventure progresses to ensure that the PCs encounter enough of them to keep Assshapuur involved in the action as much as desired).

Assshapuur--the Maze Ghost: When the PCs encounter him, Assshapuur is a

standard guardian naga with the ghost template. (Assshapuur's starting point is marked by a "G" on the map.)

Unfortunately, Assshapuur remembers almost nothing of his life. All he knows is that he loves this maze and feels compelled to protect it. Not knowing who he is supposed to protect it from, the ghost has decided that all living creatures are potential enemies. He knows that the maze is sentient, and that the Gardener exists solely to service and protect the maze, so they are safe from his wrath. He also has decided that other plant creatures are deserving of respect, so long as they do not threaten the hedge maze. But any other creature that enters the maze is considered a threat, and Assshapuur attacks them without mercy.

Because it is so rare for creatures to visit the maze, though, Assshapuur spends most of his time meditating in the ethereal plane. He occasionally flies through the maze to make sure all is well, trusting that the shrieker fungi that grow in the maze will let him know if anything is amiss (and, even then, usually the most common reason for a shrieker to wail is that the Gardener has stepped on or near one).

Tactics: Assshapuur is a highly intelligent and canny opponent. He knows enough to reconnoiter new enemies while in his ethereal form, assess their abilities, and formulate a plan that seems likely to be effective against them. He will make use of the other denizens of the maze, leading trespassers into dangerous situations or, if possible, out of the maze entirely.

One thing Assshapuur does not care about is anything that happens outside the walls of the maze. If an enemy flees even one step beyond the boundaries of the hedge, his interest in them will vanish completely.

Shrieker (8): hp 11

Guardian Naga Ghost: hp 118

Connections: This chamber connects to areas 352, 353, 357 and 358.

See the Map of Level 12.

356-E. THE LOST ONES (EL 16)

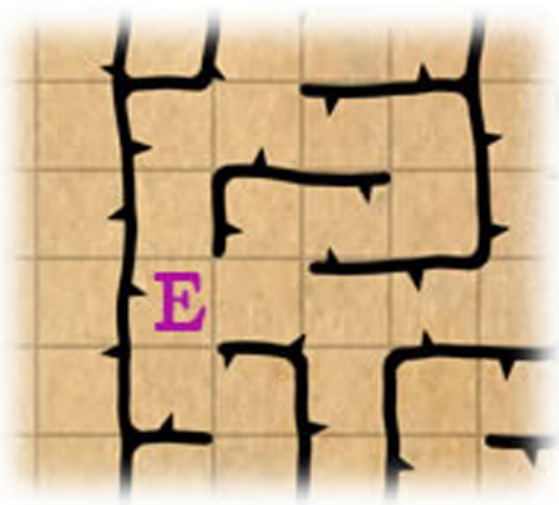
Summary: A group of pod thralls that don't seem to be thralls at all.

Sights and Sounds: While some motes of light filter through the hedge maze walls, it is so little that the area counts as being in complete darkness. Once the PCs recognize the pod thralls for what they are, if they have an adequate light source, they see the following.

The creatures before you seem very much like a normal group of adventurers--except for the fact that they are made of vegetable matter rather than normal flesh. Their skin has a rich green hue and, if you look closely, you can see that their hair is actually made of miniscule vines.

The Encounter: As the PCs come around a corner, down the corridor they see (if they have a sufficient light source) a group of four humanoids. They are naked, carry no equipment, and seem lost and confused. These are a group of completed pod thralls

based on the corpses that the PCs may encounter in area 360. Unlike most pod thralls, though, the members of this group have retained their own free will.



They do not pose any threat to the PCs and, indeed, will ask for their help. They believe they are the original versions of themselves, not plant creatures produced in that image. While they remember arriving in the garden and fighting some of its denizens (in particular, a guardian pod), they have no idea how they came to be naked and abandoned here in the hedge maze. Indeed, they don't really know this is a hedge maze. They've only just awakened and they are deeply confused.

It may be difficult for the PCs to believe that these pod thralls mean them no harm. They may suspect that they are some trap set by Phaedor Rhendelmar, but that is not the case. These are wholly independent plant creatures based on an ordinary adventuring party, free to act as they would have in their

original bodies. It is up to the PCs to decide how they should be treated and what their ultimate fate should be. The pod thralls could join the group as new party members, if the PCs can clothe and arm them. They can be defenseless wards under the group's protections. Or the PCs could simply decide to kill them because based on the horrifying nature of their origins.

The real purpose of this encounter is to make the PCs aware that this type of complete pod thrall replication exists, and that it's entirely possible that any characters who were copied during an encounter with a guardian pod may eventually run into fully realized plant versions of themselves.

Pod Thralls: A completed pod thrall is identical to the creature on which it is based, but with two permanent negative levels. It has all of the original creature's physical and mental traits, except that when seen in bright light it becomes clear that the creature is made of plant matter, not normal skin and bones. The pod thrall itself will not notice these cosmetic differences in itself or others, but if they are pointed out, it is able to recognize them (though it has no idea what the meaning is of these changes).

In most cases, a pod thrall is utterly enslaved to whomever controls the dopplepod in which it grew. Most of the pod thralls in this garden are completely under Phaedor Rhendelmar's control. A rare few, though, retain their independence, coming into the worlds as free-willed copies of the creatures on whose templates they are based.

The Lost Ones: As far as these creatures are concerned, they are the adventuring party that died in area 360. Their memories cover the whole of their lives right up to the moment when a guardian pod copied their essences to use as the basis for creating pod thralls. (The real group had adventures beyond that point, but the pod thralls do not have those memories.)

Their history is left to the GM to determine, based on the needs of the campaign. Bear in mind, though, that if the PCs do explore area 360, they will find the bodies of the original party, along with all their goods. Their goals, personalities, races, and classes can be any mixture that makes sense in the context of the campaign. The original group was 12th level when they were copied, but the process of becoming pod thralls burdens them all with two permanent negative levels.

Also for the GM to determine is how the pod thralls will react when it is revealed that they are not the genuine creatures they believe themselves to be--or what they'll do if faced with their own corpses.

Pod Thralls (4): hp varies (based on what creatures were used as templates)

Connections: This chamber connects to areas 352, 353, 357 and 358.

See the Map of Level 12.

356-F. HEMLOCK MAIDENS (EL II)

Summary: A group of unseelie dryads have made the hedge maze their home, and they don't like uninvited guests.

Sights and Sounds: While some motes of light filter through the hedge maze walls, it is so little that the area counts as being in complete darkness. If the PCs have an adequate light source, they see the following.

A group of lithe, unnaturally beautiful creatures dart into and out of the hedges, dancing and laughing. The sound is seductive and terrifying, like a silver bell struck by an assassin's blade, and the sight is likely to haunt your nightmares for weeks.

The Hemlock Maidens: An unseelie dryad is a pitiful creature--still tied to the primordial forest, but no longer a creature of life. These undead nymphs are extraordinarily rare because though they still ache to be in and protect places of natural beauty, their undead nature means that their very presence pollutes and eventually destroys such places. How lucky for these eight sisters, then, that they discovered the Garden of Shadows.

They are not connected in any way with Phaedor Rhendelmar, except by the accident of their undead natures. The druid knows they are here, and chooses to let them use part of the hedge maze as their dark home because in his living days he had dreamed of getting dryads to come live in his subterranean garden. Their presence

helps to further his self-delusion about how much he has changed over the centuries.

The unseelie dryads, having found a natural locale that is actually in tune with their undead nature, are living a mockery of normal dryad life. Occasionally they go out to the other groves in the area controlled by Rhendelmar, but for the most part they "frolic" in and around the hedge maze. Any living creature that sees this finds it disturbing and perverse, as these undead things play at celebrating the forces of life.

Whenever they see a living visitor in the maze, the unseelie dryads immediately attack. They consider this their home and are deathly afraid that if the world knows about it and them, they will face a never-ending stream of do-gooder adventurers coming to kill them and convert this half of the garden back to normal plants.

Unseelie Dryad (8): hp 28

Unseelie Creatures: Unseelie is a new template that does for fey creatures roughly what the vampire template does for humanoids.



Connections: This chamber connects to areas 352, 353, 357 and 358.

See the Map of Level 12.

New Monster Template

Unseelie

Unseelies are dark fey--evil and twisted versions of faeries with strong connections to death and destruction that replace the normal fey links to nature. Some unseelie are born as evil parodies of specific fey, while others were once normal fey that became unseelie when their natural habitat was completely ruined or desecrated. These unseelie appear just as they did before their cursed condition manifested, though they often have a pale, sickly coloring and adorn themselves with dried, dead vegetation and bones from small woodland creatures.

Like noble fey, unseelie creatures often embrace finery and decadence and may play at the role of nobility even if in life they were only ordinary members of kind. Despite the fact that they mostly look like ordinary fey, unseelies can be easily recognized, for they cast no shadows and throw no reflections in mirrors.

Unseelies speak any language known by the base creature to which this template is added.

Creating An Unseelie "Unseelie" is an acquired or inherited template that can be added to any fey humanoid creature (referred to hereafter as the base creature).

An unseelie uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature gains the undead subtype. Though unseelie are still fey, their strong connection to negative energy causes them to detect as undead and to be affected by spells and abilities that affect undead. They heal naturally, but otherwise act in all ways as undead. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s

Speed: Same as the base creature

Armor Class: The base creature's natural armor bonus improves by +6

Attack: An unseelie retains all the attacks of the base creature and also gains a slam attack if it didn't already have one. If the base creature can use weapons, the unseelie retains this ability. A creature with natural weapons retains those natural weapons. An unseelie fighting without weapons uses either its slam attack or its primary natural weapon (if it has any). An unseelie armed with a weapon uses its slam or a weapon, as it desires.

Full Attack: An unseelie fighting without weapons uses either its slam attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a slam or other natural weapon as a natural secondary attack.

Damage: Unseelies have slam attacks. If the base creature does not have this attack form, use the appropriate damage value from the

table below according to the unseelie's size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: An unseelie retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 unseelie's HD + unseelie's Cha modifier unless noted otherwise.

Blood Drain (Ex): An unseelie can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the unseelie gains 5 temporary hit points.

Children of the Night (Su): Unseelies command the lesser creatures of the world and once per day can call forth 1d6+1 locust swarms, 1d4+1 spider swarms, or one dire animal of a CR no greater than the unseelie's as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These

creatures arrive in 2d6 rounds and serve the unseelie for up to 1 hour.

Dominate (Su): An unseelie can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the unseelie must use a standard action, and those merely looking at it are not affected. Anyone the unseelie targets must succeed on a Will save or fall instantly under the unseelie's influence as though by a dominate person spell (caster level 12th). The ability has a range of 30 feet.

Energy Drain (Su): Living creatures hit by an unseelie's slam attack (or any other natural weapon the unseelie might possess) gain one negative level. For each negative level bestowed, the unseelie gains 5 temporary hit points. An unseelie can use its energy drain ability once per round.

Special Qualities: An unseelie retains all the special qualities of the base creature and gains those described below.

Damage Reduction (Su): An unseelie has damage reduction 10/cold iron. An unseelie's natural weapons are treated as cold iron for the purpose of overcoming damage reduction.

Fast Healing (Ex): An unseelie heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its dark home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to

an unseelie forced into gaseous form has no effect. Once at rest in its dark home, an unseelie is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

The dark home of an unseelie is a ruined example of where a normal fey of its type might dwell. An unseelie dryad might have a copse of dead trees as its dark home, an unseelie nymph's dark home could be a holy glen despoiled by a bloody battle. An unseelie can freely travel from its dark home, but doing so puts it at risk if it is defeated.

Gaseous Form (Su): As a standard action, an unseelie can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Resistances (Ex): An unseelie has resistance to cold 10 and electricity 10.

