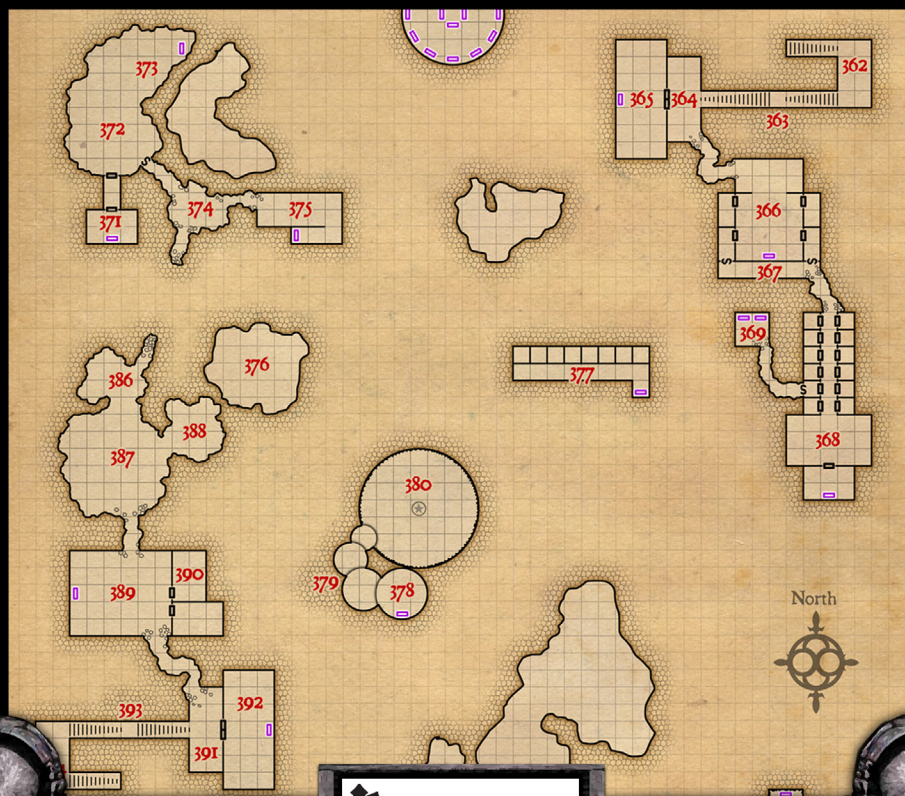


DUNGEON A DAY

DRAGON'S DELVE LEVEL 13: The Petrified Congregation

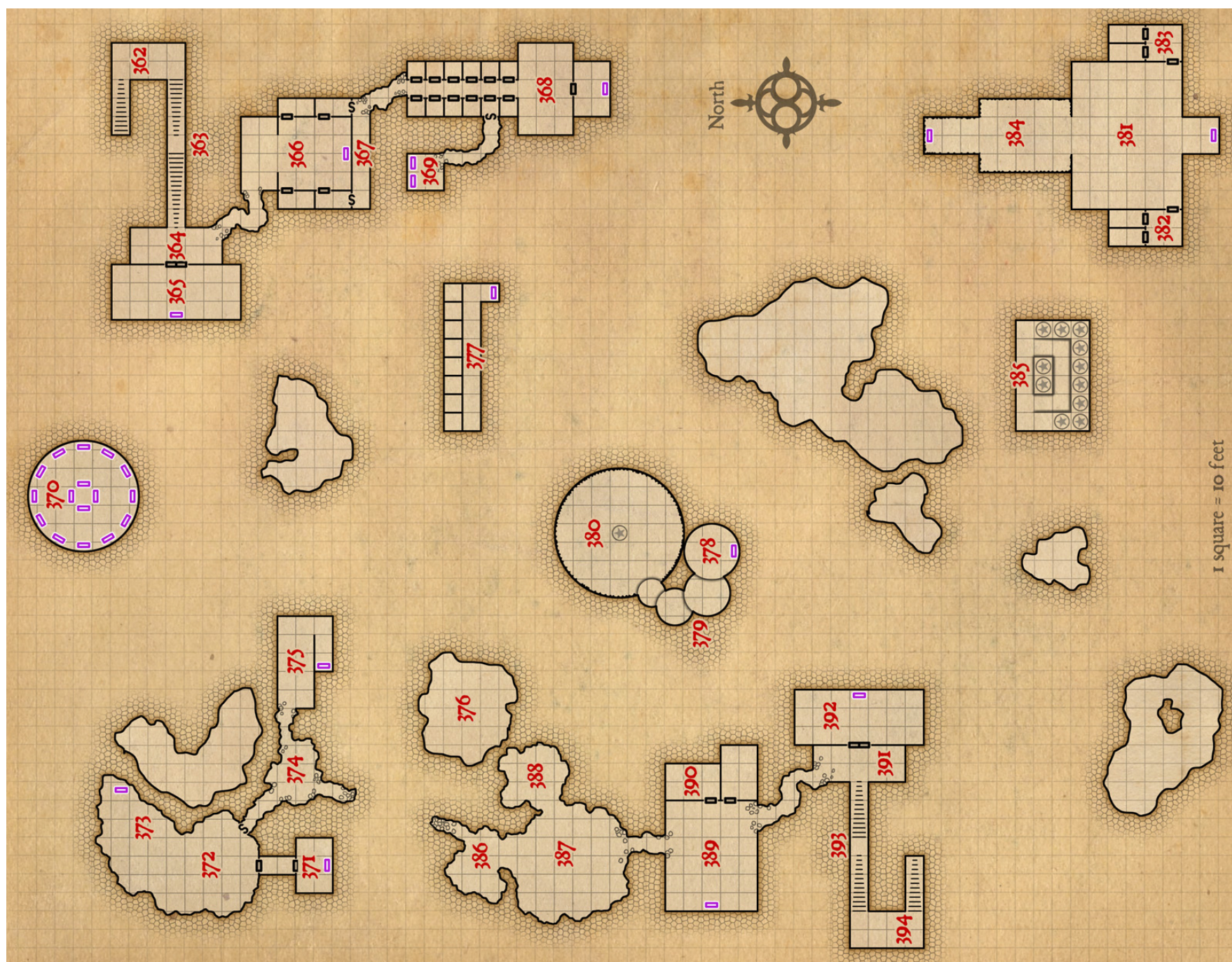


PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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DRAGON'S DELVE LEVEL 13: THE PETRIFIED CONGREGATION



LEVEL 13: THE PETRIFIED CONGREGATION

Originally, there was very little on this level. When Queen Ryssa's engineers arrived here, they began by constructing the entry chambers (area 364 and area 365). But as work progressed, the Queen's viziers began to have horrible nightmares. This area was the final resting place of Xaqahandrar the Eternal Burrower--a legendary creature worshipped as a deity by burrowing creatures from all across the planes. Its body was part of the earth in these parts, and to excavate it for the purpose of glorifying a dwarf queen's vanity, the dreams said, would call the very wrath of the earth itself against them all.

At first, Queen Ryssa took no heed of these warnings. But after a series of earthquakes, attacks by earth elementals, and innumerable accidents among the workers digging in the area, she changed her mind. Consulting with her viziers, she determined that as long as she left Xaqahandrar's remains intact, she could pass through this level safely and continue building her bizarre complex. To accomplish this, she had her engineers build a small set of exit chambers--mirror images to the already completed entry chambers. These became areas 391 to 394, and for the purposes of traveling between them, she had constructed a pair of archways carved from pure obsidian. These were magically linked

portals, allowing one to safely pass from the entry chambers to the exit chambers without disturbing the Eternal Burrower.

For centuries, that was all there was to Level 13. However, in recent times a group of medusas, worshippers of Xaqahandra who called themselves the Stone Sisterhood, discovered the resting place of their god. They came to Dragon's Delve and began to build new sections of the level in the portions of earth they were certain were not part of Xaqahandra's body. Since there was no way to carve hallways or tunnels connecting them all, the medusas had their minions build new archways, so that the faithful could travel throughout the growing complex.

The medusas kept slaves, mostly creatures of the earth whose essence they drained to create a substance called *stone water*. All the while, the Stone Sisterhood continued to worship Xaqahandra and, feeling her spirit filling the area as surely as her body did, began searching for a way to bring their god back from the dead.

As their plans neared fruition, the slaves managed to revolt and escape, some into unknown parts of the dungeon level--empty natural caverns. From there, they are waging a rebellion against the Stone Sisterhood, trying to drive the medusas out of the dungeon.

The PCs arrive on Level 13 just as the rebellion is preparing a major assault against their former captors and the Stone Sisterhood is preparing for a ritual that they believe will return Xaqahandra to life.

The engineered, developed rooms of Level 13 all have 15-foot ceilings unless otherwise noted. The tunnels dug to connect areas have only 6-foot ceilings, count as difficult terrain for any Large creature, and may be impassible to creatures size Huge or larger (at the GM's discretion). The natural caverns throughout the level have irregular ceilings that range from 10 feet to 40 feet high (unless a height is specified, the GM may decide that detail at his discretion).

There are 33 encounters on Level 13.

LEVEL 13 RANDOM ENCOUNTERS

Use this chart for determining random encounters for Level 13 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.

Die Roll	Result
01-85	No encounter
86-89	Elder Black Pudding
89-90	1d6+6 Cloakers
91-92	3 Ropers
93-94	1d4+5 Elder Xorn
95-00	Ghostly Xaqahandra

Wandering encounters typically have no treasure.

362. JUST PLAIN DEAD

Summary: More bodies of creatures fleeing the level below--but these aren't all petrified!

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

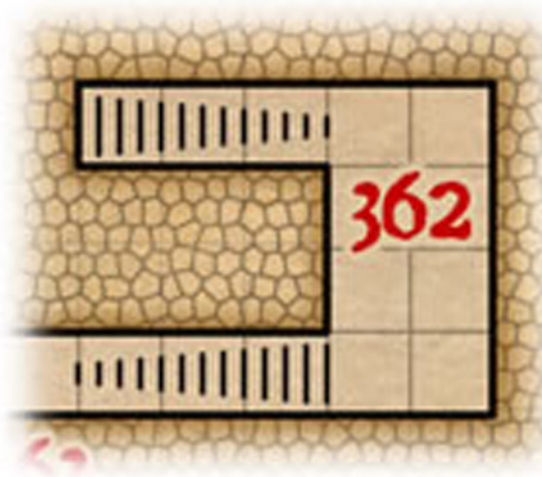
This isn't a room, just a platform so that the stairs down to the next level can switch back on their path. Lying about the platform are half a dozen or more bodies. You can easily identify a couple of humans, a dwarf, a gnome, and a gargoyle. All of them are dead, and all of the bodies are peppered with arrows.

The Platform: There is nothing special about this chamber. However, if the PCs use any light source that provides shadowy illumination, the guards in area 363 have a 50% chance to notice. If the PCs use a light source that provides full illumination, the guards automatically notice.

The Bodies: The bodies are of prisoners and adventurers who died while trying to escape the Stone Sisterhood (though it is also possible that some belong to groups that tried to get down into Level 13 but never made it past this spot). They represent a spectrum of races and creatures similar to those found above in area 361, but these are the individuals who did not live long enough to succumb to petrification. Their bodies can show many different types of battle wounds, but all of them have been shot with arrows fired by the guards below.

They do not have much in the way of equipment--their companions and others

have picked the bodies clean of obviously useful or valuable material. (The GM may choose to modify this, planting any items or treasure that he feels it is important for the PCs to have at this juncture.) The only exception is the gargoyle, who holds clutched in her hand a *stone devotee amulet*.



New Item

Stone devotee amulet: At first glance, a *stone devotee amulet* appears to be an unremarkable river stone on a silver chain. But a DC 15 Appraise check will reveal that the chain is made of almost impossibly pure silver and the stone is not a natural ore. This amulet can only be made from a piece of rock broken off an intelligent creature that was the victim of a petrification attack. It is then artfully carved to look like a naturally eroded river stone.

The amulet, for all the care that must be taken in creating one, has just a few very limited purposes. The amulet's main

function is to facilitate using the Obsidian Archways that allow visitors to travel around Level 13 (and to a few other places beyond that space). It is a key without which a wearer cannot pass through the archways, making it invaluable to anyone actually in this section of Dragon's Delve (since these portals are the only way many creatures will be able to move from section to section), but almost valueless in any other situation.

Secondarily, a *stone devotee amulet* protects its wearer from the petrification effects caused by having drunk *stone water*.

Moderate transmutation; CL 9th; Craft Wondrous Item, *meld into stone*, *teleportation*; Price 1,000 gp.

Connections: This chamber connects to area 361 and area 363.

See the Map of Level 13.

363. THE WELCOMING COMMITTEE (EL 15)

Summary: The Stone Sisterhood does not want anyone else coming into their territory, so a special welcome has been arranged for anyone who tries.

Sights and Sounds: This chamber is completely dark. Any character with a sufficient light source can see the following.

The stairs lead down in a long, straight path to another, smaller platform. A quartet of female humanoids stands there clad in some kind of metallic armor with longbows and arrows at the ready. Their hair is waving about in an unusual way, given that there is no wind in the stairwell.

The Stairs: The stairs lead straight down from area 362 to the platform in this area. Anyone on the upper platform who is standing on a square adjacent to the stairs can see down to the lower platform (provided they have sufficient light), but they can also be seen from there. Since all the guards standing on the lower platform are medusas, they have sixty-feet of darkvision and can clearly see and target anyone that can be seen on the upper platform.

The Welcoming Committee: In the wake of the slave escape and rebellion, and in deference to the fact that they soon plan to begin an important religious ritual, the Stone Sisterhood has decided to post guards in this stairwell to prevent anyone from entering or leaving this level of the dungeon. They have so far done only a fair job, killing some fleeing slaves and preventing a few adventurers from coming down the stairs. But, on the other hand, their performance has been far from perfect (allowing the doomed party from area 346 and Ennal Stonegrinder and his gnome companions to both enter and leave the area).

This group of guards has been punished severely for their past mistakes and are now determined to prevent anyone from getting past them--in either direction--or die trying. They will begin by using their bows, but each round one member of the group will instead perform a gaze attack. If the arrows prove ineffective, they drop their bows, arm themselves with dagger and shield, and begin using just gaze attacks until they are engaged in melee combat (at which point

they will alternate dagger and snake attacks). Suffice it to say, they are serious about holding their position this time. Death at the hands of the enemy is far preferable to having to report failure to their superiors.



Stone Sisterhood Archer (Lawful Evil)

Female medusa Ranger 4 CR 11
Medium monstrous humanoid

HD 10d8+20 **hp** 73

Init +3 **Speed** 30 feet

AC 22, flat-footed 19, touch 16

BAB/Grapple +6/+8

Attack +12 melee (1d4+2, dagger) or (1d4 + poison, snakes); +14 ranged (1d8+4 + 1d6 flaming, +2 *flaming composite longbow* (Str +2))

Full Attack +12/+6 melee (1d4+2 dagger) or (1d4 + poison, snakes); +14/+8 (1d8+4 + 1d6 flaming, +2 *flaming composite longbow* (Str +2))

SA Petrifying gaze, poison

SQ Darkvision, Favored Enemy (human), Wild Empathy

Fort +8, **Ref** +12, **Will** +7

Str 14, **Dex** 16, **Con** 14, **Int** 12, **Wis** 13, **Cha** 15

Languages Common

Feats: Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Finesse, Endurance, Armor Proficiency (light), Martial Weapon Proficiency (all), Shield Proficiency, Simple Weapon Proficiency (all)

Crucial Skills: Hide +6, Intimidate +4, Listen +5, Move Silently +12, Spot +12

Other Skills: Balance +9, Climb +5, Diplomacy +4, Disguise +9, Escape Artist +2, Jump +1, Search +5, Survival +5, Swim +0

Ranger Spells Prepared (CL 4): 1st-level: *Entangle*

Possessions: +2 *flaming composite bow* (Str +2), +2 *chain shirt*, dagger, light steel shield, *stone devotee amulet*, 4 vials of *stone water*

REVISIT (EL 16)

If the PCs defeat the guards, once Stone Sisterhood has a chance to assess the events of that encounter, they will increase the number of archers assigned to guard the stairs to six.

Connections: This chamber connects to area 362 and area 364.

See the Map of Level 13.

364. ANCIENT PROPAGANDA (EL 12)

Summary: The entryway into Level 13 is a room with a story to tell--walls covered with ancient murals and frescos.

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

This room is open and welcoming--as though it was designed as a reception area. There are no practical amenities in the chamber, but the walls are covered in a series of artfully rendered frescos and murals. The centerpiece are the double doors set in the center of the western wall, which are each made from a single block of obsidian. Everything in the room remains in pristine condition, except for the fact that the southeast corner of the room has been ruined by a small tunnel that breaks through the wall and leads away into the earth beyond.

Background: This entryway was built by dwarf engineers in the service of Queen Ryssa after she came to terms with the spirit of Xaqahandra that haunts this level. At first, Ryssa was enraged that her will should be thwarted by the spirit of a dead monster (even one claiming to be a god), but in the end she saw the compromise as a chance to make a show of her own magnanimity.

She had the walls of the room decorated with murals and frescos that tell a highly propagandized version of how the compromise for this level was struck. The intention being that anyone who passed through this level would be forced to recognize what a great, wise, and kind ruler Ryssa was.

Determining the meaning behind the murals, as a whole or individually, requires a Knowledge (history or local) check. If the check beats DC 15, the viewer intuits the propagandized meaning. If the check beats DC 25, though, the viewer understands the unexpurgated version of events.



the lightest push to open into the chamber beyond.

Anyone who can read even the modern dwarf language can figure out the general meaning--a prayer of thanks for the beneficence of two great leaders, Xaqahandra and Ryssa, who built this site together to celebrate all life over the ages.

However, anyone who succeeds at a DC 20 Knowledge (architecture, history, or nobility) realizes that when building viewing galleries like this, the dwarven style was to have one door serve as the prologue for the story being told on the walls, and the other serve as the epilogue. When read that way, the prologue credits all the construction and artistry to Ryssa while the epilogue states that Xaqahandra is an obscure and powerless entity who would be all-but forgotten if not for Ryssa's beneficence.