Spider Climb (Ex): An unseelie can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): An unseelie has +4 turn resistance.

Abilities: Increase from the base creature as follows: Str +6, Dex +4, Int +2, Wis +2, Cha +4. Like most undead creatures, an unseelie has no Constitution score.

Skills: Unseelies have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Otherwise their skills are the same as the base creature.

Feats: Unseelies gain Alertness, Combat Reflexes, Dodge, Improved Initiative, and

Lightning Reflexes, assuming the base creature meets the prerequisites and doesn't already have these feats.

Challenge Rating: Same as the base creature +2

Treasure: Double standard

Alignment: Always evil (any)

Advancement: By character class

Level Adjustment: Same as the base creature +8

Unseelie Weaknesses: For all their power, unseelies have a number of weaknesses.

Repelling an Unseelie

Unseelies recoil from a door (or other portal) made of or bound in cold iron or a strongly presented holy symbol. These things don't harm the unseelie—they merely keep it at bay. A recoiling unseelie must stay at least 5 feet away from a cold iron door or a creature holding a holy symbol and cannot touch or make melee attacks against the creature holding the item for the rest of the encounter. Holding an unseelie at bay takes a standard action.

Unseelies are also unable to change direction at a crossroads, although they can be carried through such places by agents or vehicles.

Slaying an Unseelie

Reducing an unseelie's hit points to 0 or lower incapacitates it but doesn't always destroy it (see the note on fast healing). However, certain attacks can slay unseelies. Driving a cold iron spike through an unseelie's heart instantly slays the monster. However, it returns to life if the spike is removed, unless

the body has been destroyed. Removing an unseelie's head does not kill it, but does prevent its fast healing from functioning until head and body can reunite.

Unseelie Characters: Unseelies are always evil, which causes characters of certain classes to lose some class abilities. In addition, certain classes take other penalties.

Clerics Unseelie clerics lose their ability to turn undead but gain the ability to rebuke undead. This ability does not affect the unseelie's controller or any other unseelies that a master controls. An unseelie cleric has access to two of the following domains: Chaos, Destruction, Evil, or Trickery.

Sorcerers and Wizards

Unseelie sorcerers and wizards retain their class abilities, but if a character has a familiar other than a rat or bat, the link between them is broken, and the familiar shuns its former companion. The character can summon another familiar, but it must be a rat or bat.

357. VINEYARD (EL 15)

Summary: A field meticulously planted with cultivated rows growing an abundant crop of very unusual plants.

Sights and Sounds: This chamber is well lit with natural light.

The scene before you would seem idyllic if you encountered it on the slopes outside a mountain village—a vast field of long rows, each covered with winding vines bearing plump fruit. But in this case, the harvest is a collection of tremendous, leathery pods, each more than two

yards long and big enough around that only a giant of a man could get his arms completely around them.

The Vineyard: This is where Phaedor Rhendelmar grows the doppel pods that supply him with pod thralls for his ongoing war with Szyndaal. The plants are connected via an intricate and far-reaching network of roots to all the guardian pods growing in the garden.

Each row contains seven doppel pods, each of which contains a pod thrall in some stage of development. Since the PCs arrived in the dungeon, Rhendelmar has been harvesting pod thralls as quickly as possible, so many of the doppel pods contain thralls so early in their gestation process that they are not yet viable creatures (even as base shambling mounds). Spread throughout the vineyard, though, are a total of nine pods that currently bear a pod thrall that is ready to be hatched. (See the “Guardians” entry below for more detail.)

The plants of the vineyard do not react to the PCs’ presence, even if they poke, prod, or do superficial damage to a pod (anything up to 5 hp). They are used to being tended and pruned by Rhendelmar and pod thralls in his command. However, if the PCs do more serious damage to any pod (or a thrall still gestating inside one), the plants will release their pod thralls, which will immediately move to remove the threat from the vineyard.

Secret Door: The wall to the south of the vineyard has a secret door that leads to one



seen or used one of the other secret doors in the garden, this increases to +15 if he has seen the door’s location on the map from area 344.

Doppel pods: A doppel pod is a plant creature that forms the hub of a symbiotic system of plant creatures. It receives information that a guardian pod gets by using its copy ability, then uses this information to create other plant creatures, known as pod thralls. As long as it is growing in fertile ground and receives sufficient water, once per week a doppel pod generates enough raw material to grow a new pod thrall.

At first, a pod thrall is merely a rough, vaguely humanoid looking creature that is otherwise identical to a shambling mound. Once copied information is available, it begins to take on the shape of the copied creature. At this stage, pod thralls grow at a rate of 1 HD or class level for every 2 hours. Once a thrall reaches half the HD or levels

of Rhendelmar’s workshops. The door is difficult to see from a distance. It requires a DC 40 Spot check if the character is more than ten feet away, the DC decreases to 30 when the character gets within 10 feet. Additionally, the character gets a +10 bonus if he has

of the creature used as a template, it has gained enough detail that it is considered to be an incomplete pod thrall, and gains a handful of special abilities based on the creature being copied.

When a pod thrall is completed, it’s identical to the creature on which it is based, but with two permanent negative levels. It has all of the original creature’s physical and mental traits, except that when seen in bright light it becomes clear that the creature is made of plant matter, not normal skin and bones. The pod thrall itself will not notice these cosmetic differences in itself or others, but if they are pointed out, it is able to recognize them (though it has no idea what the meaning of these differences is).

In most cases, a pod thrall in any state is utterly enslaved to whomever controls the doppel pod in which it grew. A creature that controls multiple pod thralls can exercise direct control over a number of pod thralls equal to half his Hit Dice. While directly controlling a thrall, the master may issue it standing orders, which the thrall will follow unquestioningly to the best of its abilities until such time as the master reasserts direct control and changes them. Nearly all the pod thralls in this garden are under Phaedor Rhendelmar’s control (the exceptions being those found in area 356-E).

Guardians: As stated above, nine doppel pods in the vineyard currently contain viable pod thralls. Five of these are at the earliest stages of development, three are incomplete pod thralls, and one is a complete pod thrall.

The GM may use any combination of the incomplete pod thrall templates to make the encounter interesting for the PCs in his group. They can be based on the PCs themselves, the doomed party from area 346 or area 360.

The complete pod thrall should be based on one of the PCs (preferably the one that would be most difficult--physically or emotionally--for the party to fight).

Shambling Mounds (5): hp 60

Incomplete Pod Thralls (3): hp 60 (hp 80 for warrior pod thralls)

Pod Thrall: hp varies (based on what creature was used as the template)

REVISIT (EL VARIES)

The state of the vineyard during a return visit depends on a great many factors. The single biggest factor is time, since each dopplepod can only grow a new pod thrall once per week. The second most important factor is who or what currently controls the vineyard.

If the PCs did not kill Phaedor Rhendelmar, then the vineyard continues functioning under his direct orders. Pod thralls will be grown, hatched, and the process repeated as quickly as is feasible since the thralls serve as his personal army.

If Rhendelmar has been dispatched, the vineyard most likely will grow wild--each dopplepod growing only undeveloped, basic pod thralls without any details. (Alternatively, the pods may imprint their thralls with details selected randomly from all those to which the patch has access.)

If the GM prefers, though, Szyndaal could take control over the vineyard, having the dopplepods grow pod thralls that it will use as gardeners and guardians of the garden.

Connections: This chamber connects to areas 348, 352, 356, 358, and 360.

See the Map of Level 12.

358. RHENDELMAR'S ARMY (EL 15)

Summary: This field is where Phaedor Rhendelmar has marshaled his forces.

Sights and Sounds: This chamber is well lit with natural light.

The field before you is covered with wild grass growing about three feet tall. Standing in small groups around the field is a veritable army of pod thralls in all stages of development. Many are merely masses of animate vegetation, others are vaguely humanoid looking, but here and there you see individuals that, apart from their green coloring, are indistinguishable from the original creatures. A handful are even identical representations of members of your party.

Background: Phaedor Rhendelmar has ordered all of his pod thrall minions to gather outside his sanctum (area 359) as he readies plans to make what he feels will be a final, all-out push to regain control of the entire garden and remove Szyndaal from the position of control he himself put the sentient amulet in. This had been his plan for some time but, being an undead creature to whom time no longer has much meaning, Rhendelmar has been in no great hurry to

press the attack, instead choosing to go over his plans incessantly so as to find and eradicate any flaw or weakness. As a druid, battle planning was never Rhendelmar's strong suit to begin with, so the process has been taking an inordinately long time.

However, the arrival of the PCs has greatly upset the balance in the garden. (This is particularly true if the group has met and appears to be working with Szyndaal.) Suddenly, for the first time in many years, Rhendelmar is feeling pressure to act quickly. He has gathered his forces here and retired to his sanctum to prepare for the coming battle himself.

The Gathered Forces: Since Rhendelmar can only assume direct control over six pod thralls at a time, he has had them gather in five groups of that size. The groups are spread around the field in front of his sanctum (the GM may place them in any arrangement he likes).

Each group contains one complete pod thrall, two incomplete pod thralls, and three shambling mounds.

The Field: The field itself is wild and overgrown with thick grass that stands about waist-high on a human. This means that it



counts as difficult terrain for purposes of movement, but it also causes some difficulty for the pod thralls in seeing exactly what's going on in the groups other than their own (add +5 to the DC of Spot or Listen checks focused on things that are more than 20 feet away from the thrall making the attempt).

Picking A Fight: The pod thralls have been ordered to stand here and await Rhendelmar's orders. They have no specific orders about intruders or other odd occurrences, mainly because the undead druid is too used to fighting against Szyndaal, who rarely sends troops on the offensive. Each creature, though, has standing orders to protect itself and its pod thrall allies from attacks and other danger.

As a result, the pod thralls will not try to stop anyone trying to sneak (or even walk boldly) past them. Even the completed pod thralls, with mental capacities the equal of an adventurer (some even identical to those of the PCs themselves), will follow their master's orders and remain utterly passive. They will certainly keep a close eye on any invaders, but they will not act in any way against them. Likewise, they will not become alarmed by *walls of stone*, *obscuring mists*, or other bits of camouflage or distraction that the PCs may use.

If, however, the PCs attack any of the pod thralls, all the other members of Rhendelmar's army that see the fight will immediately join in to drive off the aggressors. At that point, each pod thrall will use all resources at its command to the best of its ability. The longer the fight goes

on, the more pod thralls will enter it, until the PCs eventually find themselves fighting the whole army at once.

Shambling Mounds (15): hp 60

Incomplete Pod Thralls (10): hp 60 (hp 80 for warrior pod thralls)

Pod Thralls (5): hp varies (based on what creatures were used as templates)

Secret Door: The wall to the north of the field has a secret door that leads to Rhendelmar's sanctum. The secret door is difficult to see from a distance. It requires a DC 40 Spot check if the character is more than ten feet away, the DC decreases to 30 when the character gets within 10 feet. Additionally, the character gets a +10 bonus if he has seen or used one of the other secret doors in the garden, this increases to +15 if he has seen the door's location on the map from area 344.

Rhendelmar's Attention: Phaedor Rhendelmar is currently in his sanctum planning for the coming battle. He will be unaware of the PCs' presence in the field, and will remain so unless a very large battle is being waged outside the sanctum door. If at any time more than fifteen pod thralls are involved in the fight at the same time, the noise will distract Rhendelmar. 1d3+1 rounds later, he will come out of his sanctum and join the fight.

The PCs best hopes to avoid Rhendelmar's direct involvement are to find a way to keep their fight relatively small, involving only a few pod thralls at a time, or kill the podthralls so quickly that the threshold to make the druid aware is never reached.

Connections: This chamber connects to areas 354, 356, 357, 359 and 361.

See the Map of Level 12.