The Doors: The obsidian doors are fine crafted and covered with exquisite carvings and a supplication carved in ancient dwarven runes. The doors are in perfect condition, still polished and shining and working as well as they did the day they were installed. They are not locked and require only

Murals and Frescos: Beginning with the northern section of the west wall, each section is covered by a single large-scale piece of art depicting part of the creation of this level. They show Queen Ryssa and Xaqahandra jointly overseeing simple-minded minions as they excavate and construct the entry and exit chambers as well as the obsidian archways.

The unexpurgated version of history is described in the Level 13 overview. The propagandized version is described below.

"Almost mindless drones in the service to Queen Ryssa ignore her orders and nearly violate the burial place of Xaqahandra (who is visualized as a tremendous xorn). Together the two regents guide the minions through the construction process--Xaqahandra causing earthquakes to loosen stone and reveal natural caverns, and Ryssa showing them how to construct magical obsidian portals. When all is said and done, Xaqahandra returns to eternal sleep and Ryssa sits on her throne ruling over the rest of the massive dungeon complex."

Even the fictionalized version of events contains a further bit of hidden meaning. A successful DC 20 Knowledge (history, local, or nobility) check reveals that, based on the artistic traditions of the time, Ryssa is always shown in positions and postures that indicate she is superiority and dominance. The final panel even implies that Xaqahandra is nothing more but another servant who only gets to rest because Ryssa wills it to be so."

Tunnel: The tunnel in the southeastern corner of the room was dug by prisoners escaping from area 368 and looking for a way to escape this level of the dungeon. The tunnel is small and tight. It counts as difficult terrain for any creature size Medium or Large (creatures larger than that cannot pass through this tunnel).

Having been dug in haste and never refined or improved, the tunnel is not especially stable. Whenever a Medium or Large size creature passes around the bend in the passage, there is a 15% chance that the tunnel will partially collapse. When that happens, all creatures currently in the tunnel must make a DC 25 Reflex save. Those who succeed suffer 1d6 damage but are able to scurry out of the tunnel in time. Those who fail suffer 2d6 points of damage and are buried under falling debris.

While trapped under debris, a character has no air, cannot breathe, and may begin to suffocate. Clearing fallen debris from a square requires a successful DC 15 Strength check. (Up to two other characters may assist on this check.)

Connections: This chamber connects to areas 363, 365, and 366.

See the Map of Level 13.

365. QUEEN RYSSA'S ARCHWAY

Summary: This chamber is the side of the original Obsidian Archway.

Sights and Sounds: This chamber is completely dark. If the PCs have an adequate



light source, they see the following.

The entire room is designed to focus attention on stone arch built into the western wall. The arch's keystone is made from polished black stone and is carved with an image of a medusa. The interior of the arch is filled with a similarly smooth and polished obsidian surface that catches any light shone

on it, refracting it into a cascade of rainbow streaks.

Collapsed in a heap along the northern wall is the body of a female humanoid dressed in heavy armor.

Background: This room was where Queen Ryssa had the original Obsidian Archway constructed. It was a marvel of its time, allowing travelers through the dungeon to pass from this room to area 392 merely by stepping through the portal.

The portal remained intact for dozens of centuries, until the Stone Sisterhood arrived. In developing additional areas within this level, they needed ways to travel between them without disturbing the earth in which they believed lay their slumbering god, Xaqahandra the Eternal Burrower. To that end, they destroyed the original Obsidian Archway and used the pieces as the cornerstones of a series of new archways.

Now a network of archways allows travel throughout the level and beyond, but only to those who know how to make them work.

The Original Archway: Built by Queen Ryssa's artificers, the original Obsidian Archway stood in this room (in exactly the same location that the current archway does) and allowed travel between here and area 392. It was an open enchantment--anyone could use the archway as long as they could fit through its aperture.

No one is sure of the exact method used to construct the original Obsidian Archway, and so it has never been replicated to this day. However, the enchantment was strong enough that the even when broken into pieces, each section of the archway retained a measure of their original power.

The Current Archway: The current archway is one of the lesser artifacts built by the Stone Sisterhood using pieces of Queen Ryssa's original. It connects to the Archorium (area 370), but can only be used by creatures that are both wearing a *stone devotee amulet* and are creatures with the Earth sub-type. Creatures that meet those requirements pass through the smooth obsidian surface that fills the archway as if it was a wall of black water (even causing ripples to temporarily form in its surface). If a creature that fails to meet those requirements tries to use the portal, it finds the surface hard and unyielding (as one would expect obsidian to be).

The Body: Collapsed at the foot of the room's northern wall is the body of a fallen Stone Sisterhood warrior. She is a medusa wearing plate armor decorated with a stylized snake

motif. This particular medusa was the leader of the group that previously guarded area 363. She fell in battle when a group of escaping prisoners overwhelmed her band, who dragged her body here and left it while they reported back to their superiors. Because of their embarrassing failure, it was decided to simply let this body stay where it lay--discarded and unmourned, an example of what happens to those who fail the Sisterhood.

If the PCs search the warrior, they will find a +1 *human bane broadsword*, a gem worth 200 gp, and an *amulet of flesh*.

New Item

Amulet of Flesh: This amulet is a polished steel disk, with a golden snake wrapped around the outside. If the wearer of this amulet is petrified, and remains so for 1 minute, the amulet casts *stone to flesh* on the wearer. The amulet can perform this function no more than once each week. As a result of its anti-petrification magic, the amulet does not turn to stone even if its wearer does, meaning it can be removed from a petrified target before restoration to flesh-and-blood. Normally this requires no special skill, though if the wearer was in a position that restricts access to its neck when petrified, a Disable Device check (DC 15 to 25) may be dictated.

Strong transmutation; CL 11th; Craft Wondrous Item, *contingency*, *stone to flesh*; Price 7,000 gp.

Connections: This chamber connects to area 364 and area 370. See the Map of Level 13.

366. PARTS AND CRAFTS (EL 12)

Summary: While exploring a workshop of some sort, the PCs are thrust into someone else's fight.

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

The main chamber is largely empty, with just a collection of six work desks arranged in a circle facing inward toward the center of the space. Each desk has a stool behind it. The eastern and western walls each have a pair of doors. Built into the southern wall is a stone archway whose keystone is made from polished black stone and is carved with an image of a medusa. The interior of the arch is filled with a similarly smooth and polished obsidian surface that catches any light shone on it, refracting it into a cascade of rainbow streaks.

In the chamber to the north there is a single, large workbench.

Background: The priestesses of the Stone Sisterhood use this room to create *stone devotee amulets*. A group of up to six priestesses sits in the main room assembling the amulets. When they complete one, it is brought to the northern chamber, where the High Priestess or one of her lieutenants checks the work and finishes the crafting process, imbuing the amulet with its powers.

Although they have more than enough amulets for their own use, the medusas have continued to make more so that they are prepared for all the worshippers who



will join their ranks after Xaqahandra is awakened.

Since the escaped slaver managed to tunnel from the jail (area 368) into this sector, no further work has been done.

Work desks:

These wooden desks each stand about four feet high and have a flat, slightly inclined, work surface. There are grooves cut into the surface to hold tools, raw materials, and a candle.

The top of each desk lifts up, revealing a storage space. Inside are tools for doing basic leather, wood, stone, and metal work (of the sort done by jewelers, tinkers, and other mundane craftspeople) as well as a few small candles (all partially used).

Workbench: The workbench is a large wooden table like the kind one would find in an inn's common room. There are no storage spaces in it (the high-ranking priestesses have their own special tools and materials that they keep in their rooms).

Tunnel: This is the other end of the tunnel described in area 364.

Obsidian Archway: This Obsidian Archway connects to the Anchorium (area 370), but can only be used by creatures that are both wearing a *stone devotee amulet* and are

creatures of the Earth sub-type. Creatures that meet those requirements pass through the smooth obsidian surface that fills the archway as if it was a wall of black water (even causing ripples to temporarily form in its surface). If a creature that fails to meet those requirements tries to use the portal, it finds the surface hard and unyielding (as one would expect obsidian to be).

Side Rooms: These are rooms for storing the raw materials needed to assemble a *stone devotee amulet*.

The north room on either side contains a single petrified humanoid creature--what appears to be a male dwarf priest of some sort in the eastern room, and a half-elf who is wearing light armor, suggesting she might have been a rogue, bard, or simply a squire or assistant. Both figures are incomplete, with large chunks of their anatomy missing. A DC 15 Search or appropriate Craft check reveals tool marks that indicate the pieces were taken purposely and with some technical skill. The floors of the rooms are covered with stone dust as well as chips and pebbles. A DC 10 Appraise or appropriate Craft check reveals that the stones and dust come from several different sources--in other words, these are not the first creatures to be disassembled in this fashion in these rooms.

The south room on the east side contains drying racks on which hang thin strips of leather, of the right length and thickness to be made into a lanyard or necklace. The medusas do not tan the leather themselves, they have minions buy it from traveling

merchants or from craftsmen in Brindenford. Laying them on the drying racks is just the most convenient way to keep them from getting damp, lost, or tangled.

The south room on the west side contains boxes of small metal trinkets, string, glass beads, and other items that can be used to decorate an amulet. While the basic form of the amulets must all be the same, there is ample room for them to be individual pieces of artistic expression, as well.

At the rear of each of the southern rooms is a secret door leading to area 367. Finding the doors requires a DC 25 Spot check. Opening the door requires a DC 30 Open Locks or Disable Device check.

Here Comes Trouble: At some point while the PCs are investigating this area, there is a sudden commotion as a female gargoyle pops out of the Obsidian Archway. This is Cyrtiss, the leader of the slave rebellion. She comes out of the portal at a full run and is shocked by the group's presence. She makes a split-second assessment that they are not working for the medusas and that they are potential allies, so she shouts out a warning to them, saying:

"They're right on my tail! If you want to keep your skin all squishy and mobile, follow me ... or at least hide!"

Unless the PCs do something to stop her, she then races up the tunnel toward area 364. From there, provided she hears her enemy pursuing behind her, Cyrtiss will go into area 365 and use the Obsidian Portal there to teleport to area 370 and then on to other parts of the level. She knows what's

chasing her, and she just wants to get away. What she doesn't realize is that the PCs most likely cannot use the portals yet, so they cannot escape with her.

If the PCs do try to stop or question Cyrtiss, she will insist that "Now isn't the time!" and do her best to get away. If the PCs make that impossible, she will try to position herself so that there is some kind of obstruction between her and the archway.

Thirty seconds after Cyrtiss arrives, another creature comes through the portal--an abyssal greater basilisk that the Stone Sisterhood keeps as a guard animal. Cyrtiss was purposely leading it on a chase so that other members of the rebellion could move through the area it had been guarding, and she thought these chambers would be a safe, empty place to bring it.

For its part, the basilisk doesn't much care who is in the room. It is trained to attack anything that it sees, and it hasn't the mind or the will to question or be talked out of that assignment. It has a *stone devotee amulet* as part of a collar around its neck, and has been fed a vial of *stone water*, thus allowing it to travel via the Obsidian Archways.

The intention is for this Cyrtiss to pass through this encounter and leave the PCs having to fight the basilisk. There are, of course, many ways that this plan could be thwarted by clever parties. If that is the case, the GM will have to use material described in other encounters (most likely area 368-B and area 370) to improvise a new action path for this scene.

Abyssal Greater Basilisk: hp 189

Connections: This chamber connects to areas 364, 367, and 370.

See the Map of Level 13.

367. STONE STORAGE

Summary: A hidden storeroom where the Stone Sisterhood stockpiles the items they've created.

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

This long, dark room seems to be intended just as a storage space. Near the center of the room sit a pair of chests and three small crates. The southeast corner of the room has been smashed away and beyond the hole a tunnel snakes away into the earth.

Background: This space was built just to be a storage area--somewhere for the Stone Sisterhood to put the *stone devotee amulets* and vials of *stone water*. They wanted to have enough of those materials for all worshippers of Xaqahandra to be able to travel through the complex, but still maintain control of their use, so they hid the finished materials here.

When the slaves burrowed into the area, the medusas retrieved most of the items from here. However, some of the chests and crates had clearly been tampered with, and those they left behind (fearing that the items inside were no longer efficacious).

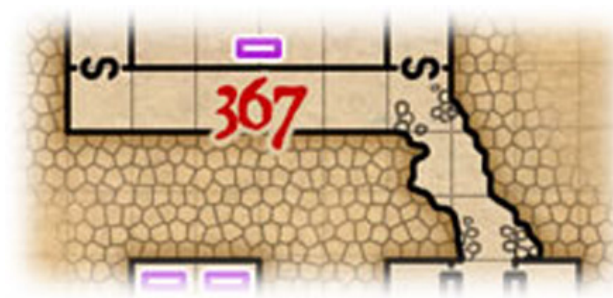
Tunnel: The tunnel in the southeastern corner of the room was dug by prisoners escaping from area 368 and looking for a

way to escape this level of the dungeon. The tunnel is small and tight, but its construction is stable. It counts as difficult terrain for any creature size Medium or Large (creatures larger than that cannot pass through this tunnel).

Chests: These are a pair of standard storage chests. They show signs of having been scratched and nicked as some unskilled hands tried to get them open. In end, the locks were smashed and the chests forced open. Bits and pieces of leather, stone, and metal are scattered around the chests.

Inside the chests are completed *stone devotee amulets*. The amulets are individually wrapped in a delicate lace cloth, like one would use to make a prayer veil. When full, each chest would contain 40 amulets. However, both chests have been ransacked. Some of the amulets have been broken (probably by enraged escaping prisoners) and their pieces lay scattered in and around the chests, but many are simply missing (having been taken by adventurers or members of the slave rebellion).

Currently, one chest has 5 amulets and the other chest has 15 amulets.



Crates: These are three standard storage crates. They all have had their lids pried off and then placed back on with no particular care. Strands of packing straw poke out from various spots, and the ground around the crates is littered with tiny shards of glass.

Inside the crates are wooden racks, each containing ten vials of *stone water*. Each rack is surrounded by a thick cushion of straw. When full, each crate would contain 10 racks (or 100 vials). However, all three crates have been ransacked. Some vials have been smashed on the floor (probably be enraged escaping prisoners) creating the glass shards found around the crates, but most are simply missing (having been taken, and in some cases already used, by adventurers of members of the slave rebellion).

Currently, one crate has 15 vials, another has 5 vials, and the third has 10 vials.

New Item

Stone water: *Stone water* is a liquid that contains the pure essence of elemental earth, the way holy water contains the essence of good. Any creature that drinks a vial of *stone water* gains the Earth sub-type for 24 hours. No other powers or abilities are conferred. During the time that the *stone water* is active in its system, the creature must make a DC 20 Fortitude save every hour. If this save fails, the creature takes 1d3+1 points of Constitution damage.

When the creature has lost one-quarter of its Con, one of its limbs turns to stone. A limb that has been turned to stone is frozen in position and cannot be used normally.

It can, however, be used as an improvised club. This happens again when the creature has lost half its Con, and again when having lost three-quarters of its Con. When the creature has no Con remaining, it is turned to stone (this effect is identical to that caused by a petrifying attack).

Additionally, *stone water* may be used as a splash weapon against creatures with the air sub-type. Except for the creatures affected, this is identical to using a vial of holy water in the same manner.

Moderate evocation; CL 11th; Price 1,100 gp.

Connections: This chamber connects to area 366 and area 368.

See the Map of Level 13.

368-A. HOLDING CELLS (EL 13)

Summary: A prison area where the Stone Sisterhood kept their slaves before the rebellion. You will need the Stone Sisterhood Prisoner Map handout (see Appendix C).

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

The tunnel exits onto a long row of jail cells, each containing a simple wooden pallet and a filthy pile of straw. Some of the cells appear to have words or pictures crudely carved into their rear wall. At the end of the row is an open area with a small table and a few poorly constructed chairs.

The entire area reeks of bodily waste, rotten meat, and most of all, despair.

Background: This was where the Stone Sisterhood kept their slaves and prisoners. At various times, each cell was home to up to eight creatures at a time. The stench the PCs smell now is nothing compared to how the place reeked when the cells were full. All of the members of the slave rebellion were kept here at one time or another.

The center prison chamber was an area where the jailors would spend their time when they were not using the mechanism in area 368-B to create *stone water* and they grew tired of simply taunting and torturing the prisoners for their own amusement.

This is where the slave revolt began, and the freed slaves might simply have fled the complex entirely if their tunnel out hadn't run directly into the storage area where all the *stone devotee amulets* and *stone water* were kept.

Tunnel: This is the other end of the tunnel described in area 367.

Cells: These are fairly standard prison cells, with bars and locks made out of iron. The keys can be found hanging on the wall in the jailor's lounge area, but breaking into the cells is not particularly difficult. The medusas relied on physical abuse, mental despair, and an inability to leave via the Obsidian Archway to keep the prisoners in line. A DC 25 Open Locks or Disable Device check will open a cell door. Or, if a more brute force approach is preferred, the cell door has a hardness of 10, 10 hp, and a Break DC of 26.

A few items of interest can be found in different cells. (The GM may place one or more of these items in any cell that seems



appropriate, but all should be present.)

* On the cell's rear wall the following inscription is carved in Common: "No cause is hopeless unless the oppressed choose to surrender their hope." A successful DC 30 Knowledge (tactics) or DC 35 Knowledge (history or religion) check reveals that this is a famous quote from Dremlar Redboot, a

halfling renowned as a master spy (or master thief, depending on which side's propaganda you believe). It is half the key to deciphering the code used in Cyrtiss's journal.

* On the cell's rear wall is the following inscription carved in Terran: "No hope is causeless unless the hopeless choose to surrender their oppression." This is the other half of the key for deciphering the code used in Cyrtiss's journal. Translating it allows Knowledge checks (as above) to realize that it is a misquotation of Dremlar Redboot. If the PCs have both quotations, they may each attempt a DC 20 Intelligence to solve the linguistic riddle that reveals the code. Once that is accomplished, Cyrtiss's journal may be read normally.

* In one cell, buried under the befouled straw, is a small leather-bound book. This is Cyrtiss's journal. Written in Common, it seems to be a collection of thoughts

jotted down after undergoing torture--remembrances of better times before being captures, spiteful rants against her captors, and hallucinations brought on by pain, starvation, or some other cruelty inflicted on the poor author. In fact, it is written in an intricate code, the key to which is found in two inscriptions carved on the walls of other cells. If the key has been discovered, the journal may be read normally. If not, a successful DC 45 Decipher Script check will unlock the code through sheer brainpower.

The journal provides detailed accounts of how the *stone devotee amulets* and *stone water* work, both individually and when combined to allow passage through the Obsidian Archways. It also provides basic information about the Stone Sisterhood and their worship of Xaqahandra.