359-A. PHAEDOR RHENDELMAR (EL 16)

Summary: The game statistics for Phaedor Rhendelmar, the undead druid.

Sights and Sounds: Below is a physical description of Phaedor Rhendelmar, in his current undead state. Depending on the situation, the PCs may not be able to make out all of these details. The sanctum is dimly lit by the glow from a handful of low-burning candles.



The figure before you is tall, lean and has a commanding presence. If not for the sunken hollows of his cheeks, unnatural pallor, bits of exposed bone where flesh has sloughed away, and the black, empty pools of darkness where his eyes once were, you might guess he was a prince or a noble scholar. Despite some rotting around the

tips of his ears, it is quite plain that this creature was a half-elf in life. Beneath a dragonhide chain shirt, he puffs out his chest with indignation that you would dare to squander his time with your meager presence.

Phaedor Rhendelmar: The PCs are most likely to meet Phaedor Rhendelmar in his sanctum (described in detail in area 359-B) as he prepares to lead his pod thrall minions into a final victorious battle against the intelligent amulet Szyndaal who, from the undead druid's perspective, has stolen control of his garden. It is possible, though, that Rhendelmar will be drawn out to the nearby field (area 358) by the sound of a large enough battle.

When he was alive, Phaedor struggled for years to create the subterranean garden. But though half-elves are extremely long-lived, in the end death comes for all mortal creature. The thought of leaving his garden behind for others to abuse and pollute was more than he could bear, so he sought and eventually found the secret to eternal life as a lich--an undead creature whose very presence was antithetical to the force of life that the garden represented. The garden, embodied through the Brain that Phaedor himself created using Szyndaal, began to reject the druid.

From that time forward, Rhendelmar bent all his power to bending the garden to his will and transforming it into a place where he could live out eternity. Now, on the verge of what he is sure will be his ultimate victory, the PCs have come to the garden and upset the balance of power.

He resents them for their arrogance, but mostly for the fact that the original garden has chosen to side with them rather than its creator. Once the battle with the PCs is joined, Rhendelmar will not stop until the party is dead or he is. And since even death is merely a temporary obstacle for a lich, he rests assured that he will win eventually.

Phaedor Rhendelmar (Neutral Evil)

Male half-elf Druid 12 (with Lich template)

CR 16 Medium undead

HD 12d12 **hp** 87

Init +1 **Speed** 20 feet

AC 24, flat-footed 23, touch 11

BAB/Grapple +9/+8

Attack +11 melee (1d6+2, +3 scimitar) or +4 claw (1d3-1, unarmed strike)

Full Attack +11/+6 melee (1d6+2, +3 scimitar) or +4/-1 claw (1d3-1, unarmed strike)

SA Negative energy touch attack

SQ Low-Light Vision, Fear Aura, Damage Reduction 15/bludgeoning, Damage Reduction 15/magic, +2 to saves vs. Enchantment, Immunity to cold, electricity, mind-affecting attacks, and polymorph, Nature Sense, Resist Nature's Lure, Trackless Step, Turn Resistance, Venom Immunity, Wild Empathy, Wild Shape, Woodland Stride

Fort +11, **Ref** +8, **Will** +19

Str 8, **Dex** 12, **Con** 10, **Int** 16, **Wis** 26, **Cha** 16

Languages Aquan, Common, Druidic, Elven, Sylvan, Terran

Feats: Combat Casting, Craft Wondrous Item, Druid Weapon Proficiencies, Natural Spell, Shield Proficiency, Spell Focus (evocation), Weapon Focus (claw)

Crucial Skills: Concentration +15, Diplomacy +5, Listen +32, Search +12, Sense Motive +16, Spellcraft +18, Spot +31

Other Skills: Balance -1, Climb -4, Craft (alchemy) +18, Escape Artist -2, Gather Information +5, Knowledge (dungeoneering) +7, Knowledge (nature) +20, Knowledge (religion) +7, Move Silently +6, Survival +10, Swim -7

Druid Spells Prepared (CL 12): 6/7/6/6/5/4/3

0-level: *Detect Magic* (x4), *Mending*, *Read Magic*; **1st-level:** *Entangle* (x2), *Faerie Fire*, *Longstrider*, *Obscuring Mist* (x2), *Shillelagh*

2nd-level: *Barkskin*, *Cat's Grace*, *Heat Metal*, *Owl's Wisdom*, *Spider Climb*, *Warp Wood*

3rd-level: *Contagion*, *Diminish Plants*, *Greater Magic Fang*, *Protection from Energy*, *Sleet Storm*, *Spike Growth*

4th-level: *Air Walk*, *Dispel Magic*, *Flame Strike*, *Freedom of Movement*

5th-level: *Call Lightning Storm*, *Insect Plague*, *Transmute Mud to Rock*, *Transmute Rock to Mud*

6th-level: *Antilife Shell*, *Fire Seeds*, *Transport via Plants*

Possessions: +4 dragonhide chain shirt, +3 scimitar, bead of force, boots of speed, +3 cloak of resistance, +2 periapt of wisdom

Tactics: Rhendelmar prefers not to engage enemies in melee combat personally--that's

what he has an army of pod thralls for. If the PCs manage to take him unawares and force an encounter inside his sanctum, Rhendelmar will do all within his power to either force the group back into the courtyard or use spells and distractions to disable and delay them here while he slips past.

When outside, Rhendelmar will attempt to keep his pod thralls between himself and the PCs and use his spells to support his army's attacks or attack the PCs at range. As long as he is not engaged in melee combat, Rhendelmar will focus his attacks first on any druid or ranger in the party (fearing their knowledge of the natural world, and suspecting that they will have the surest ways to counter his own actions). After that, his next targets will be any spellcasters. If he is forced to engage in combat, Rhendelmar will first focus his efforts on somehow escaping and, if that's impossible, then on completely obliterating whoever had the temerity to strike him.

Connections: This chamber connects to area 358.

See the Map of Level 12.

359-B. RHENDELMAR'S SANCTUM

Summary: This small, dark room is the private sanctuary Phaedor Rhendelmar has used since his transformation into a lich.

Sights and Sounds: This chamber is dimly lit by the glow from a handful of low-burning candles.

Pale, naked light flickers from several candelabras set around the room, all of them having burned down to near the point of self-extinguishment. The only real furniture in the room is a low table, suitable for writing while seated on the floor. In front of the table is a ragged, moth-eaten rug that must have been a thing of beauty when it was first woven. Along all the walls are stacks of books and scrolls, none standing taller than a halfling's waist. Here and there are snippings from trees--branches, leaves, fruits--and a few potted plants, trimmed to resemble miniature versions of great trees one might find in the deepest, most secluded woods. All are dried and dead--less than shadows of their former selves, more like corpses and severed body parts laid out on display.

Opening the Door: The secret door into Phaedor Rhendelmar's sanctum is fairly easy to open, if you don't care about how much noise you make doing it. A DC 15 Open Lock check (or DC 20 Strength check) will do the trick, but anyone inside will be aware of your attempt and impending entrance. If the PCs want to open the door more clandestinely, the act will require a DC 30 Open Lock check. While it's impossible to force the door open quietly, it's possible to do it swiftly enough to still take anyone inside by surprise--this requires a DC 40 Strength check. (In both cases, if the attempt beats the lower, noisy DC, the door opens--just in such a way that it is impossible to take any occupants by surprise.)

The Sanctum: This has been Phaedor Rhendelmar's private sanctuary since

he began pursuing the path to undeath. Although he was never consciously uncertain of the decision, inside he was clearly conflicted enough that he created a physical separation between the work he did building the garden and steps he took to take his body and spirit beyond the reach of death's cold embrace. Now, so many years later, he doesn't even remember taking such steps himself, and blames Szyndaal for forcing him to take up a new residence.

Phaedor Rhendelmar: hp 60

Rhendelmar uses this room for meditation and to puzzle through various problems. It was here that he conceived and perfected the ideas for the undead hedge maze (see area 356-A), the guardian pods and dopplepods, the dark seed bombs, and his pod thrall army. It is also where he has planned all aspects of his war against Szyndaal. Details on all these things, as well as the undead druid's musings on all manner of subjects, can be found in the many journals scattered around the room--which more than half of the tomes and scrolls here are. The other volumes are books Rhendelmar owned and used during his life--treatises on botany, gardening, and nature's self-regulating systems. All are now filled with wild rants from the perspective of an undead thing--screeds decrying nature and the force of life itself, arguing that unlife is the true natural state and that the entire world would be better if, like Rhendelmar himself, it denied the ravages of time and aging by tapping into the power of anti-life.

For all the vitriol and bile these books contain, they can be useful to anyone attempting to replicate any of the processes that Rhendelmar perfected. Referring to the appropriate passages while crafting a seed bomb, attempting to grow a subterranean garden, or any other process the GM determines is related, provides the person performing the action a +5 insight bonus.

In addition, the early journals provide a good deal of insight into the process Rhendelmar used to become a lich, as well as a description of his phylactery (see area 360). Referring to these tomes provides a +2 insight bonus to any Knowledge or History check pertaining to liches or similar undead creatures. In addition, for every hour spent reading the journals, a character may attempt an Intelligence, Wisdom, or Charisma check (player's choice). If the check beats DC 24, the character pieces together enough information to figure out where Rhendelmar's phylactery is.

Treasure: This being the climactic encounter for Level 12, this sanctum is a good place for the GM to include any treasure he wants the PCs to have before moving on to Level 13 (or wherever their adventures will take them next). In addition, Rhendelmar being an ancient and evil creature provides good cover for adding unusual or even unique items.

Although he had no intention of crafting any magic items, Rhendelmar's quest for immortality hurled about mythic power with such fury that a few items became enchanted by sheer happenstance during the process. While the item itself is unique, it

would theoretically be possible for a learned artificer to recreate it using the prerequisites listed below. One such item is the *soulvault*.

New Magic Item

The Soulvault: This amulet was created as an accidental by-product of Phaedor Rhendelmar's early exploration of the lichdom. The *soulvault* provides a safe resting place for part of the owner's soul. (You must wear the *soulvault* uninterrupted for a week to bond with it and be considered its owner. When this process is completed, it ends any previous ownership and the effects the *soulvault* granted its previous owner.)

While wearing the *soulvault*, the owner is immune to all energy drains and negative energy affects.

Even if it is not worn, the *soulvault* also grants its owner benefits in the event of his death. If the *soulvault* is within 300 feet of its owner when the owner dies, as long as the amulet stays within that range, his death is perpetually considered to have just occurred for purposes of any spell that restores him to life. For example, if the owner has been dead for 12 days but the *soulvault* nearby the whole time, a 9th level cleric can use *raise dead* to restore the owner, since the death is treated though it just occurred a moment earlier. Also, while the *soulvault* is within this range, the owner cannot be turned into an undead.

Further, if the owner is returned from the dead while wearing the *soulvault*, he suffers no loss of level (or prepared spells or spell slots) even if the spell used normally inflicts such.

Strong abjuration; CL 12th; Craft Wondrous Item, *death ward*, *raise dead*, *speak with dead*; Price 28,000 gp.

Connections: This chamber connects to area 358.

See the Map of Level 12.

360. UNINTENDED TOMB (EL 8)

Summary: Four corpses and some ghoulish research material lay strewn about this workshop. Could it also contain Rhendelmar's phylactery?

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

The center of this chamber is taken up by a large wooden worktable, with a bench on either side. Tools hang on the northern wall, while diagrams of plants hang on the southern wall. Along the western stand a row of three stone cisterns.



Opening the Door: The secret door into Phaedor Rhendelmar's workshop is fairly easy to open, if you don't care about how much noise you make doing it. A DC 15 Open Lock check (or DC 20 Strength check) will do the trick, but anyone inside will be aware of your attempt and impending entrance. Although there is no one inside to worry about, if the PCs want to open the door more clandestinely, use the process described in area 359-B.

The Workshop: This was Phaedor Rhendelmar's workshop, where he did most of the hands on work necessary to bring his plant creations to life. The pictures on the southern wall feature many diagrams of the internal organs and what passes for a musculature on shambling mounds, but underneath them are drawings done by vivisectionists showing how humanoid physiology works. The tools on the northern wall are a combination of gardening tools and crude medical instruments. Most disturbing of all, though, the wood of the table is stained in many places--stained from the residue of some thick sap or other viscous plant matter and also with blood.

The experiments that Rhendelmar performed here were profane and cruel, but they did lead to the creation of the dopplepods, pod thralls, and several of the other plants that now thrive in the garden.

The three cisterns along the western wall each seem to be solid and seamless--carved from single pieces of stone, but hollow inside and containing some kind of thick liquid that occasionally burps and bubbles deep within

the item. (For more details on the cisterns, see "Rhendelmar's Phylactery" below.)

Longtime Visitors: Collapsed on the floor and at the table are the corpses of four humanoids. Close examination will reveal that they have been dead for only a few weeks--certainly not longer than a month. Further examination will reveal that each individual took his or her own life.

The GM is encouraged to create a group that resonates with the players--one that is similar enough to the PCs to give them a "that could be us" sensation. These adventurers are also the ones whose information was used to create the group of free-willed pod thralls found in area 356-E (and potentially any other encounter with pod thralls, if the GM decides to use their likenesses).

This is the remains of an adventuring group that, after getting this far into the garden, were confronted by pod thralls, including versions of themselves. Beaten and bloodied, they ran into the workshop to rest and heal up. It was only then that they discovered how much damage they'd suffered because of an earlier infection of sodbuster fungus. After several days of trying to come up with a solution, only to run up against failure each time and watching one another deteriorate further and further under the poison's influence, they decided to take their own lives rather than become comatose planters for the fungus. The details of their experiences can be found in journals kept by one or more members of the group.

The ironic thing is that by killing themselves they actually killed the fungus, too. With no

living host, it simply withered away, and the corpses are now safe to touch without risking exposure to the sodbuster fungus.

Rhendelmar's Phylactery: Like most items of its kind, Rhendelmar's phylactery is a plain metal box containing scraps on parchment on which he has written phrases of power--only in his case, they are all phrases pertaining to the power of nature and the fragility of life. In order to keep its location from being too obvious, he has hidden the phylactery within one of the cisterns at the rear of the chamber.

The cisterns in this room's were originally used merely as breeding tanks for the sodbuster fungus the druid needed to grow the garden and create new plant creatures. They still fulfill that use, as each is filled with a bubbling mass of the fungus. They bubble because the fungus is trying to generate more of its kind, but the cisterns themselves are full at this point. Now, however, they also serve collectively as a trap for anyone seeking Rhendelmar's phylactery.

Obviously, only one of the cisterns holds the phylactery, but Rhendelmar was wary of making it too easy to figure out its location, so he replaced two of the original cisterns with new ones, built in shape to be identical to the originals, but enchanted with a special magical effect based on the Kelmanoshi coin that Rhendelmar discovered in area 356-C. (The GM should decide which cistern holds the phylactery and which ones are merely enchanted.)

All of the cisterns have a hardness of 8 and 45 hp. When one is reduced to 15 hp or

lower, the pressure of the churning material inside causes it to explode. All creatures within 10 feet suffer 1d6+4 points of damage, though a successful DC 15 Reflex save reduces the damage by half. In addition, all creatures within 25 feet must make a DC 25 Reflex save or be hit by a spray of sodbuster fungus. If the cistern holding the phylactery explodes, the item itself ends up sitting in what remains of the bowl.

The new cisterns have been enchanted so that they appear to detect spells (and spells with similar properties) as if they were items with a strong aura of necromancy (identical to how a lich's phylactery would appear). The purpose of the enchantment is to confuse Rhendelmar's enemies--it has no powers beyond that. The cisterns automatically fool spells such as detect magic. A character that uses identify or a similar method to determine the exact magic properties of one of the cisterns must make a DC 15 Will save to determine its true magic power. On a failed save, the divination magic or examination provides false information about the cistern--a decoy cistern seems to clearly contain a phylactery, and the one with the phylactery clearly appears to be a decoy.

Strong evocation (false aura)/minor illusion (true aura); CL 9th; Craft Wondrous Item, magic aura, permanency; Price 2,500 gp.

Connections: This chamber connects to area 357.

See the Map of Level 12.

361. LEAVING THE GARDEN (EL 12)

Summary: The doors leading out of the garden are held and watched by a strange set of guardians.

Sights and Sounds: The chambers beyond the doors are completely dark with no light sources at all. If the doors are open, though, enough light filters in from the garden to give the area shadowy illumination.

The passage below describes the chambers as they look before the doors are opened (provided the viewer has an adequate light source). The GM may have to modify the details, depending on how the PCs manage to gain access to the area.

Scattered throughout this chamber are a collection of incredibly lifelike statues. They are of a wide range of races and creatures, but they all look haggard and bedraggled. Many of them are sitting in exhausted slouches or leaning against a wall as though to keep from falling over. They have the look of survivors from a great battle, or prisoners escaped from a labor camp. Indeed, some of them even have slave collars bolted around their necks.

In the doorway between the two rooms, three statues of adventurers with weapons at the ready have been posed as if they are guarding against some foe that may be approaching from the stairs at the chamber's far end.

A statue of a stout dwarf stands before the doors leading to the garden, one hand clamped around each of the door handles. The dwarf's posture seems to indicate that he is going into

the garden, but his grip on the handles acts as a stony lock preventing the doors from budging even an inch.

The Doors: From the garden, there is nothing especially unusual about these large, sturdy double doors. They are made of stone, about a foot thick, and carved from the same material used to build many of the permanent structures in Dragon's Delve. Those who pay attention to such details will note that they are clearly part of the original structure of the dungeon--not additions put in by Phaedor Rhendelmar as he constructed his garden.

The doors are built to open into the garden, and markings on the ground indicate that they have (even very recently). But anyone who tries the doors finds they are being held shut. A successful DC 15 Search check will confirm that the doors are not locked--someone or something is holding them closed from the other side.



In fact, that someone is a dwarf that succumbed to the petrifying effect of stone water while in the act of trying to enter the garden (though there is no obvious and easy way for the PCs to determine that information). The dwarf's hands are closed and sealed around the handles on the other side, and there is no way to dislodge them without breaking the handles, shattering the hands, or using some kind of magical effect. (As always, if the PCs come up with a clever alternative solution, the GM should reward them by giving an appropriate chance of success.)

The petrified dwarf has a hardness of 8 and his hands have 30 hp each. Once one of them is broken, that half of the door will open easily.

The EL listed for this encounter is applicable for PCs who make the effort to open the door without damaging the petrified dwarf. Rewards beyond xp can be gotten if the group goes further and rescues the dwarf or other creatures in this chamber from their petrified states. Should the PCs go that route, the rewards they receive are twofold. First, the rescued creatures will provide them with information about Level 13. Mostly this should be in the form of history and details of how the Obsidian Archways work (which will be explained over the course of the first few Level 13 encounters) and some details about the layout and content of areas 362 to 369. Additionally, for every three creatures the PCs free from petrification, they should receive either a stone devotee amulet or two

vials of stone water (both of which will be described in detail in the early encounters of Level 13).

The Statues: These incredibly lifelike statues are, in fact, creatures that have succumbed to petrification. If in the past the PCs have had any interactions with creatures with that sort of damage, the GM may want to allow them a DC 15 Knowledge (dungeoneering or nature) check to notice the telltale signs. This check gets a +4 bonus if the group has encountered Ennal Stonegrinder or any other indicator that the Stone Sisterhood is active on Level 13.

They have collected here over the course of years, adventurers and prisoners that have tried to escape from the level below, to the point where the chambers up here feel crowded with petrified bodies (the GM is left to determine exactly how many creatures there are based on the needs of the campaign). The PCs may fear that an enemy lurks on the stairs, but that is not the case (at least not until they reach area 363). These are all creatures that were poisoned by drinking stone water while on the level below, but not succumbing to the effects until they reached this chamber.

The most recent additions were the adventurers posed in the doorway and the dwarf that was holding the door closed. They have only been here a matter of days (perhaps only hours, if the GM prefers), having spent the last few weeks fighting against the Stone Sisterhood, they had their stone devotee amulets stolen and tried to get out before the stone water in their systems

did them in. The effort clearly was not successful. If the GM prefers, one or more members of the party may still be alive, sitting in a corner, barely holding on with a single point of Constitution remaining. That character (or any others the PCs rescue from their petrified conditions) could be a source of information for the group about what to expect on Level 13. But they should all be at least 4 levels lower than the party's average level--in other words, good sources of information, but not especially sturdy allies.

Connections: This chamber connects to area 358 and area 362.

See the Map of Level 12.

APPENDIX A: MONSTERS, NPCS & TEMPLATES

Guardian Pod (CR 10) (Room 337)

Large Plant

Initiative -2 **Speed** 10 feet

HD 10d8 + 70 **hp** 105

AC 15; touch 7, flat-footed 15

BAB/Grapple +7/+19

Attack +12 melee, vines x6 (1d6 + 5 plus grab)

Space/Reach 10 feet/10 feet

SA Staggering blow, copy, resilient

SQ Low-light vision, plant traits

Fort +12, **Ref** +1, **Will** +4

Str 20, **Dex** 6, **Con** 20, **Int** -, **Wis** 12, **Cha** 9

Crucial Feats: —

Other Feats: —

Crucial Skills: —

Other Skills: —

Staggering Blow (DC 20) (Ex): A creature struck by a guardian pod's vine must succeed on a DC 20 Fortitude save or become Stunned for 1 round.

Copy (Su): Whenever a guardian pod's vine strikes a creature and inflicts hp damage, that creature has its essence copied and transferred to the dopplepod to which the guardian pod is connected. This transfer of information is done via a complex network of roots and vines, and takes 1d4 rounds to complete. Once the transfer of information

is completed, the dopplepod may begin to grow a thrall using the copied information. The thrall grows at the rate of 1 HD or class level every 2 hours. These copies can be released at any time by the dopplepod and used as minions in defense of itself. (See dopplepod description for further details on thralls.)

Resilient (Ex): Guardian pods are unusually tough, and receive 2 bonus hp per hit die.

Tactics: While the guardian pod is certainly bred to deal with low-level threats, it was not meant to take on opponents of the PCs' stature. The plant's real purpose is to gather enough information about powerful opponents that the dopplepods can create thralls based on them. To that end, the guardian pod will attack as many PCs as it can, hoping to strike and do at least minimal damage to them all, thus adding their likenesses to the garden's dopplepod reservoir.