* In one cell is a secret door leading to the first tunnel that the slaves dug in their attempt to escape. Unfortunately for them, it led to area 369, and provided no means of escape. Finding the secret door from outside the cell requires a DC 35 Spot check. While inside the cell, the DC is reduced to 25. Once recognized, it requires only a DC 20 Strength check to open the door. This check receives a +5 bonus if someone in the party can perform a successful DC 30 Knowledge (dungeoneering) or Disable Device check to recognize the unusual mechanism the prisoners used in creating the door.

* Hidden beneath the wooden pallet in one cell, carved into the stone floor is a crude map of how the prisoners thought the

complex was laid out. Show the players the Stone Sisterhood Prisoner Map handout.

Jailor's Lounge: Although there is not much here in the way of comfort or amusement, this is where the jailors would spend their time when not actively torturing the prisoners. There is a poorly constructed table and chairs with enough space for four Medium sized creatures to sit and eat, gamble, or just turn their backs and ignore the suffering of those in the cells.

On the wall the west of the door hangs a set of keys to the cells.

Connections: This chamber connects to areas 367, 368-B, and 369.

See the Map of Level 13.

368-B. OPERATING THEATER

Summary: A dark room with a dark purpose. More than just a torture chamber, this is where *stone water* is distilled.

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

Other than an Obsidian Archway built into the southern wall, the only other item in this large open room is a broad wooden table. Connected to and surround the table are an odd collection of tubes, wires, and intricate mechanisms.

Background: The southern chamber in the prison area is an operating theater where the medusas performed the rituals required to create *stone water*. The mechanism there

is the only one they have so since the slaves escaped and revolted, the Stone Sisterhood has been unable to make any more batches of the water. They have been relying solely on the vials they saved from their stockpile in area 367.

Obsidian Archway: This Obsidian Archway connects to the Archorium (area 370), but can only be used by creatures that are both wearing a *stone devotee amulet* and are creatures of the Earth sub-type. Creatures that meet those requirements pass through the smooth obsidian surface that fills the archway as if it was a wall of black water (even causing ripples to temporarily form in its surface). If a creature that fails to meet those requirements tries to use the portal, it finds the surface hard and unyielding (as one would expect obsidian to be).

Stone Water Distillery: The center of this room is taken up by a large table outfitted with wrist and ankle manacles. Attached to and surrounding the table is a series of devices that seem like conglomerations of clockwork mechanisms, holy symbols, and tools from an alchemical workshop. This is the device that the Stone Sisterhood priestesses use to distill *stone water*.

The process requires that a live creature of the Earth sub-type be strapped to the table and have various parts of the equipment attached to its body in prescribed locations and in a prescribed order. How the ritual is performed is as important as what exactly is done. The process is activated by a priestess expending one of her turn undead uses, and

results in the victim being drained of 1d2+1 points of Constitution. The amount of *stone water* created by this process depends on the creature's Con score at the end of the process.

Ending Con	Vials of Stone water
1-5	1
6-10	2
11-15	4
16-20	6
21+	8

A creature whose Constitution is dropped to 0 or lower by this device becomes an earth wight.

Return of the Gargoyle: This encounter presumes that the PCs met Cyrtiss briefly in area 366 and that she got away before answering all (or perhaps any) of their questions. Depending on the details of their previous meeting, the GM may have to modify this encounter substantially.

As the PCs are investigating this room, Cyrtiss steps out of the Obsidian Archway. Unlike their first encounter, she is actually looking for the group this time, and so is not taken aback when she finds them here. If anything, she looks relieved. She was genuinely worried about the group, though not enough to go back and help them fight the basilisk. It hadn't even occurred to her that they might not have the capability (or even know how) to travel through the archways.

"Thank the gods you're all right," she says. "Why didn't you follow me through the portal last time?"

Cyrtiss is positively inclined toward the PCs and more than happy to answer their questions. She will tell them what she knows about the *stone devotee amulets*, *stone water*, and how they work in relation to the Obsidian Portals. Likewise, she will tell them about the Stone Sisterhood, the slave rebellion, and anything else she can answer. Cyrtiss wants to befriend the group and then convince them to help the former slaves in their fight against the medusas who held them captive and tortured them for so long.

If the group agrees to help, she will help them get fully prepared for travel through the Obsidian Portals (using the materials stored in area 367) and then use the system to take them to meet Kurgrak in area 374.

If the group does not want to get involved, she will wish them well, describe the way to get to area 392 (but not actually lead them there, in hopes they'll get lost and have time to change their minds), and then head off through the portal back to her rebellion.

Connections: This chamber connects to area 368-A and area 370.

See the Map of Level 13.

369. FALLEN GUARD POST (EL 13)

Summary: An important waypoint in the complex that is held by neither the rebels nor the Stone Sisterhood.

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

Other than a pair of Obsidian Archways built into the northern wall, this chamber is plain and unremarkable--or it would be except for the fact that a hole has been carved in the southeast corner. Beyond the hole, a dark, narrow tunnel snakes away into the earth.



Background: This room is a guard post--a buffer between the rest of the world and the inner workings of the Stone Sisterhood. One of the Obsidian Archways connects with the Archorium (area 370) and the other connects into the cult's sanctum (area 381). To guard the entrance to the sanctum, the medusas used to place a pair of guards in this room with orders for one to hold off any invaders (or give her life trying to do so) and the other to come back to the sanctum and warn the others.

However, the rebellious slaves have trapped an earthwight in the chamber, making it unfit for either side to use. This is

fine with the Stone Sisterhood, who are in the final phase of preparation for their ritual to revive Xaqahandra and mostly want to remain undisturbed by the rebels or any other interruptions.

Tunnel: The tunnel in the southeastern corner of the room was the first one dug by prisoners as they tried to escape from their prison cells (area 368-A). The tunnel is small and tight, but its construction is stable. It counts as difficult terrain for any creature size Medium or Large (creatures larger than that cannot pass through this tunnel).

Obsidian Archways: There are two Obsidian Archways in this small room. The easternmost one connects to the Archorium (area 370), while the westernmost one connects to the cult's sanctum (area 381). Both archways can only be used by creatures that are both wearing a *stone devotee amulet* and are creatures of the Earth sub-type. Creatures that meet those requirements pass through the smooth obsidian surface that fills the archway as if it was a wall of black water (even causing ripples to temporarily form in its surface). If a creature that fails to meet those requirements tries to use the portal, it finds the surface hard and unyielding (as one would expect obsidian to be).

New Monster

Earthwight: An earthwight is a piteous thing, the undead remains of a earth-type creature that has had all of its elemental essence siphoned off in order to distill *stone water*. Its body still is made of the stuff of earth, but it no longer has any of the spirit.

No matter what an earthwight looked like in life, the process of draining its essence transforms it into a roughly humanoid shape made of dirt and stones. It is easily mistaken for an earth elemental, except for the fact that an earthwight's substance is always gray, dry, unhealthy soil with common rocks and pebbles--there are never any precious metals or jewels in its body, nor are there ever any plants growing on it. Some say that an earthwight is made from graveyard dirt, but that cannot be true because even weeds, worms, and grubs cannot thrive on its earthy body. Furthermore, when an earthwight moves, it raises plumes of dust that have a stale and fetid odor.

While an earthwight is intelligent, it has no memory of its previous life. All it knows is the pain and suffering it felt at the last moments before death, and the stale mockery of life that defines its current existence. It is as miserable a creature as walks the earth, and it wants nothing more than to share that misery with anyone unlucky enough to get in its way. (Some say that it really is seeking the release of true death, but if that is true it does not appear to be a conscious thought the earthwight has.)

The earthwight in this chamber was once one of the Stone Sisterhood's prisoners. Usually, the medusas take care not to drain a creature beyond its ability to survive the process (not from any benevolence, but because a live prisoner can supply more *stone water* while an earthwight is nothing but a menace). However, they were careless in monitoring this subject and pushed him

beyond the brink. They threw the earthwight into one of the cells, threatening to put other slaves in with it if they misbehaved.

When planning the rebellion, the slaves were not sure what to do with their former compatriot. They knew of no way to revive him, but neither wanted to euthanize him nor leave him here for the medusas to do with as they pleased. The quandary was solved when their first escape tunnel led to the guard post, which was manned by two Stone Sisterhood warriors. The warriors were going to slay the slaves, but when they stepped into the jail cell the earthwight got to them first.

Cyrtyss then struck upon the idea of putting the earthwight into the guard post, denying it to the medusas and giving their lost friend a chance to give what was left of his existence to the cause, attacking any medusa that tried to travel through that room. So they maneuvered the earthwight into the tunnel and closed the door behind it. Now the earthwight considers this guard post to be its home, and attacks anyone and anything that disturbs its miserable existence.

Earthwight (Chaotic Neutral) CR 13

Large Undead

HD 24d8+120 **hp** 228

Init -1 **Speed** 30 feet

AC 24, flat-footed 24, touch 9

BAB/Grapple +18/+35

Attack +27 melee (2d10+11/19-20 plus energy drain, slam)

Full Attack +27 melee (2d10+11/19-20 plus energy drain, slam x2)

SA Earth mastery, push

SQ Damage reduction 10/-, elemental nature, darkvision 60 ft., undead traits

Fort +19, **Ref** +7, **Will** +10

Str 33, **Dex** 8, **Con** --, **Int** 10, **Wis** 11, **Cha** 11

Languages Common

Feats: Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack

Skills: Listen +29, Move Silently +7, Spot +29

Earth Mastery (Ex): An earthwight gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the earthwight takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Elemental Nature (Ex): The earthwight counts as an elemental for any spells or abilities that work against elementals.

Energy Drain (Su): Living creatures hit by an earthwight's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the earthwight gains 5 temporary hit points.

Push (Ex): An earthwight can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in earth mastery (see above) also apply to the earthwight's opposed Strength checks.

Skills: Earthwights have a +8 racial bonus on Move Silently checks.

Connections: This room connects to areas 368-A, 370, and 381. See the Map of Level 13.

370. ARCHORIUM

Summary: This is the central hub for travel between all the Obsidian Archways.

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

The walls of this circular room are covered with a dozen archways. Each one has a keystone made of polished black stone and is carved with an image of a medusa. The interior of each archway is filled with a similarly smooth and polished obsidian surface that catches any light shone on it, refracting it into a cascade of rainbow streaks.

In the center of the room, a quartet of identical archways stands in a perfect square. All four face outward toward the walls of the room.

Background: The Archorium is the hub of most travel throughout Level 13. Since the

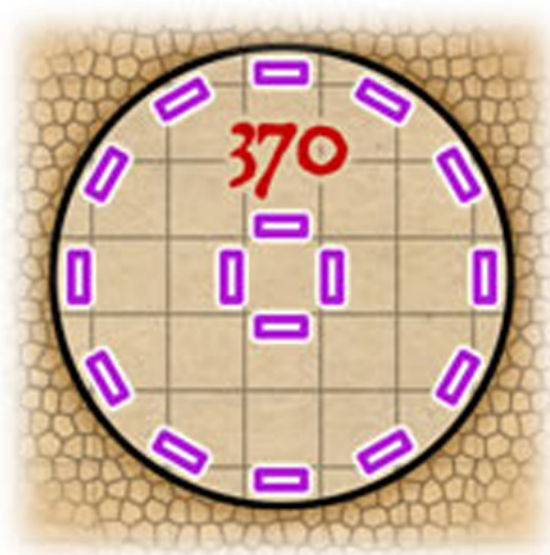
archways only work in connected pairs, the easiest way to use them to create a transport system was for the medusas to create a central room where most of portals led. Then it became a simple matter of stepping out of one archway and into another, provided one knew which portal led where.

There are no markings on the portals identifying where their far end lies. The medusas know the system by heart and realize how easily any code they would use for such purposes might be broken.

Some archways are not connected to the Archorium. The Stone Sisterhood did not want it to be too easy for an enemy to suddenly appear in their sanctum or, worse, in the Holy Sepulcher. But most of the archways, including those located on other levels, lead to this room.

Using the Archways: All of the Obsidian Archways may only be used by creatures that are both wearing a *stone devotee amulet* and are creatures with the Earth sub-type. Creatures that meet those requirements pass through the smooth obsidian surface that fills the archway as if it was a wall of black water (even causing ripples to temporarily form in its surface). If a creature that fails to meet those requirements tries to use the portal, it finds the surface hard and unyielding (as one would expect obsidian to be).

Stepping through an archway costs and additional 5 feet of movement, but otherwise does not impede the creature's progress. So it is possible to go through one or more archways as part of a single move.



Because there are no markings on any of the Obsidian Archways, it is difficult for creatures unfamiliar with the network to know in what orientation they stand upon entering through a portal. A successful DC 30 Knowledge (dungeoneering) check will allow a creature to determine in what direction north lies. (Other spells and abilities that allow such unerring sense of direction work normally here, too.) If the check fails, there is no way for the creature to determine its orientation. To simulate this, the GM may either have the creature always feel as though it entered the chamber at the “12 o’clock” orientation, or roll 1d12 to randomly determine what the orientation feels like at that moment.

The Outer Ring: These archways are built into the wall, like most of the arches found in other chambers. Each of the dozen Obsidian Archways in the ring has a single destination. Counting the archways as one would the numbers on a clock, use the following table to track those connections.

Clock Position	Connects to Area
1	366
2	Medusa’s Grove
3	375
4	368-B
5	301
6	392
7	Inactive Archway
8	371
9	377
10	389
11	Secret City
12	365

Medusa’s Grove: This is an isolated section of woods about a day’s journey from Brindenford. The Stone Sisterhood uses this archway to go out into the world for supplies and to bring in new recruits.

Inactive Archway: This archway looks the same as all the others, but it does not react the way the others do. Even if a creature has a *stone devotee amulet* and is of the Earth sub-type, the portal does not react in any way. The most likely explanation is that the linked archway is not properly set up (as explained in area 373), but there are no clues here to help the PCs determine that fact.

Halls of Hunger: This archway leads to a temple dedicated to Xaqahandra located within the Halls of Hunger.

The Inner Square: The Obsidian Archways of the inner square are different than the most of the other archways found in the dungeon. Rather than being built into a wall, these are constructed as freestanding archways that are built into the floor. It is possible to squeeze between them and stand in the center of the ring. This vantage point, however, does not change how the archways work.

This group does work differently than the other Obsidian Archways, though. Rather than connect to four distant locations, together they form a final barrier to keep the unwanted out of the Stone Sisterhood’s sanctum (area 381).

At first examination, these four Obsidian Archways seem to connect only to one another. The north-facing and west-facing

arches connect, as do the south-facing and east-facing ones. However, if one goes through the correct process, the group can be activated to allow passage to the sanctum.

In a single round, a traveler must begin with the north-facing archway, come out the west-facing one, go into the south-facing archway, come out the east-facing one, and then once again enter the north-facing archway. If that path is followed, upon entering the north-facing archway for the second time in a single round, the traveler is sent to area 369, from which it is possible to reach the sanctum.

All of the medusas know this process, but none of their minions do. Recently, Cyrtiss discovered the secret to using the inner circle. If the PCs have agreed to help the slave rebellion, she will share it with them.

Connections: This chamber connects to areas 366, 375, 368-B, 301, 392, 371, 377, 389, and 365. See the Map of Level 13.

371. THE ZOOKEEPERS (EL 12)

Summary: A guard post for the Stone Sisterhood manned by a pair of extraplanar guards.

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

The appointments in this room are fairly sparse—a small table and four chairs, a bench large enough for a medium-sized creature to lie down on (but not comfortably), and not much else. On the western wall is a weapons rack, empty now, and next to it is a barrel.

A single doorway sits in the center of the north wall. Opposite it on the south wall is a stone archway with a keystone made of polished black stone and is carved with an image of a medusa. The interior of the archway is filled with a similarly smooth and polished obsidian surface that catches any light shone on it, refracting it into a cascade of rainbow streaks.



Background: The members of the Stone Sisterhood refer to this chamber as the Zookeeper's Room because the grotto to the north is where they always kept the beasts and creatures that were too large, wild, or unpredictable to house in the holding cells.

Given events recently--the slave rebellion and the approaching ritual to raise Xaqahandra--the medusas no longer felt it was worthwhile to spare any of their members for guard duty here. Instead, they have summoned a pair of fiendish gorgons and left them with orders to kill any creature other than a medusa that enters the chamber. Mostly, they want to prevent the

rebellion from gaining access to this room and its Obsidian Archway, thus limiting the number of safe passageways the rebels have through the complex. Additionally, though, they also want guards here on the off chance that Rezmytraxl discovers a way out of the grotto.

The Barrel: Inside the barrel are 20 masterwork arrows.

The Hallway: This ten-foot wide corridor was built as a barrier to prevent the huge and larger creatures that were kept in the grotto from getting into the Zookeeper's Room. It also established a safe zone, allowing the guards to enter and leave the grotto without exposing the inner chamber to breath attacks or other ranged assaults by the captive creatures.

The Guards: Rather than medusa warriors or other guards from among the Stone Sisterhood's minions, the group has instead summoned a pair of fiendish gorgons. The beasts are more intelligent than ordinary gorgons, but not by a great deal. They are unable to speak, but they understand the Infernal language.

The gorgons' assignment is simple--to crush any creature other than a medusa that enters this chamber. They do not ask questions or engage in conversation with newcomers, they just attack immediately and continue doing so until they or their opponents are dead.

Fiendish Gorgon (x2): hp 85

Fiendish Gorgon (Neutral Evil) CR 10

Large Magical Beast (Extraplanar)

HD 8d10+40 **hp** 85

Init +4 **Speed** 30 feet

AC 20, flat-footed 20, touch 9

BAB/Grapple +8/+17

Attack +12 melee (1d8+7, gore)

Full Attack +12 melee (1d8+7, gore)

SA Breath weapon, trample (1d8+7), smite good (+8)

SQ Darkvision (60 ft.), low-light vision, scent, resistance to cold and fire 10, damage resistance 5/magic, spell resistance 13

Fort +11, **Ref** +6, **Will** +5

Str 21, **Dex** 10, **Con** 21, **Int** 3, **Wis** 12, **Cha** 9

Languages Infernal

Feats: Alertness, Improved Initiative, Iron Will

Skills: Listen +9, Spot +8

Connections: This chamber connects to area 370 and area 371.

See the Map of Level 13.

372. THE GROTTTO (EL 16)

Summary: Where the Stone Sisterhood once kept all their oversized prisoners. Now it is controlled by the only one of those creatures that remains.

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

This large cavern is clearly a natural formation--irregular walls and uneven floor. The ceiling ranges from 40 to 70 feet high with stalactites hanging down and occasionally disrupting line of sight. Other than a door in the southern wall, there does not seem to be any way into or out of the chamber.

Background: This grotto is where the Stone Sisterhood kept the creatures they'd captured that were too big, unruly, or wild to put in the holding cells. Over the years, they have had practically any non-burrowing creature of the Earth sub-type that the PCs can think of here. Generally, they kept the creatures sedate and pliable through a combination of natural, magical, and alchemical compounds.

A few years ago, though, the medusas managed to snare a mature adult blue dragon. Although it made short work of all the other creatures in the grotto, and the medusas were wholly incapable of controlling it, they decided to keep the dragon--whose name was Rezmyrtaxl--in hopes that they could eventually find some way to subjugate it or that it would serve as a fitting first meal for Xaqahandra when they returned her to this plane.

For her part, Rezmyrtaxl refused to cooperate with her captors, but she saw no point in being actively antagonistic. After all, she was trapped in a cavern she could not escape--she didn't even know where in the world (or infinite planes) this place was. So she used one of a dragon's greatest advantages over its enemies--her nearly endless patience. Until some better

opportunity came along, and as long as they continued to feed her regularly, Rezmyrtaxl basically ignored her captors.



When the slaves revolted, one of the first archways they traveled through was the one to the Zookeeper's Room. That almost ended the rebellion immediately, as the malnourished and unarmed slaves were set upon by the guards there. But when they fled into the grotto, Rezmyrtaxl defended them and drove the guards back into their room. Soon a deal was struck between the rebels and the dragon. She would keep the Stone Sisterhood from following them into this chamber (or, later, beyond through the secret door in the southwestern wall), in return they promised to find a way to turn the spare archways into a portal large enough that she could use it to escape this cavern.

Secret Door: In the southwest corner of the chamber, the rebellious slaves have carved a secret door into the cavern wall. It leads to another smaller natural cavern beyond

this one (see area 374). Even if the PCs know the door is there, finding it still requires a successful DC 30 Search check. Opening the door, once you've found it, is relatively easy, needing only a DC 15 Open Lock or Disable Device check. The DC of both these checks increases by +10 if the party is engaged in combat with Rezmyrtaxl.

Rezmyrtaxl: This mature adult blue dragon has absolutely no memory prior to being trapped in this cavern. Whether the method the medusas used to bring her here is responsible for her amnesia is just one of the innumerable things Rezmyrtaxl does not know. But the fact that the Stone Sisterhood has not dangled her missing memories as an incentive for cooperation leads her to think that they are not the ones responsible. (Surely, they would attempt to use such leverage if they knew they had it--not that it would do them any good.)

Rezmyrtaxl spends most of her time trying to spur her memory back into action by constructing elaborate confluences of events that could have resulted in her ending up here in an amnesiac state. Over the years, these have gone from simple and straightforward (a mishap while casting a powerful spell) to the convoluted and unlikely (her being one aspect of a dragon deity whose spirit was sundered in the hellfires of creating a new plane of existence and is doomed to be incomplete until all the pieces are reunited again).

As much as she wants to get back her memory, first and foremost Rezmyrtaxl wants to be freed from her imprisonment

in this cavern. Even if she never remembers who she is and what she'd done before, she longs to be free and go about the draconic business of creating a den and amassing a horde. Although she has struck a deal with the rebel slaves, she holds no real allegiance to them or their cause. If the Stone Sisterhood would free her, she would turn on the rebels without a moment's hesitation. However, it seems wholly unlikely that the medusas have any sort of negotiations on their mind. Indeed, lately they haven't even been showing up with food as regularly as they used to, causing Rezmyrtaxl to turn to the slaves for that.

If the PCs enter the cavern without being accompanied by a member of the slave rebellion, Rezmyrtaxl will have an initial attitude of unfriendly toward the group. If they appear to be minions of the Stone Sisterhood, she will be hostile. If they are fighting with medusas or their minions, her attitude will begin as indifferent. If they are with members of the slave rebellion who treat the PCs as friends, her attitude will be friendly. If the PCs promise to help her to escape the dungeon, her attitude will begin as friendly and shift to helpful if they seem capable of performing the task themselves.

Mature Adult Blue Dragon: hp 276

Connections: This chamber connects to areas 371, 373, and 374.

See the Map of Level 13.

373. SPARE ARCHWAYS

Summary: A unique resource--a pair of linked Obsidian Portals that have not yet been activated.

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

In the northeast corner of the cave sit a pair of arches. In most ways, they are identical to the Obsidian Archways that can be found elsewhere in the dungeon--stone portals topped with a polished black keystone carved with the image of a medusa. But unlike the others, these are freestanding constructions that have not yet been built into a wall or floor. An even bigger difference, though, is that the central portion of the arch is not filled with polished black stone, it is open and empty as one would expect an ordinary arch to be.

Background: The present day Obsidian Archways are powered by pieces of Queen Ryssa's two original portals (see area 365). The original portals were made entirely of obsidian and were not marked with images of medusas. When the Stone Sisterhood decided to develop this level into their home, and a temple devoted to worshipping Xaqahandra, they tore down those original archways, broke them apart, and used the pieces to build the current archways.

The keystone of each modern Obsidian Archway is piece from one of Queen Ryssa's originals. In fact, in any connected pair of archways, they are matching pieces--the two original arches having been identical. These

matching pieces are metaphysically connects and so create a single and unique pathway. (The only exception being the inner square in area 370, each of which has been augmented with a quarter of the stone that matches the connected archway in area 369.)

A total of twenty sets of matching keystones were salvaged from the original archways. Eighteen of those can be found (in part or whole) on Level 13, all but one of which are permanent fixtures in the dungeon.

No record can be found of the remaining two pairs. It is possible that they were destroyed during early experimentations with the construction of new Obsidian Archways. One legend says that they were stolen by a faceless humanoid creature who simply appeared out of thin air and then escaped with his prizes the same way. Another rumor says that they were built and installed, but that the rooms they were in mysteriously disappeared, some claiming they were pulled to a deeper level of Dragon's Delve.



New Item

The Obsidian Archways: In construction, these Obsidian Archways are identical to others found throughout Level 13 except that, since they are inactive, the central space remains empty. Passing through them requires no special requirements because there is not teleportation effect active in them. They are basically large, stone architectural sculptures at this point.

Each archway is 7 ft. tall at its highest point, 8 ft. wide, and weighs 1,800 lbs. In order to activate it, both archways must be built into a wall, floor, or other permanent architectural structure. Naturally occurring structures (such as cave walls) will do, as will magically created structures (as long as they are permanent). Attaching an archway to an architectural structure requires an hour of work and a successful DC 30 skill check. This check can be for Knowledge (architecture & engineering), Craft (masonry), or any other skill the GM deems appropriate.

When an archway is correctly set up, its center will fill with an obsidian-like material (like most of the archways on the level have). However, until the linked archway is likewise properly set up, the archway will be impassible. Once the linked archway is properly set up, the pair function as connected portals regardless of the distance between them. Because of the process used disassembling the original archway, the archways still require that a creature be wearing a *stone devotee amulet* and be of the earth sub-type in order to use them.

Strong conjuration (*teleportation*); CL 18th; Weight 1,800 lb.

Modifying the Archways: Rezmyrtaxl (the blue dragon from area 372) wants the leaders of the slave rebellion to eventually modify these spare archways so that a huge creature can pass through them, and then set one up in the grotto and another outside Dragon's Delve. Technically, this should be possible (since it is just a continuation of the work the original Stone Sisterhood did in modifying Queen Ryssa's archways). Though neither the dragon nor the rebels knows exactly how to do this, Cyrtiss has a solid theory on the matter that (if the GM deems it appropriate) turns out to be correct.

Modifying the construction of an archway requires a minimum of five days worth of work. Once per day an individual that has worked on the archway for at least 8 hours (or a team that has worked on it for at least 4 hours) may attempt a DC 30 Craft (masonry), Profession (stonemason), or other skill that the GM deems appropriate. When five successful checks have been made, the new archway is complete.

Connections: This room connects to area 372. See the Map of Level 13.

374. THE GRANITE FOX (EL 12)

Summary: The PCs meet the tactician behind the slave rebellion.

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



This relatively small natural cavern has three roughly excavated tunnels leading off in different directions. The main floor of the chamber is scattered with chunks of rock and loose dirt from all the digging.

Background: This chamber was the first real home for the slave rebellion. After escaping the Stone Sisterhood guards, thanks to the protection provided by Rezmyrtaxl, the escaped slaves discovered a delver, Grystmarcher, who was making his home in the cavern. He had not been a slave of the medusas, merely a creature native to the area who made the unfortunate error of burrowing through this section of earth while the Stone Sisterhood was looking. They considered his very presence a threat

to Xaqahandra (for what would happen if the delver just happened to burrow through their sleeping god?) and began to systematically hunt Grystmarcher.

He'd considered simply burrowing on to another place, but bristled at the inequity. Why should these medusas get to say where anyone could or couldn't burrow? If their god was so mighty, he would protect herself and, indeed, maybe she even guided the delver there to help free her from her rocky prison. Most of all, though, Grystmarcher just relished the idea of a good fight. And now, with the rebellious slaves as allies, he even had an army to command.

Grystmarcher agreed to guide the rebel forces, from a tactical perspective. He had no interest in leading the group, only in experimenting in the arena of warfare and putting his knowledge to practical tests. He has planned every move the slave rebellion has made and helped them to so far hold a stalemate with the medusas.

Originally, he's burrowed a tunnel connecting this cavern to area 386 and then out toward the stairs leading out of this level. But he soon deemed it tactically unwise to keep too many pathways open into the groups small headquarters, so he collapsed the central part of the tunnel.

It was when he opened a tunnel to area 375 that things changed considerably. He had simply been looking to expand the cavern, since it had grown quite crowded since the slaves arrived. Instead, he inadvertently burrowed into the personal chamber of the Stone Sisterhood's high priestess. The

medusas, understandably, fought tooth and nail to regain control of that chamber, and this led Grystmarcher to a plan. The rebellion would keep pressing the attack into the priestess's chamber, as though that was the main focus of their strategy. This would keep the medusa's occupied and give them a false impression of what was important to the rebels. In the meanwhile, the delver has been formulating their true strategy--to strike at the medusas' sanctum!

That battle plan is nearly complete, but in the meanwhile, the rebels have to keep making attempts to retake the priestess's chamber. Grystmarcher feels a good measure of regret over how many former slaves have been injured or killed trying to take that unimportant chamber, but he reasons that it is for the overall good.

Grystmarcher: In most ways, Grystmarcher is an ordinary delver--the main difference being that he is smarter and has used his added faculties to study the ways of battle. His Int score is 20 and his Wis score is 18 (rather than each being 14) and he replaces a delver's usual skills with the following: Knowledge (dungeoneering) +17, Knowledge (history) +19, Knowledge (nature) +7, Listen +24, Move Silently +17, Spot +24, Survival +18 (+20 underground).

Delver: hp 145

The Front Line: Currently, three stone giants are preparing to charge into the priestess's chamber and engage any Stone Sisterhood forces that are there. They would welcome the PCs' help, if it is offered.

The plan is to fight for long enough to give a good accounting of themselves, then retreat back to this cavern. After all, Grystmarcher's plan only requires that it seem like the rebels want to take the room, not that they actually succeed. The strategy requires that the battle for this region be drawn out as long as possible.

Stone Giant (x3): hp 119

Connections: This chamber connects to area 372 and area 375.

See the Map of Level 13.

375. THE FRONT LINE (EL 15)

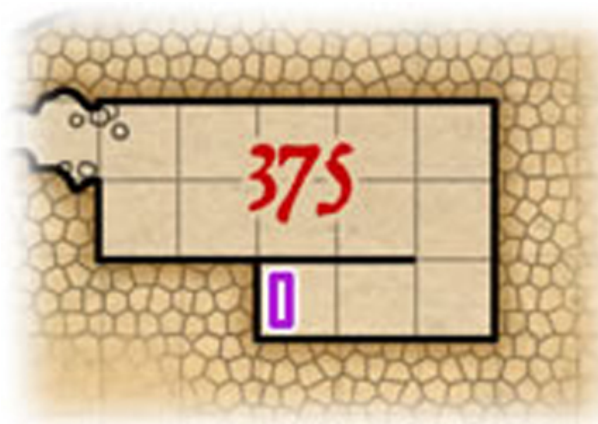
Summary: A single room that is the focus of the battle between the rebels and the Stone Sisterhood.

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

In the southeast section of the chamber is a plain, undecorated alcove with an Obsidian Archway mounted on its wall. Around the corner lies what once was clearly a finely appointed room. Remnants of tapestries hang shredded on the wall. The shattered remains of a large, comfortable bed are strewn across the floor. In its current state, this looks less like a bedchamber and more like a battle zone.

Background: Until relatively recently, this was the personal chamber for the high priestess of the Stone Sisterhood. It was decorated with plush furnishings, as befit her station, and was where she spent most of her time when not directly overseeing

the attempts to awaken Xaqahandra. That ended when Grystmarcher inadvertently dug a tunnel through the western wall.



Once the rebel slaves realized what the room was, they tried to search it for any items of power or information that could help them in their fight against their former captives. In particular, they hoped to find the staff of earthquakes that the high priestess needs as part of the re-awakening ritual. Though their searches were always contested by warriors or priestesses of the Stone Sisterhood, the rebels soon determined that the staff was not in the chamber. Still, they continued to make forays into the area and fight the medusas who came to protect it.

The reason for this was that the rebels wanted to keep the medusa cultists focused on this battlefield rather than hunting for the rebellion's secret headquarters. It was a tactical distraction, not the military foothold that their efforts might make it seem to be.

Ironically, the medusas don't care terribly much about the room itself. They, likewise, are using the battle as a way to keep track of their enemy, requiring the rebels to devote manpower and mental energy on this meaningless location rather than actively working to disrupt the re-awakening ritual.

Ironically, more blood has been spilled on both sides of this conflict than on any other front of this battle.

Take That Hill: A trio of Stone Sisterhood warriors lurk in the alcove near the Obsidian Archway. Their assignment is to attack any non-allied creature that moves into the remnants of the High Priestess' chamber. If the PCs enter the area, the warriors charge out and attack them.

Because of the nature of the fights in this area, the warriors expect their opponents to fight for a while and then have both sides withdraw. That has been the nature of the battles recently. They are not prepared for a full out assault by opponents skilled as the PCs. As soon as one of the warriors is knocked unconscious, or all of them are reduced to 35 hit points or lower, they will flee back through the Obsidian Archway, through the Archorium (area 370) and to the Stone Sisterhood staging area (area 389).

Stone Sisterhood Priestess (x3): hp 90

Stone Sisterhood Warrior (Lawful Evil)

Female medusa Blackguard 6 CR 12
Medium Monstrous Humanoid
HD 6d8 + 6d10 + 36 hp 106

Init +1

Speed 20 feet

AC 25, flat-footed 24, touch 14

BAB/Grapple +12/+16

Attack +19 melee (1d10+8, +2 adamantine glaive) or +16 melee (1d3+4, unarmed strike)

Full Attack +18/+13 melee (1d10+8, +2 adamantine glaive) or +16/+11 melee (1d3+4, unarmed strike)

SA Petrifying gaze, poison, smite good, sneak attack (1d6)

SQ Darkvision (60 ft.), Aura of Despair, Aura of Evil, Dark Blessing, Detect Good (at will), Poison Use, Turn Undead

Fort +12, **Ref** +8, **Will** +9

Str 18, **Dex** 12, **Con** 16, **Int** 12, **Wis** 14, **Cha** 15

Languages Common, Terran

Feats: Armor Proficiency (all), Cleave, Combat Reflexes, Great Cleave, Improved Sunder, Martial Weapon Proficiency (all), Power Attack, Shield Proficiency, Simple Weapon Proficiency (all)

Crucial Skills: Bluff +9, Concentration +9, Intimidate +12, Move Silently +8, Spot +9

Other Skills: Balance +3, Climb -1, Diplomacy +6, Disguise +9, Escape Artist -4, Jump -7, Knowledge (religion) +9, Swim -6

Possessions: +2 adamantine glaive, +3 adamantine full plate, amulet of health +2, boots of speed, cloak of resistance +2

Blackguard Spells Prepared: 1st level--inflict light wounds (x2); 2nd level--bull's strength, inflict moderate wounds; 3rd level: contagion

REVISIT (EL 17)

If the Stone Sisterhood warriors escaped from this fight, they will tell their leaders about the increased difficulty of the resistance. After consulting on the matter for a few hours, they will send back a new force, this time consisting of 5 warriors. And rather than fighting to a standstill, these medusas will be ordered to fight to the death.

Connections: This chamber connects to area 370 and area 374.

See the Map of Level 13.

376. COMRADES IN ARMS

Summary: This is the new headquarters for the slave rebellion.

Sights and Sounds: This chamber is lit by a collection of small torches providing shadowy illumination throughout. The PCs see the following.

This large, open cavern has the feeling of a refugee camp. Here and there, groups of three to five creatures (all former slaves of the Stone Sisterhood) have gathered and set up little communal areas. Along the cave walls are a handful of small, guttering torches that provide dim light throughout the whole area and give the gathered groups the look of sad, scared individuals, huddling together against the barely dispersed darkness.

Background: This unused natural cavern was discovered by Grystmarcher as he burrowed through the rocks in the area. When the original headquarters for the rebellion (area 374) became compromised

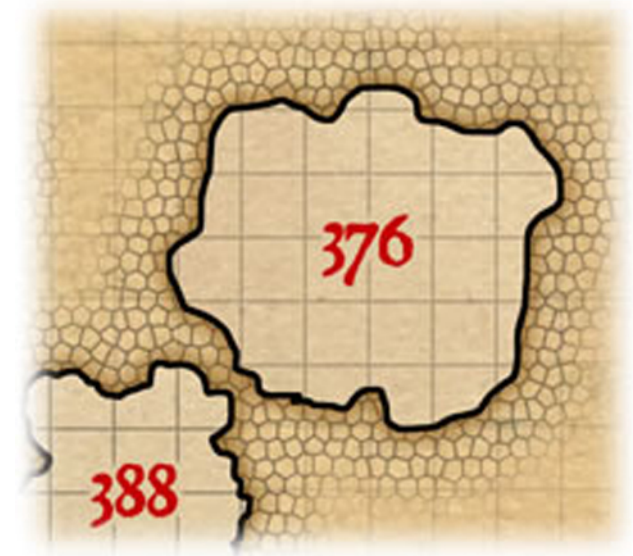
by the ongoing battle for the High Priestess's chamber (area 375), Grystmarcher brought the group here, mostly because he could think of no other safe haven for them. Once the rebels were safely ensconced in this cavern, Grystmarcher closed the tunnel, to keep the Stone Sisterhood patrols from accidentally finding them.