Pertah Nangh (Lawful Neutral) (Room 347)

Male human Ftr2/Mnk10 CR 12

Initiative +11 **Speed** 60 feet

HD 2d10 + 10d8 + 24 **hp** 89

AC 35; touch 35, flat-footed 28

BAB/Grapple +9/+18

Attack +17 (2d6+8, unarmed strike)

Full Attack +17/+12 melee (2d6+8, unarmed strike) or +14/+14/+9 melee (2d6+8, flurry of blows)

Space/Reach 5 feet/5 feet

SA Flurry of blows, ki strike (lawful, magic), improved grapple, improved trip cleave, spring attack

SQ Purity of body, slow fall (50 ft.), still mind, wholeness of body, deflect arrows, combat reflexes

Fort +15, **Ref** +17, **Will** +17

Str 20, **Dex** 24, **Con** 14, **Int** 12, **Wis** 14, **Cha** 10

Crucial Feats: Cleave, Combat Reflexes, Deflect Arrows, Dodge, Improved Grapple, Improved Trip, Improved Unarmed Strike, Spring Attack

Other Feats: Acrobatic, Armor Proficiency (heavy, medium, light), Improved Initiative, Martial Weapon Proficiency (all), Tower Shield Proficiency

Crucial Skills: Balance +17, Climb +11, Escape Artist +15, Jump +31, Tumble +22

Other Skills: Handle Animal +12, Hide +16, Listen +9, Move Silently +15, Sense Motive +6, Spot +7 Swim +12

Possessions: *Amulet of mighty fists* +3, *boots of speed*, *cloak of resistance* +3, *potion of barkskin* +5, *potion of bull's strength*, *potion of cat's grace*, *potion of owl's wisdom*, *ring of protection* +3

Phaedor Rhendelmar (Neutral Evil) (Room 359A)

Male half-elf Druid 12 (with Lich template)

CR 16 Medium undead

HD 12d12 **hp** 87

Init +1 **Speed** 20 feet

AC 24, flat-footed 23, touch 11

BAB/Grapple +9/+8

Attack +11 melee (1d6+2, +3 scimitar) or +4 claw (1d3-1, unarmed strike)

Full Attack +11/+6 melee (1d6+2, +3 scimitar) or +4/-1 claw (1d3-1, unarmed strike)

SA Negative energy touch attack

SQ Low-Light Vision, Fear Aura, Damage Reduction 15/bludgeoning, Damage Reduction 15/magic, +2 to saves vs. Enchantment, Immunity to cold, electricity, mind-affecting attacks, and polymorph, Nature Sense, Resist Nature's Lure, Trackless Step, Turn Resistance, Venom Immunity, Wild Empathy, Wild Shape, Woodland Stride

Fort +11, **Ref** +8, **Will** +19

Str 8, **Dex** 12, **Con** 10, **Int** 16, **Wis** 26, **Cha** 16

Languages Aquan, Common, Druidic, Elven, Sylvan, Terran

Feats: Combat Casting, Craft Wondrous Item, Druid Weapon Proficiencies, Natural Spell, Shield Proficiency, Spell Focus (evocation), Weapon Focus (claw)

Crucial Skills: Concentration +15, Diplomacy +5, Listen +32, Search +12, Sense Motive +16, Spellcraft +18, Spot +31

Other Skills: Balance -1, Climb -4, Craft (alchemy) +18, Escape Artist -2, Gather Information +5, Knowledge (dungeoneering) +7, Knowledge (nature) +20, Knowledge (religion) +7, Move Silently +6, Survival +10, Swim -7

Druid Spells Prepared (CL 12): 6/7/6/6/5/4/3

0-level: *Detect Magic* (x4), *Mending*, *Read Magic*; **1st-level:** *Entangle* (x2), *Faerie Fire*, *Longstrider*, *Obscuring Mist* (x2), *Shillelagh*

2nd-level: *Barkskin*, *Cat's Grace*, *Heat Metal*, *Owl's Wisdom*, *Spider Climb*, *Warp Wood*

3rd-level: *Contagion*, *Diminish Plants*, *Greater Magic Fang*, *Protection from Energy*, *Sleet Storm*, *Spike Growth*

4th-level: *Air Walk*, *Dispel Magic*, *Flame Strike*, *Freedom of Movement*

5th-level: *Call Lighting Storm*, *Insect Plague*, *Transmute Mud to Rock*, *Transmute Rock to Mud*

6th-level: *Antilife Shell*, *Fire Seeds*, *Transport via Plants*

Possessions: +4 dragonhide chain shirt, +3 scimitar, bead of force, boots of speed, +3 cloak of resistance, +2 periapt of wisdom

"Plant" Trap Type (Room 340)

Plant is a new trap type, which has some elements of both mechanical and magical traps. A plant trap is a living, unthinking plant bred for the specific purpose of guarding an area or item. All plant traps indicate their AC (and touch AC), saving throw bonus (the same for all saves) and hp right after the plant type listing in the trap stat block. For purposes of spells, plant traps qualify as creatures of the plant type. If a plant trap is brought to 0 hp, it is dead (and nonfunctional).

The Search DC for such plants indicates not the chance to notice it. Unless great

effort is taken to hide one, plant traps are as obvious, appearing to be mundane vegetation. Rather, the check is to realize that the plant is a trap (and how it is triggered), and a Knowledge (nature) check can provide the same information. Though they are living plants, such traps can still be incapacitated with a Disable Device check.

Creating a plant type trap requires the Craft Wondrous Item feat and whatever spells are listed after its XP requirements. The raw material cost includes the cost of a living plant with some aspect related to the plant trap. Plant traps are often cheaper and easier to create than similar mechanical traps because they are vulnerable to attack, and once overcome are dead and can't be repaired by anything short of magic to restore life.

Seed Bombs: All the plant traps presented in this level are seed bombs, special magic plant traps created for use in combat. A seed bomb exists as a 1/2 lb. seed when created and can be thrown (with a range increment of 10 feet). Upon landing it grows with mystic speed and 1 round later is a fully functional trap. A diminish plants spell successfully cast on a seed bomb causes it to revert to its seed state, although the seed bomb is allowed a saving throw against the spell (there is a special exception to the save rules for the diminish plants spell).

A character that throws a seed bomb is never directly targeted by the resulting plant trap (though if it has an area attack, the character may be caught in an area effect triggered by some other target). If the

character that throws a seed bomb is able to speak to plants, he can give the plant trap simple instructions (“do not attack me or my allies” or “do not attack anyone until tomorrow” or even “do not attack anyone until I say differently”) which it obeys as if it was an animal obeying a taught trick.

Manticore Bush (Seed Bomb) (Room 340):

This Medium-size, gnarled bush is made of dozens of intertwined, twisted vines, each bristling with thorns the length of a grown man’s hand.

CR 7; plant (AC 20 [touch 5], Saves +8 , hp 20); location trigger (all spaces within 40 feet); automatic reset; Atk +17 ranged (1d6+1, thorn); multiple targets (fires 1d4 thorns at each creature in a trigger space); Search DC 14; Disable Device DC 20. Cost: 12,000 gp, 960 XP, (spike growth)

Spore Puffer (Seed Bomb) (Room 340): The two-foot tall purplish mushroom pulsates slowly, as though breathing the air. The cap swells with each “breath,” and fine membranes along the underside of the gap quiver.

CR 7; plant (AC 19 [touch 4], Saves +7, hp 30); proximity trigger; automatic reset; gas; multiple targets (all targets in a 10-ft.-radius); never miss; poison (burnt othur fumes, DC 18 Fortitude save resists, 1 Con/1d6 Con); Search DC 18; Disable Device DC 16. Cost: 12,000 gp, 960 XP, (poison)

Caustic Bloom (Seed Bomb) (Room 350):

This five-foot flower, its crimson and amber petals tightly clamped shut, moves its massive shut bulb to face any rustle or

breeze. A drop of smoking liquid dribbles out between its clenched bulb petals.

CR 8; plant (AC 21 [touch 5], Saves +9, hp 30, resist acid 10); sound trigger (Listen +15); automatic reset; Atk +12 ranged touch (4d6 acid); Search DC 12; Disable Device DC 25. Cost: 12,000 gp, 960 XP, (*acid arrow, clairvoyance*)

Tanglegrass (Seed Bomb) (Room 350): A thick patch of long, purplish grass covers a two-foot diameter patch of ground in a six-foot tall clump, swaying in a gentle rhythm even when there is no breeze.

CR 6; plant (AC 17 [touch 4], Saves +7, hp 30); location trigger (all adjacent spaces); automatic reset after any target has freed itself; Atk +15 touch (1d4, entangle as net with 5-foot anchor rope); constrict (1d4/round to any entangled target); Search DC 22; Disable Device DC 23. Cost: 12,000 gp, 960 XP, (*entangle*)

Hangman’s Tree (Seed Bomb) (Room 352):

The thin, leafless tree is gnarled and twisted, standing no taller than a typical human. From its wretched limbs hang numerous noose-like vines.

CR 8; plant (AC 18 [touch 4], Saves +6, hp 35); visual trigger (Spot +20); automatic reset; Atk +11 (2d6 bludgeoning) and noose-strike (Reflex DC 18 or be disarmed of 1 randomly determined held object; targets with no held items are instead tripped); Search DC 13; Disable Device DC 25. Cost: 15,000 gp, 1,200 XP, (*arcane eye, black tentacles*)

Mourning Moss (Seed Bomb) (Room 352):

A Small clump of moss clings tightly to what

appears to be a cracked, yellowing skull. The moss writhes, pulling the skull’s jaw open, and an earth-rending wail issues forth.

CR 8; plant (AC 17 [touch 5], Saves +8, hp 25); visual trigger (Spot +20); automatic reset after 1d3 rounds; spell effect (shout, 7th-level bard, deaf 2d6 rounds, 5d6 sonic damage, 30 ft. cone, DC 18 Fort save half damage) and screech (any target hit by shout cannot complete verbal components of spellcasting without making a DC 21 concentration check, effect lasts 1d6 rounds); Search DC 18; Disable Device DC 25. Cost: 15,000 gp, 1,200 XP, (*arcane eye, shout*)

Dopplepods (Room 357)

A dopplepod is a plant creature that forms the hub of a symbiotic system of plant creatures. It receives information that a guardian pod gets by using its copy ability, then uses this information to create other plant creatures, known as pod thralls. As long as it is growing in fertile ground and receives sufficient water, once per week a dopplepod generates enough raw material to grow a new pod thrall.

Pod Thralls (Room 356E): A completed pod thrall is identical to the creature on which it is based, but with two permanent negative levels. It has all of the original creature’s physical and mental traits, except that when seen in bright light it becomes clear that the creature is made of plant matter, not normal skin and bones. The pod thrall itself will not notice these cosmetic differences in itself or others, but if they are pointed out, it is able

to recognize them (though it has no idea what the meaning is of these changes).

In most cases, a pod thrall is utterly enslaved to whomever controls the doppelpod in which it grew.

Incomplete Pod Thralls (Room 353)

A pod thrall is a creature very similar to a shambling mound. They are produced by doppelpods based on information absorbed by connected guardian pods. When the process is complete, the resulting pod thrall bears an uncanny resemblance to the creature from which it was copied. However, incomplete pod thralls are misshapen, having only passing resemblances to the original creature, and gain only a generalized benefit from their source creature's background. Anyone who is very familiar with what the source creature looks like in life may attempt a DC 15 Intelligence check to recognize who the thrall is based on.

In order to create an incomplete pod thrall, add one of the following templates to a shambling mound.

Arcane Pod Thrall Template (Room 353)

Add this template to a shambling mound in order to create an incomplete pod thrall that mimics a creature whose class abilities focus on casting arcane spells, such as sorcerers, wizards, and sometimes bards.

Special Abilities: The arcane pod thrall gains one special ability--shock bolt.

Shock Bolt (Su): Once every 4 rounds, an arcane pod thrall can make a shock bolt attack as a ranged touch attack. The shock bolt deals 8d6 electrical damage. Each time the arcane pod thrall makes this attack, it loses 1 point of Constitution. The pod thrall won't make this attack if it's Con is 10 or less. It regains Con lost as a result of this attack at the rate of 1 point per hour.

Constitution gained as a result of the pod thrall's Immunity to Electricity ability is first used to restore Con lost from using the shock bolt attack.

CR: The arcane pod thrall template increases the base shambling mound's CR by +2.

Combat: An arcane pod clone attempts to mimic arcane spellcasting, stopping once every four rounds to wave its tendrils around and moan in a mockery of verbal and somatic components. If the arcane pod clone is able to make a shock bolt attack, it does so. Otherwise, it wastes a standard action in its faux-spellcasting to no effect.