While the chamber is safe, it is also lonely and depressing. There are no exits at all, other than those made by Grystmarcher or some other burrowing creature. Living here feels very much like being trapped by a cave-in at an abandoned mine. There is no real danger, but there is an overwhelming sense of ennui.

Rank And File: There are fifteen members of the rebellion here, all of them former slaves. They have decided to remain to fight the Stone Sisterhood, but that process is taking longer than they'd originally imagined and the emotional toll of living in the cavern is weighing on them heavily.

Below are a few of the individuals the PCs might meet. The GM is encouraged to fill out the ranks with other creatures that could have been imprisoned in the Holding Cells (area 368-A).

Garagg: A kapoacanth that came into Dragon's Delve when Agbaar flung him across the barrier from the Elemental Plane of Water and into the Garden of Shadows. He was enjoying exploring the world of air-breathers, until he was captured by the Stone Sisterhood. But Garagg began counting himself as lucky again when they put him



in the same cell with Cyrtiss. He fell in love with the gargoyle and so, even when escape was possible, he stayed with the rebels just to be close to the object of his affection.

Huddsun: A self-willed and especially intelligent stone golem (Int 18, but otherwise a normal example of this type of construct). For a while, Huddsun was made to work cleaning and attending the stone fish and so can tell the PCs about the existence of these creatures and what they can be made to do.

Rhodynn: This male stone giant was forced to serve as the Stone Sisterhood High Priestess's bath attendant. He can tell the PCs about the brass tub that she considers one of her prize possessions (see area 383). While he was there, she bathed in it nearly every day, and always did so any time she was about to go into battle, like it was some kind of pre-combat ritual. If the PCs press for further details, Rhodynn can tell them

the two activation words that the High Priestess always spoke while using the bath, but not what effects they have.

Shahrilt: A female phase spider who, after being freed, tried to escape the level using her ethereal jaunt ability. However, when she did she was immediately set upon by ghostly Xaqahandra and forced to return to the material plane for fear of her life. She can tell the PCs about that brief encounter, though she may exaggerate the details somewhat for dramatic effect.

Connections: This chamber does not directly connect to any other area.

See the Map of Level 13.

377. STONE FISH STABLE

Summary: This unusual room houses a wonder of the subterranean world, the stone fish steeds.

Sights and Sounds: This chamber is in shadowy illumination, lit by a faint, multi-colored glow. When the PCs enter, they see the following.

As you exit the Obsidian Archway, you find yourself in a dark, shadowy room. Unlike most of the rooms in this complex, there is light--lights of many colors play along the rough-hewn stone walls--and there is movement. Small shadows dance amid the swirling incandescence, and you smell the unmistakable scent of brine. Are you underwater?

Background: The valuable stone fish (see below for details) are kept in small, individual cells or stables. They are well fed

and well cared for, but are currently alone in their unusual prisons.

The main room of this area is a long hallway, but the individual cells are made of different types of metal--iron, copper, and steel. The lighting in this area comes from small, enchanted stones set in the ceiling of each cell. They fill the areas with muted blue and green beams, and each cell reflects the strange lights in subtly unique ways based on the metals from which they are made. The doorways to the cells are strong but pliable metallic screens. Each can be opened from inside or out by a simple twist of the door handle, but since fish have no hands, the cell doors are secure.

Small, ornate harnesses hang just outside each of the first six cells; the remaining two cells are empty and their harnesses are gone.

The Stone Sisterhood uses the stone fish to move around their complex without using the Obsidian Archways. They also use them to occasionally patrol through the undeveloped sections of this level--checking on some of the natural caverns and making sure that other burrowing creatures are not threatening the mortal remains of Xaqahandra.

Fish Wrangling: When the players enter the room from the Obsidian Archway, they each need to succeed at a Will save (DC 23) or be partially mesmerized by the hypnotic pattern of the swirling lights. (Creatures with darkvision gain a +2 bonus to this saving throw.) Originally installed to calm the stone fish and keep them docile, the swirling lights also cause visitors who are



not used to them to become disoriented. On a failed save, the creature suffers a -4 penalty to all ability and skill checks while in this area. A creature that fails can attempt the saving throw again in 24 hours; once the creature succeeds, he need never attempt the save again.

Characters that deduce the abilities and potential uses of the stone fish (a DC 20 Knowledge (dungeoneering) check reveals the creatures' most unusual stone-swimming property) may decide they want to possess the tiny outsiders for themselves. Acquiring one of these stone fish is not a complicated task--but it is not a trivial one, either. The PC must either subdue or grapple a stone fish and fit it with one of the harnesses found on the wall. After that, the player may attempt to guide it on a swim through the stone (see the stone fish description, below).

Subduing a Stone Fish: Stone fish may be subdued in the same ways any other creature can. They can be beaten into unconsciousness, or a character may use one of a number of spells to capture or control the stone fish. Engaging the creature in combat, however, has its risks. First, the stone fish will attempt to swim past

the player if the door is open and, once out of its metallic cell, it can swim right through the stone wall of the stable to escape. Second, injuring a stone fish prejudices it forever against that handler; apply a +4 penalty to the DC of any Handle Animal or related checks necessary to control the creature in the future. What's more, the stone fish will try to escape at any opportunity.

Grappling a Stone Fish: This is tricky, but not impossible. While the stone fish will attempt to "swim" out an open door as quickly as it can, a player can attempt to grapple it as it passes. If successfully pinned, the stone fish can be fitted with a harness by performing another successful Grapple check. Once harnessed, a stone fish becomes relatively docile and no longer attempts to escape (unless it has been damaged by its handler; see "Subduing a Stone Fish," above). The harness provides a +10 bonus to the handler's Grapple check should the stone fish try to get away.

When holding a harnessed stone fish, its handler can use it to swim through the surrounding stone walls, as per the rules listed under the creature's special abilities.

Stone Fish (Neutral) CR 3

Tiny outsider (extraplanar, earth)

HD 3d8+9 **hp** 22

Init +0 **Speed** 20 feet, burrow 20 feet

AC 24, flat-footed 23, touch 11

BAB/Grapple +3/+1

Attack +6 melee (2d8+3, slam)

Full Attack +6 melee (2d8+3, slam)

SA none

SQ Allaround vision, earth swim, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, resistance to electricity 10, tremorsense 60 ft.

Fort +5, **Ref** +3, **Will** +3

Str 15, **Dex** 10, **Con** 15, **Int** 10, **Wis** 11, **Cha** 10

Languages Terran

Feats: Toughness

Crucial Skills: Hide +14, Listen +6, Spot +8

Other Skills: Intimidate +3, Knowledge (dungeoneering) +6, Move Silently +3, Search +6, Survival +6 (+8 following tracks or underground)

Stone fish are creatures native to the elemental plane of earth, but often found on other planes in areas of magic rock or stone. Each fish is a spindle shape roughly 18 inches long, with three eyes spaced evenly around a mouth located at the front of the spindle, and three rows of fins running along its body. Stone fish swim through rock and earth as normal fish swim through water, hunting for small burrowing creatures to eat as prey, but they cannot penetrate refined metals or wood. Outside of rock, they hover above the earth (never more than 6 feet above the ground), "swimming" through the air slowly, but as easily as they move through earth.

Stone fish are very territorial, and left to their own devices rarely travel more than a few hundred feet from the place of their

hatching. This can be used to the benefit of groups wishing to use stone fish, by moving any eggs found in the wild to a prepared hatchery. By hatching eggs in containers of soft sand that are in a cavern, but isolated from direct connection with any other rock, trainers can rest assured that if a stone fish does get loose, it will inevitably swim back to the cavern roof just above its hatchery box, and drop into the sand.

Because their earth swim ability makes the rock around them malleable and safe for passage, stone fish are often used by air-breathing creatures as modes of transportation through regions of deep cave kingdoms. A special harness allows a Medium or smaller humanoid to tether one or more stone fish to himself, and then be pulled along by them, passing through rock as he goes. Properly getting a stone fish into and out of a harness is most commonly accomplished by a DC 20 Handle Animal check. A creature tethered to a stone fish must use one hand to guide the fish as it swims through rock or earth. The unique school-sight property of stone fish makes them particularly popular transportation for creatures of the earth subtype.

Allaround Vision (Ex): A stone fish's symmetrically placed eyes allow it to look in any direction, providing a +4 racial bonus on Spot and Search checks. A stone fish can't be flanked.

School Sight (Su): A stone fish shares its tremorsense with any creature of the earth subtype within 10 feet of it. Though this

special ability, stone fish schools are often able to perceive all activity within a huge area, allowing them as a group to react quickly to dangers that threaten individual members of the school.

Earth Swim (Ex): A stone fish can glide through stone, dirt, or almost any other sort of earth (with the exception of metal, raw or processed) as easily as a fish swims through water. It actually causes the stone in a 5-foot radius around it to become pliable and easily passed through, and even safely breathed. This allows creatures adjacent to the stone fish to travel safely along with it as long as they constantly remain no more than 5 feet away from the fish. A stone fish's burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing a burrowing stone fish flings it (and any adjacent traveler) back 30 feet, stunning the creatures for 1 round unless they succeed on a DC 15 Fortitude save.

Connections: This chamber connects to area 370.

See the Map of Level 13.

378. HARBINGER'S HALL (EL 17)

Summary: An incredibly powerful thoqqua guards the chamber where Xaqahandra is to be summoned.

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

This vast chamber sits under an arched dome, stretching up fifty feet from the floor at its center. Twelve columns of twisted, unworked rock are evenly spaced around the room, each running from floor to the center of the dome. Sounds echo hollowly through the room, and there is the strong smell of hot metal, as though a forge is nearby. The western edge of the round chamber opens onto a ledge, the wall pulled away to reveal a sheer drop off. Built into the southernmost part of the wall is an Obsidian Portal.

Background: This is the highest point of the summoning chamber--referred to by the medusa as either the "landing" or the "killing field." It is connected to a series of other perfectly circular rooms (area 379 and area 380). According to the Stone Sisterhood, these chambers were specifically created by Xaqahandra in the moments before her death. They were intended, the legend claims, as a metaphorical and literal stairway into the world beyond so that worshippers could find Xaquahandra and then lead her back to the world of the living.

The ceremony to summon Xaqahandra is now underway, and the first part took place in this upper dome. The first rite did not summon Xaqahandra herself but her guardian totem, Ghughalv, the Harbinger of Xaqahandra. According to legend, Ghughalv was the first of all thoqqua--the progenitor from which the rest of the race spawned millennia ago. During its life, Ghughalv was drawn to Xaqahandra and worshiped the elder xorn. Ghughalv, it is said, fought in many great battles alongside Xaqahandra, serving as her bodyguard. It

was to Ghughalv's great shame that it was unable to protect Xaqahandra on the day she died. In order to summon Xaqahandra in the flesh, the medusas first were required to bring Ghughalv back to guard the site and to immediately apologize to Xaqahandra for failing her in the past.



The Harbinger: The current Xhughalv is a young reincarnation of a creature from an elder age. It is essentially a child of vast power, more powerful than any modern thoqqua but still new to its own powers. Ghughalv instinctively knows this is the top step of the area through which Xaqahandra shall return to the world, and so guards it against any creature other than members of the Stone Sisterhood.

Xhughalv will immediately attack any creature that enters into this chamber that is not a medusa wearing the vestments or armor of a member of the Stone

Sisterhood. It will continue attacking until all such creatures are dead, or it is. If its targets flee down the disk steps (area 379), Ghughalv will give chase, even following them into chamber beyond (area 380). It will also follow creatures that flee into the surrounding stone (using their own earth-gliding abilities or the powers of the stone fish). But those that flee using the Obsidian Portal will be allowed to go. Ghughalv, however, will remain on heightened alert for their possible return.

For their part, the medusa priestesses are convinced Ghughalv is immortal and indestructible. As long it guards the entryway, they are more than happy to focus all their attention on the preparations to summon Xaqahandra. However, as soon as PCs kill Ghughalv it causes an earth-shaking bellow, alerting the medusas that their guardian is dead. At that point, their chanting can be heard wafting up from the rooms below, and the GM should note from that moment, there are only 20 rounds until Xaqahandra is summoned.

Ghughalv, Harbinger of Xaqahandra (Neutral)

Thoqqua Paragon CR 17

Medium Elemental (Earth, Extraplanar, Fire)

Hit Dice 3d8+3 6+27 **hp** 87

Initiative +9 **Speed** 90 ft., burrow 60 ft.

AC 49, flat-footed 42, touch 41

Base Attack/Grapple +2 /+4 (+25 luck bonus to all attacks)

Attack +37 melee (1d6+35 plus 2d6 fire, slam)

Full Attack: +37 melee (1d6+35 plus 2d6 fire, slam)

Special Attacks Heat, burn

SA 3/day (CL 15): *greater dispel magic*, *haste*, *see invisibility*

SQ Darkvision 60 ft., damage reduction 10/epic, elemental traits, fast healing 20, immunity to fire, cold resistance 10, spell resistance 27, tremorsense 60 ft.

Fort +23, **Ref** +20, **Will** +19

Str 30, **Dex** 28, **Con** 28, **Int** 21, **Wis** 27, **Cha** 25

Languages Abyssal, Celestial, Draconic, Ignan, Infernal, Terran

Feats: Alertness, Track

Skills: Listen +27, Move Silently +26, Survival +25

Connections: This chamber connects to area 370 and area 379.

See the Map of Level 13.

379. STEPPED DISKS (EL 15)

Summary: The Stone Sisterhood sends a few representatives to keep the PCs away from their ritual

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

From the topmost platform, you can see other disk-like platforms below it leading down in a series of stepped chambers. At the very bottom is a passageway into what seems to be a large, open chamber beyond. A squad of Stone Sisterhood medusas come through the passageway and immediately look up toward your position.

Background: These stepped, disk-like chambers are considered to be holy ground by the members of the Stone Sisterhood. They believe that the area was carved out by Xaqahandra in the moments before her death, left here for the specific purpose of allowing the faithful to find her and, eventually, lead her back to the land of the living.

Usually, the Stone Sisterhood keeps guards in this area, protecting it against being defiled by nonbelievers. However, after summoning Ghughalv, they considered the chambers as being sufficiently protected, and all the medusas focused their attention on the summoning ritual.

Each disk is raised 10 feet above the next one down, with a sheer drop-off being the only way to get from one to another. Climbing, jumping, and all other methods of going down or up the stepped disks incur no special penalties—they simply function as they normally would for an obstacle that basically is a 10-foot ledge and wall.

Delaying Tactic: When the medusas performing the summoning ritual hear the sounds of Ghughalv's death, they send some of their guards back to this area to kill off, or at least delay, the approach of who or whatever managed to kill the legendary thoqqua. (The GM should bear in mind that Xaqahandra's summoning ritual will be completed 20 rounds after Ghughalv's death, and should be keeping close track of the passage of time.)

A group of medusas consisting of two Stone Sisterhood Archers, one Stone Sisterhood Warrior, and one Stone

Sisterhood Priestess enters at the bottom of the chamber. The archers and priestess use their ranged abilities (including their petrifying gaze attacks) to begin to harry the PCs while the warriors begin to climb the disks in hopes of engaging the group in melee combat after they have been significantly weakened.

Stone Sisterhood Archer (x2): hp 63

Stone Sisterhood Warrior: hp 90

Stone Sisterhood Priestess: hp 92

Stone Sisterhood Priestess (Lawful Evil)

Female medusa Cleric 7

CR 11

Medium Monstrous Humanoid

HD 13d8+39 **hp** 107

Init +6

Speed 20 feet

AC 31, flat-footed 30, touch 14

BAB/Grapple +11/+11

Attack +14 melee (1d8+2, +2 morningstar) or +11 melee (1d4, dagger) or +11 (1d3, unarmed strike) or +14 ranged (1d8, light crossbow)

Full Attack +14 melee (1d8+2, +2 morningstar) or +11 melee (1d4, dagger) or +11 (1d3, unarmed strike) or +14 ranged (1d8, light crossbow)

SA Petrifying gaze, poison

SQ Darkvision (60 ft.), Aura, Earth Domain, Rebuke Undead (Su), Spontaneous Casting, Turn Air, Rebuke Earth, War Domain

Fort +10, **Ref** +9, **Will** +14

Str 10, **Dex** 15, **Con** 16, **Int** 12, **Wis** 18, **Cha** 15

Languages Common, Terran

Feats: Armor Proficiency (all), Combat Casting, Combat Reflexes, Favored Weapon Focus (morningstar), Improved Initiative, Point Blank Shot, Precise Shot, Shield Proficiency, Simple Weapon Proficiency (all), Skill Focus (Concentration).

Crucial Skills: Concentration +14 (+18), Heal +5, Move Silently +8, Spellcraft +11, Spot +11

Other Skills: Balance +3, Bluff +9, Climb +6, Diplomacy +8, Disguise +9, Escape Artist -4, Hide -4, Intimidate +6, Jump -12, Swim -11

Cleric Spells Prepared: 0-level--cure minor wounds, guidance, light, mending, resistance, virtue; 1st-level--bane, bless, doom, entropic shield, shield of faith, magic weapon; 2nd-level--darkness, hold person, silence, spiritual weapon (x2); 3rd-level--contagion, magic circle against good, stone shape, wind wall; 4th-level--greater magic weapon, spell immunity, spike stones

Possessions: Dagger, +3 full plate, +2 heavy steel shield, +2 morningstar, mwk light crossbow, amulet of natural armor +2, cloak of resistance +3, ioun stone (pink), potion of barkskin +5



Connections: This chamber connects to area 375 and area 380. See the Map of Level 13.

380. THE PETRIFIED CONGREGATION (EL 15)

Summary: The Stone Sisterhood stand before the calcified remnants of their god, trying to bring her back into our world.

Sights and Sounds: This chamber is in shadowy illumination. If the PCs are within appropriate range, they see the following.

The walls of this great, round chamber at first seem to be made of natural, unworked stone. But it quickly becomes clear that they are in fact constructed of hundreds, perhaps thousands, of petrified bodies--victims of the medusas' gaze attacks stacked next to and on top of one another until they create a single, seamless wall sixty feet tall. At a handful of points along the wall sit iron braziers burning a mixture of coal and incense, filling the chamber with a faint light and a heavy, earthy scent.

At the center of the chamber, a bizarre statue rises from the stone ground. A ten-foot tall gaping, upturned maw filled with rows of vicious fangs, each as large as a broadsword. Here and there around the statue's base, other smaller statues also sprout from the ground. These appear to be the barren, wind-blasted trunks of trees, or perhaps rows of primitive spears encircling the maw.

Around these statues, a group of medusas stand in a broad circle and chant a tuneless dirge. Their eyes loll back in their heads as their entire bodies shiver with religious ecstasy. Standing guard over this group is a squad of medusa warriors and archers.

Background: This chamber is the holiest of holy sites for any worshipper of Xaqahandra the Eternal Burrower. While the ground around here is said to be her final resting place, legend has it that the statues in this room are carved from pieces of Xaqahandra's remains. In truth, though, these are not statues at all, but Xaqahandra's actual snout and the tips of some of her claws. This chamber is, in truth, the gigantic xorn's literal burial spot.

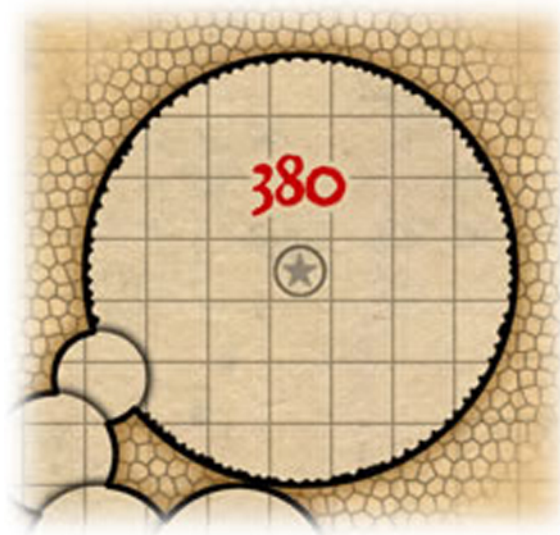
Members of the Stone Sisterhood are here performing the final rituals that they believe will bring Xaqahandra back from the afterlife and restore her to her rightful place of glory. At the same time, another group (including the High Priestess) is performing a *bolstering ritual* in area 384.

At the time the PCs enter this chamber, it is likely that the ritual is in the midst of a 20-round countdown to completion (see area 378). If the countdown has not yet begun, begin it as they reach this area.

So long as just one of the medusas remains chanting, the ritual and the countdown continues.

The Wall: The wall, as described above, is made up of hundreds of victims of the medusas' petrifying gaze attacks. They have been arranged in such a way that they seem to form a seamless wall but, in fact, stone working artistry and a good deal of mortar was needed to create the final walls. As a result, though creatures in the wall may be freed from their petrified states with the right magic spells, once returned to life they are still trapped as part of the wall.

Releasing them requires that section of wall be destroyed (thereby harming the bodies of other petrified creatures around them).



The Guards: A small squad of Stone Sisterhood archers and warriors stands guard over the chanting priestesses. If the PCs encountered resistance in area 379, those medusas came from this squad. The remaining guards consist of 10 cultists (ordinary medusas) who will likely be aware of that the PCs are approaching. (Any sound of combat in area 378 or area 379 will automatically put the guards on full alert.) They will protect the chanters to the best of their ability, but foremost they will try to defeat or drive off the invaders. These cultists will fight to the death, filled with the belief that they are doing their goddess' will, using every resource at their disposal--including their petrifying gaze.

Medusa (x10): hp 33

The Chanters: The heart of the awakening ritual is the circle of 5 Stone Sisterhood priestesses. They are all chanting and actively involved in the chanting, but this number of participants is not by any means necessary. A single priestess is enough to bring the ritual to a successful completion.

So deep in the throes of religious ecstasy are they, that the priestesses will ignore any combat going on around them as long as it doesn't disrupt their chanting. Once a priestess takes any hit point damage herself, though, she will cease her chanting and join the combat, making full use of her spells and her petrifying gaze.

The remaining chanters can tell when one of the others drops out and how many more chanters remain. If only one medusa remains chanting, she will not cease no matter what happens to her. She will stand in place and continue the ritual until there is no life left in her body (meaning that the PCs may have to subdue an unresisting, defenseless opponent--and how they do so may have repercussions based on their alignments, depending on how the GM chooses to interpret the situation and their actions).

The Countdown: The big uncertainty in this encounter is the countdown. If the PCs manage to stop the Stone Sisterhood priestesses before the ritual is complete, the encounter ends there. If they fail to, the medusas have managed to bring Xaqahandra back from the dead and this encounter will

be need to be expanded by including the effects described in the Xaqahandra the Eternal Burrower.

Stone Sisterhood Priestess (x5): hp 107

A Note on EL: Setting the EL for this encounter was a complicated process. The ten CR 4 medusa cultists and the five CR 11 priestesses would be odd enough, but then we had to factor in the fact that the priestesses do not enter the fight at the beginning, nor all at once ... and when they do enter the fight, they will be partially damaged from the start.

In the end, since the group of cultists is equal to an extra priestess (CR 11), we got a preliminary EL of 16, but since the priestesses were pretty far from full strength and would likely not get the chance to work together in any concerted way, we dropped the final EL to 15 for the whole encounter.

REVISIT (EL 18)

If the PCs manage to overcome the Stone Sisterhood forces in this chamber and prevent the reawakening of Xaqahandra, all will seem quiet in this chamber. However, Xaqahandra's ghost will still be around and it will be quite unhappy. Anyone who enters this chamber that is not a member of the Stone Sisterhood (or is in some other way an active worshipper of Xaqahandra) will face ghostly Xaqahandra.

Connections: This chamber connects to area 379.

See the Map of Level 13.

381. THE STONE PRIORY (EL 13)

Summary: In the wake of the slave rebellion, this is where most of the Stone Sisterhood priestesses reside.

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

An Obsidian Archway is built into an alcove at the southernmost part of this chamber. From the alcove, you can see a large, open room whose floor is virtually covered with bedrolls, small backpacks, and cots or daybeds carved in the shape of humans, elves, and other creatures kneeling on all fours.

At the southern end of both the east and west walls is a single door whose handle is carved in the shape of a medusa's head. The north end of the chamber opens into another broad area beyond.

Background: This area traditionally has been the meeting area for the Stone Sisterhood—where the High Priestess would call the faithful for lessons and councils (both religious and military). However, since the slave rebellion, she has ordered the order's priestesses to live here, where they are closer to her, her lieutenants, and the holy sites of worship.

The chamber now serves as a tremendous dormitory.

The Chamber Beyond: The chamber to the north is Xaqahandra's Shrine and it is currently in use. As a result, it is quite possible for the PCs to be noticed while exploring this chamber (see area 384 for

details). It is also possible for the group to spy on the activities in the shrine, if they are stealthy enough and have sufficient range of darkvision (or some other ability that will let them see in the dark).



Sleeping Space: Most of this chamber is currently serving as the dormitory for the rank and file of the Stone Sisterhood priestesses. (The archers and warriors are staying elsewhere.) It's clear that the floor space has been divided into personal spaces, an attempt for the medusas to provide one another with some measure of privacy, but it's unclear how many spaces there are. Some are so neat and tidy, they could be merely storage spaces, but it is also conceivable that they belong to priestesses that have perished or are away on some quest or pilgrimage.

None of the medusas are here, and (if the PCs decide to check) none of them seem to own any particularly valuable property.

The bedrolls and packs contain frock worn by the cultists, some tracts and prophecies about Xaqahandra written in Terran, and a handful of pendants, bracelets, and earrings constructed unartfully and made of common metals. However, many of the packs do contain vials of *stone water*. If the PCs search all the rolls and packs, they can gather a total of 4d4+8 vials.

If the GM wishes to increase the amount of treasure available to the PCs, the common metal jewelry could be finely crafted items made of precious metals and decorated with gems. Likewise, any number of the packs could contain a valuable religious icon or rare prayer book. It is possible for the medusas to have “treasure,” but it should not be in the form of ostentatious or common items. They are religious zealots, and they do not keep any items that would distract them from their devotion to Xaqahandra.

The cots are not artistic renderings, the are made of creatures that were forced to kneel on hands and knees and then made victims of a petrification gaze attack.

The Doors: The doors on the east and west walls of the chamber are locked, with no apparent mechanism doing the deed. In order to get a handle to turn, a priestess (or other creature with the ability) must expend one of her turn undead uses for the day. The handles detect as magical (moderate transmutation), and spells such as identify will allow the caster to determine how the mechanism works. This can also be achieved with bardic knowledge check to get obscure information or a simple DC 45 Knowledge (religion) check.

The locks may not be picked mechanically, but the doors are completely ordinary simple wooden doors and may be broken normally. This action, though, is certain to draw the attention of the worshippers in Xaqahandra’s Shrine.

Connections: This chamber connects to areas 369, 382, 383, and 384.

See the Map of Level 13.

382. LIEUTENANTS’ QUARTERS (EL 15)

Summary: This suite belongs to the lieutenants that serve under the High Priestess.

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

Strewn about the main chamber is a vast assortment of pillows which, while not made of expensive materials, look to be well stuffed and comfortable. On the north wall are a pair of doors.

Background: This suite used to be home to just two of the High Priestess’ lieutenants. But when her original rooms (area 375) were discovered by the rebellious slaves, the High Priestess took over the matching suite (area 383) and moved all four of her lieutenants here. They now double-up in the bedchambers, each one being home to a warrior and a priestess.

All of the lieutenants are here currently. After spending days overseeing preparations for the awakening ritual, they were granted



time to rest before the culmination. However, they are not actually asleep--they’re just too anxious about the coming return of their god. Instead, they are in their bedchambers simply waiting to be summoned for the great moment.

One of the lieutenants has the staff of earthquakes, a magic item that was crucial in creating this complex and performing the ritual preparations. It belongs to the High Priestess, but was beginning to run low on charges. She gave it to the lieutenants so that they could apply the staff’s recharge ability for a few days.

Main Suite: The southern part of the suite is a lounge where, in less anxious times, the lieutenants would spend time meditating, reading scriptures, or simply relaxing. Being a fairly ascetic order, the Stone Sisterhood has spent very little time decorating the room--comfortable pillows and blankets are all that was ever brought in here.

If the GM wishes to add more treasure to this level, this is a good place to do so (particularly if extra treasure was added to area 381, since it only makes sense that lieutenants would have more valuable items than the rank and file priests).

East Bedchamber: This room is as sparsely furnished as the main suite, except that there are a pair of cots like those found in area 381. In here at the moment are two of the cult's lieutenants. When the PCs first enter the main suite, these medusas are relaxing, but not sleeping. They have every reasonable opportunity to hear the PCs moving around (including if they make excessive noise getting into the main suite). Simple shuffling noises could be mistaken for the medusas from the other room moving about the suite normally. If, however, the lieutenants here have reason to become suspicious, they will immediately take action to investigate (being prepared for attack, since even though they may not know about the PCs, they do know about the rebellious slaves).

Stone Sisterhood Warrior: hp 106

Stone Sisterhood Priestess: hp 107

West Bedchamber: For most intents and purposes, this chamber is identical to the east bedchamber. The only significant difference is that the priestess here is holding the *staff of earthquakes*.

Stone Sisterhood Warrior: hp 106

Stone Sisterhood Priestess: hp 107

New Magic Item

Staff of Earthquakes: This thick shaft of granite has a rough, rocky knob at the head and a sharp stalactite-like tip at the bottom. The staff allows the use of the following spells: *Spike stones*, *Move earth*, *Wall of stone* (2 charges), *Earthquake* (2 charges).

Once per day you can recharge one charge on the *staff of earthquakes* by exposing it to a *flesh to stone* spell or a petrifying gaze attack.

Strong evocation; CL 13th; Craft Staff, *earthquake*, *move earth*, *spike stones*, *wall of stone*; Price 52,532 gp.

Connections: This chamber connects to area 381. See the Map of Level 13.

383. HIGH PRIESTESS' QUARTERS

Summary: These are the new chambers of the Stone Sisterhood's High Priestess.

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

Scattered around the main chamber are small piles of items--curtains, clothing, personal effects, chairs, chests, and random collections of other items. They seem to have been dropped there with only a modicum of care and then left, like someone was bringing in piles of loot and leaving them for later sorting.

Background: This suite used to be the quarters for two of the Stone Sisterhood lieutenants. But when the rebellious slaves invaded the High Priestess' original quarters (area 375), the lieutenants moved to area 383 and the High Priestess took over these rooms. She now has the entire block of rooms to herself.

Main Suite: This room was intended as a lounge/common area for the suite, a good place for meetings, strategy councils,

and other official business. However, the High Priestess of the Stone Sisterhood has been using it mostly for storing items that have been rescued from her former quarters. Scattered around the room are piles of furniture, clothing, and personal items, giving the chamber the feeling of a bazaar or yard sale.

There is nothing of particular interest here, but it is a good location for the GM to seed with unusual items or campaign-specific treasure, if he is so inclined.

East Bedchamber: The High Priestess uses this room for meetings with her lieutenants, religious tutorials with members of the cult, meditation, and other personal activities.

The floor is covered with an abundance of pillows, throw rugs, and a handful of stools and small benches.

West Bedchamber: This is the High Priestess' bedchamber. Unlike the other members of the cult, she actually has a bed, and quite a comfortable one. It has a large mahogany headboard carved in the shape of a medusa's head, and a plush feather mattress (stuffed with cockatrice feathers). At the north end of the room stands a coat rack from on which hangs the Priestess' dressing gown, and next to that is a large metallic tub.



The tub is actually a wondrous item given to the worshippers of Xaqahandra during the original construction of the dungeon. Legend says that it formerly belonged to Queen Ryssa herself, and that it was presented as an offering of peace after the mad queen originally threatened to drive the “xorn worshipping zealots” from her kingdom, which resulted in all her representatives in the lower sections of Dragon’s Delve being under near constant attack by the ghost of Xaqahandra.

Because of its size and weight, the tub rarely is moved. It had sat in the High Priestess’ former quarters for more than eight centuries (used by generation after generation of High Priestess). When the rebels burst through the wall of her chamber, the only two items she insisted her forces recover were this tub and the *staff of earthquakes*.

New Magic Item

Bronze Bath of Queen Ryssa: The *bronze bath of Queen Ryssa* is a sizeable magic tub, six feet in length and three in both depth and width, weighing 1,000 lbs., constructed to have the appearance of a roaring blue dragon (the head turned back to serve as the spigot, the wings forming the majority of the bath’s sides). When a command word is spoken, the bath fills with warm sand that cleans any person or item within it as if using the clean function of a *prestidigitate* spell (except that it functions on any item able to fit in the tub).

Additionally, once per day a creature bathing in the bronze bath can speak a command word to have it to grant a massage. This limbers and relaxes the creature, but also magically grants the creature the ability to perform additional actions during the next 24 hours. An affected character can take one additional standard action once per day, the creature gains one additional such action for every 5 full levels the character possesses. These additional actions must be taken at the beginning or end of a character’s turn, and only one additional action can be taken in a single round.

The bath is theoretically mobile, in that it works regardless of where placed. However, due to its size and weight, it often remains in a single locale for years or decades at a time.

Strong transmutation; CL 5th; Craft Wondrous Item, *haste*; Price 12,000 gp.

Connections: This chamber connects to area 381. See the Map of Level 13.

384. XAQAHANDRA’S SHRINE (EL 16)

Summary: The Stone Sisterhood use this shrine to worship Xaqahandra.

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

Clearly this is some kind of temple or place of worship. The large outer chamber has rows of prayer benches lined up facing the apse at the north end, the centerpiece of which is an Obsidian Archway.

The walls of the shrine at first seem to be natural, uncrafted stone, but closer inspection reveals that they are in fact made of hundreds of petrified bodies--victims of the medusas’ gaze attacks stacked next to and on top of one another until they create a single, seamless wall.

Background: This shrine is dedicated to Xaqahandra the Eternal Burrower. It was the place of worship used by the Stone Sisterhood before they crafted the massive Petrified Congregation, and where they perfected the technique of using petrification

victims as raw material for masonry. While it is dedicated to Xaqahandra, the medusas use the shrine to worship all the gods in their pantheon.

The Wall: The wall, as described above, is made up of hundreds of victims of the medusas’ petrifying gaze attacks. They have been arranged in such a way that they seem to form a seamless wall but, in fact, stone working artistry and a good deal of mortar was needed to create the final walls. As a result, though creatures in the wall may be freed from their petrified states with the right magic spells, once returned to life they are still trapped as part of the wall.



Releasing them requires that section of wall be destroyed (thereby harming the bodies of other petrified creatures around them).

Calling The Burrower: The High Priestess of the Stone Sisterhood is in the shrine leading a group of lesser cult members in a ritual intended to bolster the awakening ritual being performed in the Petrified Congregation area. (If the PCs disrupted the other ritual some time ago, then this rite is instead the beginnings of a new awakening ritual.) The High Priestess is standing in the alcove, invoking Xaqahandra and urging her followers on to heights of religious ecstasy.

In point of fact, this ritual is all ceremony and symbolism--it doesn't actually affect the awakening ritual at all, but its observance is important to the faithful. If pressed, though, the High Priestess knows that this ritual is of little consequence and will disband it in order to do combat with interlopers or help protect the important ritual being performed elsewhere.

The High Priestess has chosen to lead this ceremony because she is uncertain of what state of mind Xaqahandra will be in when she returns to this plane. It is just possible that their goddess will be crazed with hunger upon her return and may consume the very worshippers who awaken her. While the High Priestess would give her life for her goddess, she would rather let other worshippers have that honor while she stands at Xaqahandra's side as she subjugates the world.