Warrior Pod Thrall Template (Room 353)

Add this template to a shambling mound in order to create an incomplete pod thrall that mimics a creature whose class abilities focus on combat, such as barbarians, fighters, and rangers.

Hit Points: +20 bonus hit points

Attacks: +2 to attacks, +2 to damage

CR: The warrior pod thrall template increases the base shambling mound's CR by +2.

Combat: A warrior pod thrall always attacks the nearest foe, charging any time it is not already adjacent to a foe.

Divine Pod Thrall Template (Room 354)

Add this template to a shambling mound in order to create an incomplete pod thrall that mimics a creature whose class abilities focus on casting divine spells, such as clerics, and sometimes druids.

Special Abilities: The divine pod thrall gains one special ability--renewal.

Renewal (Su): Once every 4 rounds, a divine arcane pod thrall can heal itself, or an adjacent plant creature, for 3d8+8 hit points. It may do this 8 times per day.

CR: The divine pod thrall template increases the base shambling mound's CR by +2.

Combat: A divine pod thrall fights adjacent to a warrior pod thrall whenever it can do so. It uses its renewal ability to heal the most damaged plant creature adjacent to it, healing itself only if no other damaged plant creature is next to it when the ability is able to be used.

Sneak Pod Thrall Template (Room 354)

Add this template to a shambling mound in order to create an incomplete pod thrall that mimics a creature whose class abilities focus on subterfuge, sneak attacks, or similar abilities, such as rogues and assassins.

Special Abilities: The sneak pod thrall gains one special ability--sneak strike.

Sneak Strike (Ex): Sneak strike acts as 3d6 of sneak attack, except the sneak pod thrall

may also use sneak strike to add damage to its constrict ability on foes it has successfully grappled.

Skills: Increase the base shambling mound's racial bonus on Hide, Listen, and Move Silently checks to +12 (+20 to Hide checks in a swampy or forested area).

CR: The sneak pod thrall template increases the base shambling mound's CR by +2.

Combat: A sneak pod thrall moves to flank a foe any time it can do so in a single move, unless it already has a foe grappled. The sneak pod thrall moves to flank even if doing so provokes attacks of opportunity.

Unseelie Monster Template (Room 356F)

Unseelie Creatures: Unseelie is a new template that does for fey creatures roughly what the vampire template does for humanoids.

Unseelies are dark fey--evil and twisted versions of faeries with strong connections to death and destruction that replace the normal fey links to nature. Some unseelie are born as evil parodies of specific fey, while others were once normal fey that became unseelie when their natural habitat was completely ruined or desecrated. These unseelie appear just as they did before their cursed condition manifested, though they often have a pale, sickly coloring and adorn themselves with dried, dead vegetation and bones from small woodland creatures.

Like noble fey, unseelie creatures often embrace finery and decadence and may play

at the role of nobility even if in life they were only ordinary members of kind. Despite the fact that they mostly look like ordinary fey, unseelies can be easily recognized, for they cast no shadows and throw no reflections in mirrors.

Unseelies speak any language known by the base creature to which this template is added.

Creating An Unseelie "Unseelie" is an acquired or inherited template that can be added to any fey humanoid creature (referred to hereafter as the base creature).

An unseelie uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature gains the undead subtype. Though unseelie are still fey, their strong connection to negative energy causes them to detect as undead and to be affected by spells and abilities that affect undead. They heal naturally, but otherwise act in all ways as undead. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s

Speed: Same as the base creature

Armor Class: The base creature's natural armor bonus improves by +6

Attack: An unseelie retains all the attacks of the base creature and also gains a slam attack if it didn't already have one. If the base creature can use weapons, the unseelie retains this ability. A creature with natural weapons retains those natural weapons.

An unseelie fighting without weapons uses either its slam attack or its primary natural weapon (if it has any). An unseelie armed with a weapon uses its slam or a weapon, as it desires.

Full Attack: An unseelie fighting without weapons uses either its slam attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a slam or other natural weapon as a natural secondary attack.

Damage: Unseelies have slam attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the unseelie's size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: An unseelie retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 unseelie's HD + unseelie's Cha modifier unless noted otherwise.

Blood Drain (Ex): An unseelie can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the unseelie gains 5 temporary hit points.

Children of the Night (Su): Unseelies command the lesser creatures of the world and once per day can call forth 1d6+1 locust swarms, 1d4+1 spider swarms, or one dire animal of a CR no greater than the unseelie's as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the unseelie for up to 1 hour.

Dominate (Su): An unseelie can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the unseelie must use a standard action, and those merely looking at it are not affected. Anyone the unseelie targets must succeed on a Will save or fall instantly under the unseelie's influence as though by a dominate person spell (caster level 12th). The ability has a range of 30 feet.

Energy Drain (Su): Living creatures hit by an unseelie's slam attack (or any other natural weapon the unseelie might possess) gain one negative level. For each negative level bestowed, the unseelie gains 5 temporary hit points. An unseelie can use its energy drain ability once per round.

Special Qualities: An unseelie retains all the special qualities of the base creature and gains those described below.

Damage Reduction (Su): An unseelie has damage reduction 10/cold iron. An unseelie's natural weapons are treated as cold iron for the purpose of overcoming damage reduction.

Fast Healing (Ex): An unseelie heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its dark home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to an unseelie forced into gaseous form has no effect. Once at rest in its dark home, an unseelie is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

The dark home of an unseelie is a ruined example of where a normal fey of its type might dwell. An unseelie dryad might have a copse of dead trees as its dark home, an unseelie nymph's dark home could be a holy glen despoiled by a bloody battle. An unseelie can freely travel from its dark home, but doing so puts it at risk if it is defeated.

Gaseous Form (Su): As a standard action, an unseelie can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Resistances (Ex): An unseelie has resistance to cold 10 and electricity 10.

Spider Climb (Ex): An unseelie can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): An unseelie has +4 turn resistance.

Abilities: Increase from the base creature as follows: Str +6, Dex +4, Int +2, Wis +2, Cha +4. Like most undead creatures, an unseelie has no Constitution score.

Skills: Unseelies have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Otherwise their skills are the same as the base creature.

Feats: Unseelies gain Alertness, Combat Reflexes, Dodge, Improved Initiative, and Lightning Reflexes, assuming the base creature meets the prerequisites and doesn't already have these feats.

Challenge Rating: Same as the base creature +2

Treasure: Double standard

Alignment: Always evil (any)

Advancement: By character class

Level Adjustment: Same as the base creature +8

Unseelie Weaknesses: For all their power, unseelies have a number of weaknesses.

Repelling an Unseelie

Unseelies recoil from a door (or other portal) made of or bound in cold iron or a strongly presented holy symbol. These things don't harm the unseelie—they merely keep it at bay. A recoiling unseelie must stay at least 5 feet away from a cold iron door or a creature holding a holy symbol and cannot touch or make melee attacks against the creature holding the item for the rest of the encounter. Holding an unseelie at bay takes a standard action.

Unseelies are also unable to change direction at a crossroads, although they can be carried through such places by agents or vehicles.

Slaying an Unseelie

Reducing an unseelie's hit points to 0 or lower incapacitates it but doesn't always destroy it (see the note on fast healing). However, certain attacks can slay unseelies. Driving a cold iron spike through an unseelie's heart instantly slays the monster. However, it returns to life if the spike is removed, unless the body has been destroyed. Removing an unseelie's head does not kill it, but does prevent its fast healing from functioning until head and body can reunite.

Unseelie Characters

Unseelies are always evil, which causes characters of certain classes to lose some class abilities. In addition, certain classes take other penalties.

Clerics: Unseelie clerics lose their ability to turn undead but gain the ability to rebuke undead. This ability does not affect the unseelie's controller or any other unseelies that a master controls. An unseelie cleric has access to two of the following domains: Chaos, Destruction, Evil, or Trickery.

Sorcerers and Wizards: Unseelie sorcerers and wizards retain their class abilities, but if a character has a familiar other than a rat or bat, the link between them is broken, and the familiar shuns its former companion. The character can summon another familiar, but it must be a rat or bat.

APPENDIX B: SPELLS & MAGIC

ITEMS

Amulet of Totem Sight

The wearer of this amulet can perceive through any animal or plant within 1,000 feet, seeing and hearing as if standing at that creature's location. The wearer gains the benefit of all his own natural senses (such as darkvision), but no magically enhanced perception. The animal or plant to be used as a focus for this device must be known, either a creature the amulet's wearer is familiar with or one that is obvious. Changing the amulet's point of view to a new animal or plant is a standard action. Until changed, the point of view moves as the plant or animal moves. The wearer gains no control over the plant or animal used as a focus for the amulet.

The amulet can be used for a total of 10 minutes each day. Each time it is activated it uses a minimum of 1 minute of this time.

Strong evocation; CL 12th; Craft Wondrous Item, clairsentience /clairvoyance, *speak with animals*, *speak with plants*; Price 60,000 gp.

Factoricum

The factoricum is a simple kind of golem, once used extensively by dragon lords to make their lives more luxurious (and still valued by them as treasure). Each factoricum is a six-inch diameter ball of brass gears and cogs, constantly spinning and rotating around each other. Though the device weighs 10 lbs., when in use it floats between one and four feet off the ground and moves under its own power. A factoricum cannot attack or speak (except to answer a single question each day, see below), has hardness 10, AC 10, and 50 hp. It can be repaired of damage with any metal- or clockwork-related DC 25 Craft check, at a cost of 10 gp per hp. (Treat all the damage to be repaired as a single item with a final cost of 30 gp/hp to determine how long repairs take), as well as mending and similar magic.

A factoricum can do anything the *unseen servant* spell can do, as well as cook and sew as if it had Craft (cooking) and Craft (sewing) with +5 bonuses. It also has the movement abilities of an unseen servant. It can answer a single question of its owner each day with 70% accuracy (as the *augury* spell), and cast an alarm spell (audible alarm only) up to 5 times/day at its owner's direction.

Strong transmutation; CL 9th; Craft (golem), *alarm*, *augury*, *unseen servant*; Price 10,500 gp; Cost 5,250 gp + 420 XP.

The Soulvault

This amulet was created as an accidental by-product of Phaedor Rhendelmar's early exploration of the lichdom. The *soulvault* provides a safe resting place for part of the owner's soul. (You must wear the *soulvault* uninterrupted for a week to bond with it and be considered its owner. When this process is completed, it ends any previous ownership and the effects the *soulvault* granted its previous owner.)

While wearing the *soulvault*, the owner is immune to all energy drains and negative energy effects.