Medusa (x6): hp 33

Shyahnhandra, Stone Sisterhood High Priestess (Lawful Evil)

Female medusa Cleric 11 CR 15

Medium Monstrous Humanoid

HD 17d8+34 **hp** 111

Init +1 **Speed** 20 feet

AC 29, flat-footed 28, touch 11

BAB/Grapple +14/+14

Attack +16 melee (1d8+2, +2 *morningstar*) or +15 melee (1d4, dagger) or +15 (1d4 plus poison, snakes) or +15 ranged (1d8, light crossbow)

Full Attack +16/+11 melee (1d8+2, +2 *morningstar*) or +15/+10 melee (1d4, dagger) or +15 (1d4 plus poison, snakes) or +15 ranged (1d8, light crossbow)

SA Petrifying gaze, poison

SQ Darkvision (60 ft.), Aura, Earth Domain, Rebuke Undead (Su), Spontaneous Casting, Turn Air, Rebuke Earth, War Domain

Fort +14, **Ref** +12, **Will** +20

Str 10, **Dex** 12, **Con** 15, **Int** 14, **Wis** 20, **Cha** 18

Languages Common, Giant, Terran

Feats: Armor Proficiency (all), Combat Casting, Combat Reflexes, Favored Weapon Focus (*morningstar*), Improved Initiative, Point Blank Shot, Precise Shot, Shield Proficiency, Simple Weapon Proficiency (all), Skill Focus (Concentration), Weapon Finesse

Crucial Skills: Concentration +22 (+26), Heal +5, Move Silently +8, Spellcraft +11, Spot +15

Other Skills: Balance +3, Bluff +10, Climb +6, Diplomacy +17, Disguise +10, Escape Artist -4, Hide -4, Intimidate +7, Jump -12, Swim -11

Cleric Spells Prepared: 0-level--*cure minor wounds, guidance, light, mending, resistance, virtue*; 1st-level--*bleed, cure light wounds, doom, divine favor, entropic shield, protection from good, shield of faith, magic weapon*; 2nd-level--*darkness, eagle's splendor, hold person, silence (x2), spiritual weapon*; 3rd-level--*contagion, cure serious wounds (x2), magic circle against good, stone shape, wind wall*; 4th-level--*divine power, freedom of movement, greater magic weapon, spell immunity, spike stones*; 5th-level--*dispel good, flame strike, spell resistance, wall of stone*; 6th-level--*heal, stoneskin*

Possessions: Dagger, +3 full plate, +2 heavy steel shield, +2 *morningstar*, mwk light crossbow, cloak of resistance +3, ioun stone (pink), potion of barkskin +5, 500 gp diamond dust, stone devotee amulet, 6 vials of stone water

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude DC 17 negates. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 15, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Tactics: The high priestess has used her bath today (see area 383) and thus has 4 additional standard actions she can use today (no more than 1 per round). If she doesn't have a chance to fully augment herself with spells before fighting begins,

she uses those actions to cast spells in the first four rounds of combat. (Most likely *divine power*, *stoneskin*, *spell resistance*, and *divine favor*, in that order). If she's already taken half or more of her hit points before going through 4 rounds of combat, she keeps one extra standard action in reserve to cast *heal* on herself. If she has additional time before combat or early in the fight (or during a lull), she also casts *protection against good*, *greater magic weapon*, *entropic shield*, and *dispel good* on herself.

Upping the Ante: If the PCs have walked relatively unscathed through their previous encounters with the Stone Sisterhood, the GM may consider making this one more difficult by bolstering the group here with an additional pair of Stone Sisterhood Priestesses. This would increase the this encounter to EL 17.

Alternatively, if the PCs have not yet faced Ghughalv and the GM wants to make this an epic encounter, have the High Priestess call the paragon thoqqua from its guard post. Equip it with a *stone devotee amulet* and let it slither through the Obsidian Archway during the third round of combat. Doing this would increase this encounter to a hideous EL 18, but is also pushing the boundaries of the EL system. While a typical group of 15th level characters would be very challenged by the high priestess, 6 medusas and Ghughalv, a typical group of 18th level characters wouldn't.

Connections: This chamber connects to area 381 and area 378. See the Map of Level 13.

385. SECRET SHRINE

Summary: A hidden shrine containing statues honoring strange, monstrous gods.

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

At first glance, this chamber seems like some kind of statuary or art gallery. The floor rises ramp-like along the east and west walls, creating a two foot platform along the south wall. Spaced regularly along the length of the ramp and platform are nine statues of strange, nightmarish creatures.

In the center of the room sits a taller dais containing two other monstrous statues--bigger and more terrifying than any of the others.

The strangest thing about the room, though, is that there is no way in or out. It is a carefully carved and constructed space without any door, window, tunnel, or even Obsidian Archway to grant access.



Background: This is a shrine dedicated to the entire pantheon worshipped by the Stone Sisterhood. While Xaqahandra is their patron deity, they also acknowledge and venerate the rest of the medusa pantheon. It is tradition for all medusa temples to feature one (and only one) statue of each of the gods in the pantheon. Often, most of these statues are put in side rooms or an ancillary chapel, the better to allow worshippers to focus the particular deity to whom the shrine is dedicated. In this case, the Stone Sisterhood has gone even further, putting the statues in a room with no door and no Obsidian Archway, making it nearly impossible for most creatures to stumble into this chapel inadvertently.

This was not a problem, since the members of the Stone Sisterhood are slavishly devoted to Xaqahandra, none of them had any real desire to make devotions to the other gods. In fact, the only visitor the shrine ever gets is the High Priestess herself, who sometimes will use one of the stone fish to travel here merely to get some time by herself where none of the other medusas can find her.

One of the oddities about the medusa pantheon is that very few of them are actually deities. Like Xaqahandra, they mostly are powerful extra-planar creatures whom the medusas venerate. The two actual gods--Ahrhaar and Phylmynn--provide blessings and divine power to those who worship any segment of the pantheon. They consider that it increases their cosmic influence if the mortal world sees them as the heads of a godly family.

The Statues: There are eleven statues here—one for each of the gods in the medusa pantheon (minus Xaqahandra, whose statue is in area 380). Their names (and traditional spheres of influence) are as follows.

Ahrhaar the Snake Father--The source of a medusa's snaky hair and other serpentine qualities, Ahrhaar is the father of most members of the medusa pantheon. This figure stands on the central dais and appears to be thick, heavily muscled snake with angry, flashing eyes. Its head and upper torso is wreathed in a flowing mane composed of smaller snakes (like a medusa's hair). Domains: Earth, Evil, Luck, Trickery.

Phylmynn the Stone Mother--A strange and starkly beautiful creature with a vaguely humanoid shape made entirely out of connected sheets of shale (or some similarly flat, layered rock), her statue stands on the central dais. Phylmynn is the mother of the pantheon and said to provide medusas with their connections to stone and the earth. She is generally considered to be stronger than her husband, though she at first looks more fragile. Domains: Earth, Law, Strength, War.

Grarghoth, Brother to the Stars--A male medusa whose statue stands at the end of the platform and looks upward as if staring at a distant celestial object. Grarghoth is the god of curiosity and ancient knowledge.

Lewlylth, Sister to the Seas--A female medusa who is portrayed as rising bursting forth from a cresting wave. Lewlylth is the goddess of travel, weather, and uncertainty.

Nhantrondral, Brother of the Void--An empty set of armor (like that worn by the Stone Sisterhood warriors). Nhantrondral is the god of sudden victory, survival, and dispassion.

Vsshandra, Sister of the Wind--At first, this statue seems to be of a slender tree whose branches are blowing in a strong wind. Closer examination reveals that it is a female medusa disguised as a tree and wielding a saw-toothed blade. Vsshandra is the goddess of death, memory, and preparedness.

Rhondryll the Archer--This statue seems to be an idealized Stone Sisterhood archer. Rhondryll is the goddess of war, precision, and devotion.

Hstmss, Whisperer of Secrets--A nude female medusa whose entire head and shoulders are covered with the locks of the snake hair, completely obscuring her visage. Hstmss is the goddess of secrets, the future, and fate.

Drakkaugh the Impervious--A hulking beast whose hide is covered in fur that, upon closer inspection, clearly consists of thousands of tiny snakes. Drakkaugh is the god of fury, protection, and certainty.

Yrdryff the Merciless--A ten-armed female medusa standing in combat readiness wielding a longsword, spear, scimitar, whip, mace, club, axe, and war hammer. Upon closer inspection, it becomes clear that each of her arms ends not in a hand, but in a snake's head. Yrdryff is the goddess of hard-earned victory, dedication, and pride.

Bhorbrahn the Vigilant--A male medusa sitting on a rock and looking away toward an unseen horizon. Bhorbrahn is the god of anticipation, fear, and shame.

The Collection: A successful DC 30 Knowledge (religion) or DC 40 Knowledge (nature) check allows a character to recall that idols to the medusa pantheon are said to provide boons to those who pray to them, particularly when the idols are located on holy ground.

Legend says that, once per week, if one invokes each of the gods by name and then makes an offering in blood or coin, the gods may shine on the faithful. The legend is true, but there are two tricks to collecting the blessing of the gods. Any offering will do the first time, however, each subsequent time a creature performs this rite, he must double his previous offering to receive any benefit.

Firstly, the petitioner must mention all the gods—including Xaqahandra, who is part of the pantheon but whose statue is not in this room. Failure to do so will result in the gods ignoring the petitioner's entreaties.

Secondly, this boon is only for "the faithful" which, for the medusa pantheon, is measured by alignment. All of the medusa gods are lawful evil, and so a petitioner must be either lawful or evil to gain a boon. Petitioners who are evil receive the benefits of a *cure critical wounds* spell (as if cast by a 20th-level cleric). Petitioners who are lawful receive the benefits of a *divination* spell (as if cast by a 20th-level cleric). Petitioners who are lawful evil may choose which benefit to receive, but only get one of the two.

Upping the Ante: If the GM wishes to add an element of danger to this encounter, performing the petition ritual incorrectly (or any time a creature that is neither evil nor lawful attempts it) results in the petitioner suffering the effects of a harm spell (as if cast by a 20th-level cleric).

Connections: This chamber does not directly connect to any other chamber.

See the Map of Level 13.

386. CAPTAIN OF THE GUARD (EL 14)

Summary: The quarters and war room for the captain of the Stone Sisterhood guards.

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

This large natural cavern sits adjacent to a larger one directly to the south. It is a fairly unremarkable structure, with only a few small stalactites hanging from the roof fifteen feet overhead, and no significant geological structures on the cave floor.

A cot and small chest of drawers has been placed in the alcove in the southwestern section of the chamber. In the center of the space stand a table and five stools, all cobbled together out of discarded scraps of wood and rope.

The north section of the cavern trails off into a tunnel leading further into darkness.

Background: This is a natural cavern that has been commandeered by the non-clerical guards and staff of the Stone Sisterhood. For most of the history of Level 13, this area

stood empty, never developed or used by the cult. However, when the medusas of the Stone Sisterhood discovered a breach in their communal quarters leading here, they decided to put the space to good use.

While the larger chamber to the south was used to quarter the rank and file, this smaller, more private area was claimed by the captain of the guard. He has used it to organize the defense of the Petrified Congregation, the ongoing assault on the High Priestess's former quarters, the welcoming committee, and all the other maneuvers for the cult's defenses.

One thing the PCs may notice is that the captain of the guard is male, which is a rarity among the Stone Sisterhood. He joined the order because of his devotion to Xaqahandra and has no qualm about being the token male in the group. He is confident in his abilities and his worth in Xaqahandra's bulbous eyes.

The Tunnel: This tunnel was created when Grystmarcher burrowed a tunnel to here from the original headquarters for the slave rebellion. However, shortly thereafter, the delver decided that having such open access was a tactical error, so he collapsed the tunnel. This cul-de-sac is the result.

The spur ends with a wall of loose earth and rocks. Digging through it is relatively easy, but does not yield strong results. A DC 25 Knowledge (dungeoneering) check will reveal that the surrounding ground will likely shift to fill any space created, and digging too far could cause the entire section to collapse. For every ten minutes spent

digging (or for every 5 feet of buried tunnel that is unearthed) there is a cumulative 10% chance of the tunnel collapsing. Anyone inside the tunnel during a cave-in may attempt a DC 40 Reflex save to get out before it's too late. Those who fail suffer 5d8+40 points of damage and are buried (and may begin to suffocate).

The Table: Scattered about on this rickety, jerry-rigged table are a collection of notes and lists, all written in Terran. If the PCs can read or manage to decipher them, they discover a master list of all the Stone Sisterhood's defenses--an accounting of how many guards are placed in the various rooms throughout the complex. (Note that this does not count as a map of the complex, merely factual information about the guard forces.)

While this information does not provide any mechanical advantage to the PCs, it may be useful in planning out their strategy. If



the group has a detailed understanding of the complex's layout, they can bypass some encounters while skipping directly to others.

The Alcove: This is what serves as the captain of the guard's private chambers. He has a cot and a small chest of drawers. None of the drawers are either locked or trapped. If searched, they will turn up four spare *stone devotee amulets* and twelve vials of *stone water*. This is a good place for the GM to add in any small, valuable treasure items that he feels it is important for the PCs to have.

If activities in nearby caves have not drawn his attention, the captain of the guard is currently laying on his cot--resting, but not sleeping. His weapon is at his side, but sheathed.

Any fight that takes place here is likely to draw the attention of the medusas resting in area 387.

Kharnarnhal, Stone Sisterhood Captain of the Guard (Lawful Evil)

Male high medusa Blackguard 5 CR 14
Medium Monstrous Humanoid

HD 12d8 + 5d10 +51 hp 133

Init +1 Speed 20 feet

AC 27, flatfooted 26, touch 14

BAB/Grapple +17/+20

Attack +22 melee (2d6+5 plus poison, critical 17-20, x2, greatsword) or +20 (1d4+3 plus poison, snakes)

Full Attack +22/+17/+12 melee (2d6+5 plus poison, critical 17-20, x2, greatsword) and +15 (1d4+3 plus poison, snakes)

SA Aura of despair, petrifying gaze, poison, smite good (+4 attack, +5 damage) 2/day, sneak attack +1d6

SQ Aura, command undead, dark blessing, darkvision (60 ft.), detect good, envenom

Fort +15, **Ref** +14, **Will** +15

Str 16, **Dex** 12, **Con** 16, **Int** 13, **Wis** 14, **Cha** 18

Languages: Common, Terran

Feats: Ability Focus (petrifying gaze), Cleave, Improved Critical (greatsword), Improved Sunder, Power Attack, Weapon Focus (greatsword)

Crucial Skills: Concentration +15, Hide +8, Intimidate +16, Spot +13

Other Skills: Knowledge (religion) +4

Blackguard Spells Prepared: 1st level--*corrupt weapon* (x2), 2nd level--*cure moderate wounds* (x2)

Possessions: +1 wounding greatsword, +2 full plate, +2 ring of protection, ioun stone (*dusty rose prism*), *stone devotee amulet*, 8 vials of *stone water*

Aura of Despair (Su): The guard captain radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

Envenom (Ex): The guard captain can, as a move action, use the poison of his hair snakes (see below) to envenom his greatsword. The poison acts exactly the same way, except on the first successful attack he makes with his greatsword is poisoned.

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude DC 22 negates. The save DC is Charisma based.

Poison (Ex): Injury, Fortitude DC 19, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution based.

Tactics: The guard captain begins any fight by casting *corrupt weapon*, then moves into melee as fast as possible. He prepares it multiple times per day so he can afford to waste a casting on the mere suggestion of a threat. Whenever possible, he hammers on the same foe until it drops, trying to maximize the Constitution-reducing qualities of his wounding weapon. If a foe seems particularly effective in melee, he's likely to alternate between full-attack routines and a single attack after using his envenom special ability.

If a foe is hard to hit, he gives up on full-attack actions and uses *envenom* more often, combined with *smite good* if he has a target that is already injured. If he can, he moves within 10 feet of any foe using ranged attacks, to force them to save against his petrifying gaze while within his aura of despair. If a foe is easy to hit, the captain uses Power Attack

The captain doesn't put himself at risk to gain the benefit of his sneak attack. While he'll use it if he catches a foe unawares or flanks one, he knows +1d6 is unlikely to make much difference to any foe worth his time.

Connections: This chamber connects to area 387. See the Map of Level 13.

387. TEMPORARY BARRACKS (EL 14)

Summary: This large cavern serves as the quarters for the rank and file members of the Stone Sisterhood.

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

This large natural cavern has a thirty-foot high ceiling pocked with stalactites. The floor doesn't have nearly as many stalagmites, but the ground is covered with bedrolls, small packs, and the remnants of small cooking fires. Gaps in the wall lead to other caves to the north and the east.

Background: This is a natural cavern that has been commandeered by the non-clerical guards and staff of the Stone Sisterhood. For most of the history of Level 13, this area stood empty, never developed or used by the cult. However, when the medusas of the Stone Sisterhood discovered a breach in their communal quarters leading here, they decided to put the space to good use.

While the smaller chamber to the north is used by the captain of the guard, the rank and file of the cult must share this larger area. The bedrolls and packs belong represent the meager personal possessions of all the non-priest members of the Stone Sisterhood. This includes many of the medusas that the PCs may have fought in other encounters.



Camp Ground: There are dozens of bedrolls and small collections of personal effects here. The cult has been gaining rank and file members as word spreads about the coming awakening of Xaqahandra. Of course, between the initial slave revolt, the continuing battle over the High Priestess's former

quarters, encounters with adventurers, and desertions, not all of the bedrolls represent medusas currently in the complex.

The GM may wish to play up the apparent number of cultists based on the evidence here, giving the PCs the impression that they may be vastly outnumbered.

Unfortunately for the PCs, these medusas do not have much in the way of worldly goods. No individual bedroll or pack is likely to have more than a few gold pieces and mundane goods. All pooled, the total take from this room adds up to only about 150 gp. In addition, the PCs will find several dozen vials of *stone water* and, at the GM's discretion, may also find ten potions of cure light wounds. This is also a good area for the GM to add in any small, relatively inexpensive treasure items that it is important for the PCs to have.

Sneaking Through: In truth, only a handful of medusas are here at the moment, and most of them are raw recruits. With the awakening

of Xaqahandra at hand, there is no off duty time for the cultists beyond what they need to eat and rest. All of the medusas currently in this area are in their bedrolls sleeping. (The GM may place them all together or spread them out around the cavern floor.)

Sneaking through the cavern is merely a matter of avoiding detection by these sleeping medusas.