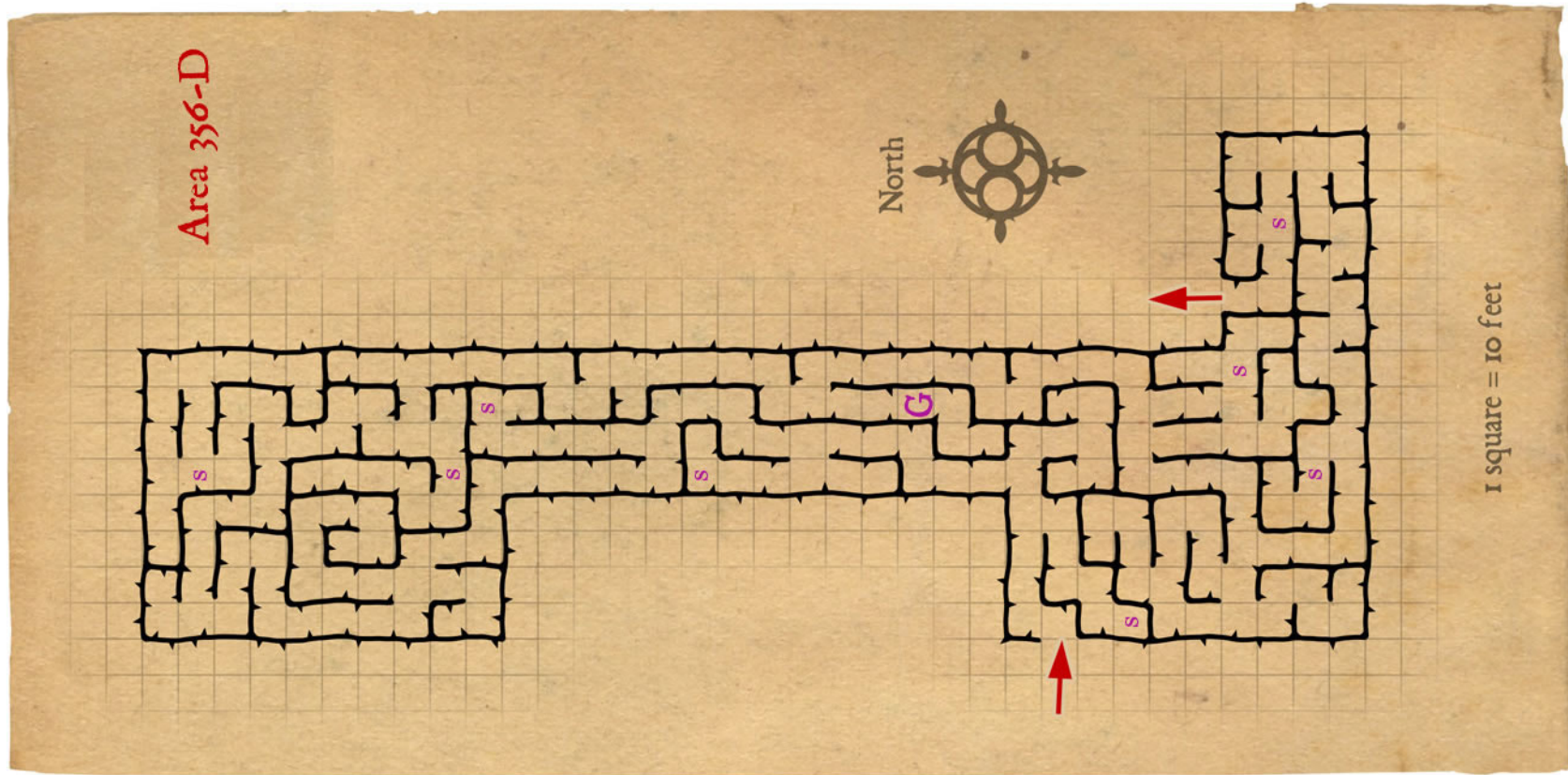
Even if it is not worn, the *soulvault* also grants its owner benefits in the event of his death. If the *soulvault* is within 300 feet of its owner when the owner dies, as long as the amulet stays within that range, his death is perpetually considered to have just occurred for purposes of any spell that restores him to life. For example, if the owner has been dead for 12 days but the *soulvault* nearby the whole time, a 9th level cleric can use *raise dead* to restore the owner, since the death is treated though it just occurred a moment earlier. Also, while the *soulvault* is within this range, the owner cannot be turned into an undead.

Further, if the owner is returned from the dead while wearing the *soulvault*, he suffers no loss of level (or prepared spells or spell slots) even if the spell used normally inflicts such.

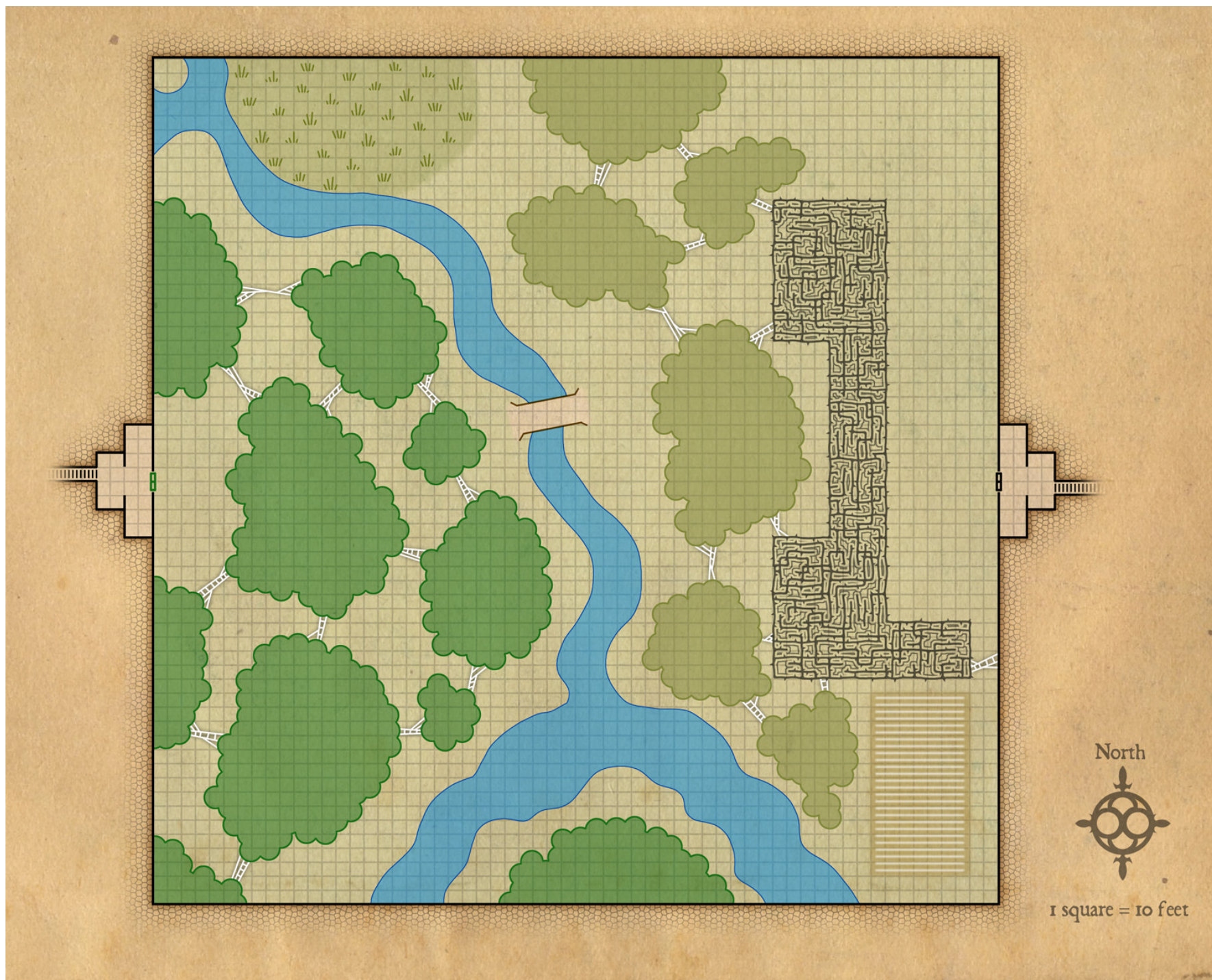
Strong abjuration; CL 12th; Craft Wondrous Item, *death ward*, *raise dead*, *speak with dead*; Price 28,000 gp.

APPENDIX C: HANDOUTS

Area 356 D Detail



Level Map No Secrets No Labels



APPENDIX D: GLOSSARY

The following terms are referenced in various places throughout Dragon's Delve.

Anra Saddana: Female human that serves as Lord Mayor of Brindenford. She's also a business owner in the town. Pronounced "Ann-Rah Sah-donnah" See the Gathering Hall for more information.

Baine Strongbow: A paladin that once aided the town of Brindenford. Although slain by assassins, his soul is held within his sword, which lies somewhere on Level 5. See also The Paladin's Sword.

Bargelos: A draconic descendant of Metterak that dwells on Level 10 of the dungeon. "Cursed" to be a gold dragon rather than a red. Hated enemy of Theophrastus. Pronounced "Bar-gell-oss."

Barzonyn DuMair: A human necromancer that has taken up residence in Terregaunt's Tower. She is a close friend of Jarla Vreech. Pronounced "Bar-zohn-in Dew-Mayr"

Beast God: A relatively minor god of ferocity and blood. Dark and savage, the Beast God calls upon the primal, bestial nature of his followers, encouraging them to revel in blood and violence.

The Beast God is Chaotic Evil. His domains are Chaos, Evil, and Destruction. His favored weapon is a battle axe.

Belestros: A god of strength, stone, and all things tangible. Belestros' followers are practical and usually live off of some natural resource, such as farmers, herders,

or miners. For more information, see The Temple of Belestros.

Belestros is Lawful Neutral. His domains are Law, Strength, and Earth. His favored weapon is the mace or cudgel.

Bestial Host: A strange religious cult dedicated to a deity known simply as the Beast God. The host is a mixture of goblins, kobolds, hobgoblins, orcs, bugbears, and degenerate humans (basically, Neanderthals). They emulate the savagery of their god and usually fight with little fear of pain or death. Not all the members of the host speak the same language, but most speak either Common or Goblin. See also Using the Bestial Host.

Bethirion: Elven knight that served the Red Saint and ultimately betrayed him. Pronounced "Beth-ee-ree-on."

Birshwar: Half-dragon cleric that reveres Metterak and builds shrines around the twelve secret sigils that he finds.

Bluesteel Doors: Occasionally, delvers report coming upon strange "bluesteel" doors, so named because they are made of steel with a distinct bluish tint. These doors are sealed and particularly sturdy; one cannot open them by normal magical means, such as a knock spell. They have no lock to pick. Instead, each door will open to a specific word. Sometimes, those who search can find the key word hidden in a nearby relief carved in the wall or scrawled upon a stone. Other times, they must discover it through separate investigation or divination.

Typical bluesteel doors are 3 inches thick with a hardness of 12, 120 hit points, and a break DC of 31.

Brindenford: A small town in what is now called the Fallen Duchy. Brindenford lies near the ruined Chordille Keep, and the numerous entrances to the dungeons underneath it. For more information, see Surrounding Environs.

Captain Darkblood: Undead pirate captain and self-proclaimed "Pirate King" on Khorant. Discovered the secret of sailing safely to the island.

Caval the Conjurer: One of the Mages Four, this human male wizard specialized in conjuration spells and summoning tricks. Pronounced "Cav-el."

Chaster: Halfling wizard that was once an adventurer exploring Dragon's Delve, now a thrall of the Font of Dreams. He can be found in area 42 or area 58.

Chordille Keep: The home of Duke Bryson Chordille, razed about 100 years ago. It stood above Dragon's Delve and connected with Level 1. The ruins are still visible, although there is little left. Potentially reappears as a ghostly keep after the Ghost Door is activated on Level 8.

Crasien: Tiefling wizard on Level 7 of Dragon's Delve with many half-fiends under his control. He can be found in area 225. Pronounced "Crass-ee-ehn."

Croshof: The butler of Duke Bryson Chordille. He was faithful to the duke, but knew of Duchess Andra Chordille's evil

schemes. He is now a ghost in Chordille Keep. Pronounced "Crosh-off."

Czarzem the Wicked: A unique demon that appears to be a man composed entirely of living, buzzing flies. Can be found on Level 7. Pronounced "S-zar-zem."

Dagon: One of many "old ones" worshipped by the ancient Khorantians. Today his cult has been resurrected using the name "The Shark God."

Dagon is Chaotic Evil. His domains are Evil, Chaos, and Water. His favored weapon is a spear. Pronounced "Day-gon."

Devil's Maw: An old cave from which an underground river flows into the River Turant. Most locals consider the cave to be a place to avoid--haunted, cursed, or otherwise possessed of ill magic.

Dorana: The dangerous water deity representing the threat and the vengeance of nature. Dorana is the Chaotic Neutral goddess of the sea and vengeance and, to a limited extent, all conflict and even war. She is revered by all those in and on the sea as well as by fighters and some paladins. See the Temple of the River Gods.

Her domains are Air, Chaos, and Water. Her favored weapon is the longsword and her symbol is a wave pierced by a lightning bolt. Pronounced "Door-an-ah."

Drathos: An evil, domineering fighter living on Level 5 of Dragon's Delve.

Duchess Andra Chordille: Wife of Duke Bryson Chordille. Secretly, she revered Rivenyk.

Duke Bryson Chordille: Dead ruler of what is now called the Fallen Duchy. Pronounced "Cor-deel."

Entropy Engine: A huge magical artifact created by the Mages Four to harness some of the ambient magical energies found in the lower levels. The Entropy Engine is currently malfunctioning and leaking energy.

Erralak: Ocular tyrant that serves Bargelos. Erralak has a shaft that connects Levels 1, 2, 5, 7, 8, and 10. Pronounced "Air-uh-lack."

Erro Mansan: The sheriff in Brindenford--a human fighter of considerable skill. Pronounced "Air-oh Man-san." See The Gathering Hall for more information.

Essoch and Enaul: These gods are twins who use the river's power to mirror the stream of time, with its many branches and forks. Enaul is the Lawful Neutral god of cities and civilization (bards often worship him), while his brother Essoch is the Chaotic Neutral patron of the wilderness and the primal aspects of all people (thus appealing to druids, barbarians, and even rangers). The brothers make for interesting patrons of the different aspects of elven nature. See the Temple of the River Gods.

Enaul's domains are Travel, Knowledge, and Law. His favored weapon is the rapiera and his symbol is an hourglass and an arrow. Essoch's domains are Chaos, Animal, and Strength. His favored weapon is the staff and his symbol is a staff hooked around a crescent moon. Pronounced "Eess-ock" and "Ee-nawl."

Eulalai Pujalt: Halfling wizard friend of Serrestique who was a prisoner of the demons on Level 7 for a very long time. Can be found in area 217. Pronounced "Yoo-lal-eye Poo-jalt."

Fallen Duchy: Once known as the verdant and flourishing Duchy of Chordille, this remote and sparsely populated region is now without a ruler.

Felstor Knoveli: A half-elven sage in Brindenford. See Felstor Knoveli, Master Sage for more information.

Font of Dreams: Magical fountain on Level 2 that controls creatures through their dreams. This fountain was originally created by the Mages Four. The font can be found in area 62. See also Fights and Dreams.

Gardok: A wealthy farmer living just on the outskirts of Brindenford who is a high-ranking member of the Venom Cult. His full name is Devin Gardok, but everyone just knows him as Gardok. Pronounced "Gardock."

Ghost Door: A metaphysical construct created by the ghost of Duchess Andra Chordille on Level 8 of the dungeon to give herself and her home a new "life." This magical creation, as a side effect, draws the attention of ghosts and spirits throughout the region.

Glarias, the Moon Goddess: A minor goddess worshipped in the lands surrounding the Fallen Duchy and revered there in its heyday. Glarias presides over the moon, so while she is not an evil goddess,

she uses shadow (and even darkness) as well as light as both tools and raiment. When she was captured and imprisoned by the Dragon Prince, her godly power was given to the Beast God.

Glarias is Chaotic Good. Her domains are Good, Knowledge, and Luck. Her favored weapon is mace. Pronounced "Glah-ree-as."

Harrud: Brother Harrud is the priest of Belestros in Brindenford. He is an opponent of the power structure of the town. For more information, see The Temple of Belestros.

Hell coins: Reddish-gold coins with faces of the tormented upon them, these perverse coins are minted by demons and devils and contain doomed souls. Worth 200 gp to a fiend, 10 gp to others (or 0 gp to those who find such things abhorrent). Also known as "hell money." See Area 205 for more.

Iamon: Ancient god who died in a divine war in the very earliest days of the world. His corpse fell to earth and is now buried deep below what is now Dragon's Delve. The ambient energies radiated by the corpse are the source of "chaos magic" that affects many sites in the dungeon. Pronounced "Ee-ay-mon."

Iris Gellow: High priestess of the temple of Vune. See the Temple of Vune for more information. Pronounced "Eye-ris Gell-oh."

Jamissan: Greatest of the Warrior Bards of the South, Jamissan is known to have found and created many unique magical items.

Jarla Vreech: Blackguard that has taken up residence in Terregaunt's Tower. Close

friend of Barzonyn DuMair. Pronounced "Jar-lah Vreech."

Jaskon Tully: Miller in Brindenford. He is secretly a high-ranking member of the Venom Cult.

Jumanik: Satyr cleric-bard from centuries ago, Jumanik loved puzzles. He lived in Dragon's Delve for many years. Pronounced "Ju-man-ick."

Kelmanosh: Distant land whose high king technically rules over the Lost Duchy. (In truth, the former duchy is a remote region all but forgotten by the outside world.) Pronounced "Kell-man-osh."

Khorant: A distant island reachable through a magical gate on Level 5 of Dragon's Delve. No other means exists to reach this mysterious locale located somewhere on the Sea of Eternal Storms.

Khorantians: An ancient folk native to the island of Khorant. Although originally elvenkind, the foul practices and ceremonies they conducted eventually turned them into a degenerate piscine race, akin to sharks.

Kulaj: The creator goddess of the pantheon of the River Gods, she represents the source of the Celestial River. She is the mother of all the other gods in the pantheon. Kulaj is the creator deity and the patron of farmers, artisans, and most of the common people, as well as gnomes and halflings. She is also the goddess of magic, and thus of wizards and sorcerers. See the Temple of the River Gods.

Kulaj is Lawful Neutral. Her domains are Law, Magic, and Plants. Her symbol is a hand that appears to hold a mountain

range in the palm. Her weapon is a mace. Pronounced "Koo-lahj."

Lissandera the Enchanter: One of the Mages Four, this female human wizard loved various enchantment spells and also excelled in alchemy and magic item creation. Pronounced "Lis-an-dayr-ah."

Logger's Guild: Guild of foresters and loggers active in Brindenford and north of the town. The group has frequent disputes with the elves of the northern woods. See also the Logger's Landing.

Lord Darrulm: Leader of the grahlus in the Grahlus Fort on the island of Khorant.

Lord Saral: A powerful fighter who explored and eventually lived in Dragon's Delve. He was an expert of weapons of all kinds and led a legion of soldiers and creatures at one time. Pronounced "Sayr-al."

Lost Shepherd: A tavern in Brindenford owned by a former adventurer. This tavern draws most of those interested in exploring Dragon's Delve.

Lost Temple: An old temple of Glarias somewhere deep in the woods about three miles southwest of Brindenford. Some lingering magic of the imprisoned goddess keeps it hidden from the forces of the Beast God who would love to claim it.

Mages Four: A group of four aligned mages of infamous power. Centuries after Queen Ryssa's people overthrew her and abandoned the dungeon, they claimed most of it for themselves. They built the Entropy Engine, among other powerful artifacts.

Mallock: This god represents the treachery of a river that appears to be a gentle stream one moment, but becomes dangerous rapids the next. Mallock is the dark god whose deceptive nature makes him appealing to some rogues. See Temple of the River Gods.

He is Lawful Evil, and his domains are Evil, Law, and Trickery. His favored weapon is the dagger and his symbol is a serpent entwined around a crescent moon. Pronounced "Mal-ock."

Master Mui Yan: An infamously skilled warrior who teaches fighting secrets in a hidden dojo deep in Dragon's Delve. Pronounced "Mwee Yahn."

Metterak: The self-styled Prince of Dragons, this red dragon is one of the most infamous wyrms in all the world. He reportedly lairs deep within Dragon's Delve (in fact, that's what gives the place its name). Pronounced "Met-er-ak."

Moontree: A huge tree located in Chordille Keep, sacred to Glarias. It eventually became tainted with evil. Even though the tree was chopped down, its roots live on in the dungeon.

Nag: A minor god of serpents and poison. Nag appears to be a giant cobra made of darkness. He is revered by the Venom Cult and a few serpentine creatures (nagas, for example). His mate is Nagaina, and they are frequently worshipped together, although Nagaina is never mentioned without Nag. See Level 6: Domain of the Venom Cult.

Nag is Lawful Evil. His domains are Evil, Knowledge, and Death. His favored weapon

is a very long, curved knife (a short sword). Pronounced "Nog" and "Nog-ah-eena."

Nibul of the Seven Arches: A mysterious magical being that traveled with Lord Saral when he explored Dragon's Delve. Nibul was slain by Metterak. Pronounced "Nie-bull."

Old Man's Tunnel: An entrance into the dungeon via a natural tunnel that runs just south of Brindenford into Level 6 of Dragon's Delve. Although most of the locals have heard of it, very few know where it can be found or if it's real.

Orr: A fabled wizard-priest whose tomb lies hidden in Dragon's Delve. Pronounced "Or."

Phaedor Rhendelmar: A half-elven druid most believe to have been mad. In ages past, he attempted to create methods to grow plants underground and tested his theories in Dragon's Delve.

Pholaen the Worldweaver: An elven wizard and member of the Mages Four. He has a mobile laboratory deep in the dungeon. Pronounced "Fo-layn."

Pit in the Woods: South of Dragon's Delve is a pit where, hundreds of years ago, locals threw criminals and madmen. The pit leads, eventually, to Level 9, where some descendants of those thrown in the pit dwell.

Poet's Bridge: An ancient stone bridge over the River Turant south of Brindenford. Site of a huge battle between the forces of Lord Saral and the Red Saint.

Queen Ryssa: A cruel dwarven queen of antiquity who forced her people to delve

deep into the earth, creating much of the dungeon. Pronounced "Rie-sah."

Ramscorn: Ferocious orc barbarian that is the leader of the Bestial Host guards of the Beast God temple on the first level of the dungeon. He set out to explore and conquer the rest of the dungeon and can be found on Level 2 in area 51. See also The Stolen Bracer.

Red Saint: A powerful cleric named Azassarrah that led an army against the forces of Lord Saral. Once he had defeated Lord Saral and cleared the upper levels of Dragon's Delve, he created a magical prison in which to place his enemies. Azassarrah is pronounced "Azz-ah-sayr-ah."

Rivenyk: A demon lord who holds sway on Level 7. He was secretly worshipped by Duchess Chordille. Pronounced "Riv-en-ik."

Scroll: The troll priest-king of the Bestial Host. He dwells in the hills far from the dungeon but sends guards and priests there to watch over the temple on Level 1. In theory, he may visit himself one day.

Sea of Eternal Storms: A magical ocean far, far away. At least one terrible storm rages upon these waters at all times, making them virtually impossible to navigate. At the center lies the island of Khorant.

Shakaran Titanslayer: This human male sorcerer was one of the Mages Four and specialized in physical combat, enhanced by magic. Pronounced "Shah-kar-an."

Signar Fuen: Powerful adventurer who died in the dungeon. Signar was once a high-level fighter and explored much of

the dungeon. He reached Level 14, where his party all died, and he was drained by undead down to 3rd level. He was killed in area 2. In his flight from the dungeon, he lost an intelligent amulet on Level 12. Pronounced "Sig-nar Fway-en."

Sillitta Ederus: Cleric of Vune. Engaged to Whedon Rasholt. See the Temple of Vune

Serrestique: Female human wizard who came to the dungeon to seek information about the Mages Four. She used a number of chambers on Level 1, but is currently in stasis in the prison on Level 5. Pronounced "Sayr-est-eek."

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

BRING A GENIUS TO THE TABLE!

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DESIGNATION OF PRODUCT IDENTITY

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