Stone Sisterhood Blessed One (x3): hp 66

Stone Sisterhood Warrior: hp 90

Stone Sisterhood Blessed One (Lawful Evil)

Female high medusa CR 9
Medium Monstrous Humanoid

HD 12d8+12 **hp** 66

Init +3 **Speed** 30 feet

AC 16, flatfooted 13, touch 13

BAB/Grapple +12/+12

Attack +15 ranged (1d6, critical x3, shortbow) or +15 melee (1d4, critical 19-20, dagger) or +15 melee (1d4 plus poison, snakes)

Full Attack +13/+13/+8/+3 ranged (1d6, critical x3, shortbow) or +15/+10/+5 melee (1d4, critical 19-20, dagger) and +10 melee (1d4 plus poison, snakes)

SA Petrifying gaze, poison

SQ Darkvision (60 ft.)

Fort +5, **Ref** +11, **Will** +9

Str 10, **Dex** 16, **Con** 12, **Int** 12, **Wis** 13, **Cha** 16

Languages: Common, Terran

Feats: Ability Focus (petrifying gaze), Point Blank Shot, Precise Shot, Rapid Shot, Weapon Finesse

Crucial Skills: Bluff +16, Move Silently +15, Spot +14

Other Skills: Diplomacy +5, Disguise +10, Intimidate +5

Possessions: Dagger, short bow, stone devotee amulet, 5 vials of stone water

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude DC 21 negates. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 17, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Nearby Help: Although the troops in this cavern are not particularly fearsome, they do have a fair amount of potential help nearby. Any fight that takes place here is likely to draw the attention of the captain of the guard (in area 386) and the eavesdropping troops (in area 388). Adding either or both of those resources to a fight would increase the difficulty of this encounter as high as EL 18.

Connections: This chamber connects to areas 386, 388, and 389.

See the Map of Level 13.

388. EARS TO THE WALL (EL 12)

Summary: Stone Sisterhood agents spy on the rebels.

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

This small cave has a relatively low, eight-foot ceiling without any interesting geologic features.

The area feels more compact and isolated than the other nearby chambers.



Background: This is a natural cavern that has been commandeered by the non-clerical guards and staff of the Stone Sisterhood. For most of the history of Level 13, this area stood empty, never developed or used by the cult. However, when the medusas of the Stone Sisterhood discovered a breach in their communal quarters leading here, they decided to put the space to good use.

While the larger chamber to the west was used as quarters for the rank and file, this smaller cave has mostly been ignored. Members of the cult have used this chamber to talk, gamble, or just enjoy some relative solitude.

Listening Station: Recently, the Stone Sisterhood discovered that the rebellious slaves are hiding in an insulated cavern to the northeast of this chamber. Rather than immediately attack them, the captain of

the guard and the high priestess decided it was better simply to spy on the group--particularly given how soon the awakening ritual was. It did the medusas more good to know when and where the rebels planned to strike than to scare them out of what the group thinks is a safe hiding spot.

To that end, a team of blessed ones has been stationed here with orders to use a ring of echoes to listen in on what is being said in the rebel headquarters. Three medusas are here at any given time--one listening, one taking notes, and the third ready to bring any important findings to the captain of the guard.

Generally, this is an exercise in boredom. The conversations in the rebel cave are usually very mundane. But occasionally something of import happens. If the PCs have visited the rebel HQ, the medusas certainly overheard the conversations they had. (This complicates matters some in that it may have allowed the medusas to plan their defenses against the PCs' or the rebels' actions. The GM may want to modify some of the encounters elsewhere on this level based on whatever details the medusas gleaned in this manner.)

These spies are not keeping watch on the space behind them. That is their barracks, so they have no suspicion that any danger may come from that direction. This should make it somewhat easier for the PCs to sneak up on the spies. Alternatively, though, any sound of serious combat coming from the larger cavern will be immediately suspicious. At least one of these medusas will investigate, and the group will join in any fight they discover.

Stone Sisterhood Blessed One (x3): hp 66

New Item

Ring of Echoes: This ring is a thin circle of clear crystal shaped like an elongated bat, its wingtips touching to form the loop. The command word “Tlylue” (“listen” in undercommon) is inscribed in the underbelly of the crystal bat.

When worn, the ring very faintly echoes anything the wearer hears, though only the wearer notices these echoes. Because of this repeat effect, the wearer gains a +5 competence bonus to all Listen checks.

Additionally, when the ring’s command word is spoken, the wearer can create an invisible magical sensor anywhere within 500 feet. The location of the sensor must be obvious (“300-feet north,” or “the other side of that door”) or a place known to the wearer. As a standard action, the wearer may make a Listen check to hear what is going on at the location of the sensor. The sensor is immobile, but the wearer may dismiss an existing sensor to create a new one. Only one sensor may exist at a time.

Moderate divination; CL 5th; Craft Magic Ring, *clairaudience/clairvoyance*; Price 17,250 gp.

Upping the Ante: If things are going too smoothly for the PCs, the GM may wish to modify this encounter so that the medusas are not merely spying on the rebel headquarters—they are planning an assault on it. A larger group of medusas is in the cave, armed and ready for battle. They were preparing to break through the ten feet of stone separating them from the rebels,

but can easily modify that plan to include fighting the PCs first.

There are several ways to bolster the forces arrayed against the PCs. To change this to an EL 15 encounter, the GM can provide the spies with two of the following additional resources.

* 3 Stone Sisterhood Blessed Ones.

* 1 Stone Sisterhood Warrior.

* 2 Stone Sisterhood Priestesses.

* 6 medusas.

Connections: This chamber connects to area 387. See the Map of Level 13.

389. COMMUNAL QUARTERS (EL 13)

Summary: What was originally the dormitory for the rank and file cultists now has a new resident.

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

The walls of this large, open room are decorated in mosaics glorifying Xaqahandra—images of the gigantic xorn burrowing through the earth, consuming vast veins of precious gems and ore, and reigning supreme over the earth and its people. It would be even more impressive, though, were the room not a total shambles. Every surface is cracked, scratched, and partially chipped away. Dust hangs in the air, and rubble strews the ground.

Two doors are set in the center of the eastern wall, each as battered as the rest of the room, but

still apparently functional. On the western is set an Obsidian Portal, which seems to be more resistant to damage than the other decorations, but is still noticeably scratched.

Both the north and south walls have been breached, with rough-hewn tunnels leading away from each aperture into the dark earth.



Background: This area was originally designated as the dormitory for all of the rank and file members of the Stone Sisterhood (including the low-level priestesses). With the burgeoning number of cultists as the return of Xaqahandra drew nigh, the quarters were growing quite cramped. Some rearrangement was in the planning, but the slave rebellion pushed those plans forward before they were done. As a result, all of the priestesses now stay in the Stone Priory and all of the non-clergy stay in a cavern to the north.

After burrowing into and through the chamber, the slaves traveled through the area

freely, seeking escape to the deeper regions of the dungeon. To stop that, the captain of the guard had Krukruak, his trained war gorgon, teleported in and stationed here--a living roadblock that prevented any further slaves from escaping, as well as any of the escaped slaves from coming back with reinforcements.

Now the gorgon stays here relatively happily, although its rambunctious nature has wreaked havoc on the room's fixtures, not to mention the devotional art that adorns the walls.

The Doors: The doors are unlocked, but have been slightly damaged by the gorgon. A DC 20 Strength check is required to push them open them. Once even partially open, the doors swing freely, but if they are closed, they will again become stuck.

The Guard: Krukruak is a tremendous a gorgon, nearly twice as large as a normal beast of its kind. The cult's captain of the guard raised it from the time it was a calf, training and treating it with care. It is now as well trained as a gorgon can be.

Krukruak attacks any creature other than medusas that enters its room, and responds to simple orders given by the captain (in the same way that a druid's animal companion would).

If any harm were to come the Krukruak, the captain of the guard would be shattered, and he would forsake all devotion to the Stone Sisterhood and even Xaqahandra in order to hunt down and destroy the creature that harmed his beloved gorgon.

Krukruak (Neutral)

Male advanced gorgon CR 13
Huge Magical Beast

HD 24d10+216 **hp** 348

Init +4 **Speed** 30 feet

AC 24, flatfooted 24, touch 8

BAB/Grapple +24/+42

Attack Gore +35 melee (3d6+15)

Full Attack Gore +35 melee (3d6+15)

SA Breath weapon, trample 3d6+15

SQ Darkvision 60 ft., lowlight vision, scent

Fort +23, **Ref** +14, **Will** +11

Str 30, **Dex** 10, **Con** 28, **Int** 2, **Wis** 12, **Cha** 9

Feats: Alertness, Blind-Fight, Improved Initiative, Improved Natural Armor, Improved Natural Attack (gore), Improved Natural Attack (trample), Iron Will, Power Attack, Weapon Focus (gore)

Crucial Skills: Listen +17, Spot +16

Breath Weapon (Su): 60foot cone, once every 1d4 rounds (but no more than five times per day), turn to stone permanently, Fortitude DC 31 negates. The save DC is Constitutionbased.

Trample (Ex): Reflex DC 32 half. The save DC is Strengthbased.

Connections: This chamber connects to areas 387, 390, and 391.

See the Map of Level 13.

390. EVERYTHING IN ITS PLACE

Summary: The former war room of the Stone Sisterhood captain of the guard. You will need the Medusa Mural Illustration handout (see Appendix C).

Sights and Sounds: Both chambers are in complete darkness. If the PCs have an adequate light source, in the northern chamber they see the following.

The center of this chamber is taken up with a large, circular oaken table. Around it are eight wooden stools and one sturdy oaken chair--hard and firm, but certainly more comfortable than the stools.

The wall behind the chair features a mosaic consisting of vast stretches of gray, tan, and other earth tones. At various junctures are collections of squares, rectangles, and circles all shaded a pale green. In the center of a rectangle in the lower left region is embedded a single, sparkling ruby.

Background: The two rooms off the former Communal Quarters originally belonged to the Stone Sisterhood's captain of the guard. The room to the south was his bunk while the room to the north was his war room. When the dormitory was abandoned, so too were these chambers.

The mural in the war room is, in fact, a map showing the layout of the Stone Sisterhood installations on this level.

The Bunk: The southern chamber was the captain of the guard's quarters until very recently. Indeed, since the only entrance is

guarded by his own pet gorgon (see area 389), he saw no need to take anything but the most utilitarian of items with him since he could go back for any other materials any time he liked.

The room is furnished with a small bed, a writing desk and chair, and a chest of drawers.

The bed is made with blankets and sheets tight and smooth--the way a military veteran has been taught to keep his bunk. Although it is small and lacking of any real flair, anyone who sits on it will notice that it is extremely comfortable.

The writing desk has paper, pens, and ink, but not much else. The captain of the guard does not keep impractical or sentimental notes, mementoes, or keepsakes, and most of the writing he did was done at the table in his war room. This just seemed like the sort of furnishing that a commander ought to have in his chambers.



The chest of drawers is mostly empty (it having contained his clothing and other practical items that he took with him when the group relocated). However, there are still a few tunics and

other bits of clothing and jewelry that are fashionable among non-military and

non-monastic medusas. None of them are especially valuable, nor are they cut or designed for use by other humanoid races.

The War Room: This was where the captain of the guard used to hold strategy meetings and hand out patrol assignments (something he now does in his temporary chambers). The disparity in seat quality was simply to reinforce the hierarchical nature of the guards.

On the table are a small collection of maps and reports, none of which have to do with the process of protecting the members of the cult. These are maps of other medusa strongholds (perhaps the GM would like to seed them with information about far-off places that the PCs could eventually hope to visit) and even one or two of Brindenford and the surrounding aboveground area.

The only thing of real interest in this room is the mural. Show the players the Medusa Mural Illustration handout.

The Mural: The medusas generally use the Obsidian Archways to travel from section to section within this installation, making the actual geographic location of any set of rooms irrelevant. However, if one uses the stone fish to get around, it is vital to know the physical orientation of the chambers and approximately how much distance there is between them.

Although there are no markings on the mural, it is a to-scale map of the level that shows only the constructed rooms (not the natural caverns). The embedded ruby shows the location of the war room.

Like the medusas, all of this may be of no practical value to the PCs if they are using the archways to get around. However, depending on how the GM is revealing the map to the players (something we will discuss in an upcoming blog post), the information may be a welcome way to definitively test their suspicions about the level's layout.

Connections: This chamber connects to area 389. See the Map of Level 13.

391. THAT'S NO MONSTER! (EL 7)

Summary: At the foot of stairs leading up is a nearly abandoned camp and a lone dwarf.

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

The room was obviously grand in its heyday, with murals and frescos on the walls, but it has been ravaged sometime in the recent past. A small tunnel breaks through the northern wall, and all the artwork has been so scratched, chipped, and pockmarked from weapon blows that it is impossible to make out what it represents. The only things left unharmed are the tremendous double doors set into the eastern wall, each carved from a single block of obsidian.

The southern end of the chamber is currently being used as a temporary camp of some sort, with bedrolls, packs, and the remnants of a small cooking fire still set out on the ground. Crouching by one of the bedrolls is a dwarf clad in dragonhide armor.

Background: Queen Ryssa's original design of this level, when it was nothing more than a byway around the purported resting place of a medusa god, called for the entrance and exit to be identical. This chamber is the match for area 364, and until recently the chambers remained completely alike.



At the start of the slave rebellion, though, Grystmarcher dug tunnels that gave any creatures that wished to escape access to what seemed to be stairs up. (He had no idea that this path quickly turned direction and instead led down to Level 14.)

To stop the slaves' exodus, the High Priestess posted guards.

But rather than waste the time of more of her medusas, she instead gave the assignment to a group of Xaqahandra-worshipping dwarves who made a pilgrimage to the site after their leader divined the impending awakening of their god.

The dwarves have been all-but forgotten by the Stone Sisterhood. They gave the group each a *stone devotee amulet* and just a single dose of *stone water*, enough to let them get to their post but not to travel around the complex freely. Indeed, with the gorgon guarding the former communal quarters, the dwarves were pretty much cut off from all contact entirely.

The Camp: There are six bedrolls and traveling packs set out around a stone ring that is clearly used for small campfires (for cooking only, since the dwarves are quite at home in the cool dark of a subterranean complex).

These dwarves are low enough level that they are unlikely to have much adventuring gear that is of interest to the PCs--perhaps a few potions of cure moderate wounds or other general purpose items. There isn't even particularly much in the way of treasure--only 600 gp in coins and gems, if the PCs search the entire camp. They can get rations (enough for the whole party for a week) and mundane gear such as rope or other general-purpose items. Beyond that, the GM may decide to seed the camp with other specific treasure or items as he sees fit.

The Dwarf: The dwarf in the camp as the PCs arrive is Rarhal Blackhacker, a fighter who stepped away from his guardpost because he was hungry. He was just grabbing a slab of dried meat, when the PCs came along. Rarhal is shocked to see anyone come here, since they haven't seen a soul since the medusas stranded them here a week ago. He freezes at the group's approach, allowing the group to take the lead in the encounter.

After spending so much time dealing with medusas, gargoyles, delvers, and other monstrous creatures, it is entirely possible that the PCs will see the dwarf and believe they have found the camp of a fellow adventuring party. Indeed, the GM even want to go so far as to lead the PCs to that perspective (though railroading the group

or presenting them with information that will later turn out to be false is certainly going too far in that regard).

Rarhal will be wary of the newcomers. After all, they could be fellow worshippers of Xaqahandra--they could even be a relief group sent to spell the dwarves from their ongoing duty (or at least resupply them). He will use his best judgment based on the PCs' dress, behavior, and words to determine exactly who they are and why they're here. In the meanwhile, he'll hope that the other guards in his nearby group (see area 393) will overhear the conversation in case things turn ugly.

If a fight starts, Rarhal will begin shouting in hopes of getting the attention of the dwarves inside the archway chamber--where the most powerful member of the group is.

Rarhal Blackhacker (Neutral Evil)

Dwarf Fighter 7

Medium Humanoid CR 7

HD 7d10+35 hp 78

Init +1 Speed 20 feet

AC 22, flatfooted 21, touch 11

BAB/Grapple +7/+11

Attack +13 melee (1d10+7, +1 dwarven waraxe (throwing)) and +11 melee (1d3+4, unarmed strike)

Full Attack +13/+8 melee (1d10+7, +1 dwarven waraxe (throwing)) and +11/+6 melee (1d3+4, unarmed strike)

SA none

SQ Darkvision, Dwarf racial abilities

Fort +10, **Ref** +3, **Will** +2

Str 18, **Dex** 12, **Con** 20, **Int** 12, **Wis** 10, **Cha** 7

Languages: Common, Dwarven, Terran

Feats: Armor Proficiency (all), Blind-Fight, Cleave, Great Cleave, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency (all), Stand Still, Tower Shield Proficiency, Weapon Focus (dwarven waraxe, urgrosh)

Crucial Skills: Intimidate +8

Other Skills: Balance -3, Climb +5, Escape Artist -3, Handle Animal +3, Hide -3, Jump -6, Move Silently -3, Ride +8, Swim +1

Possessions: +1 dwarven waraxe (throwing), +2 dragonhide breastplate, +2 heavy steel shield, brooch of shielding, stone devotee amulet

New Feat

Stand Still [General]

You can prevent foes from fleeing or closing.

Prerequisite: Str 13.

Benefit: When a foe's movement out of a square you threaten grants you an attack of opportunity, you can give up that attack and instead attempt to stop your foe in his tracks. Make your attack of opportunity normally. If you hit your foe, he must succeed on a Reflex save against a DC of 10 + your damage roll (the opponent does not actually take damage), or immediately halt as if he had used up his move actions for the round.

Since you use the Stand Still feat in place of your attack of opportunity, you can do so only a number of times per round equal to the

number of times per round you could make an attack of opportunity (normally just one).

Normal: Attacks of opportunity cannot halt your foes in their tracks.

Upping the Ante: This encounter is not particularly challenging on its own--Rarhal is likely not a match for even a single party member, let alone the whole group. As written, it is intended to give the players the upper hand when it comes to deciding how this entire series of encounters plays out.

To make things more challenging, change the situation so that the dwarves have recently been visited by one of the Stone Sisterhood lieutenant priests who told them about the PCs' impending approach. The medusa offered the dwarves great rewards if they eliminate the group.

Rather than allowing the PCs control over how areas 391, 392, and 393 connect from a tactical perspective, use them to create a planned ambush of the group. In this case, Rarhal is the bait and should purposely act as though he is a common adventurer--one in need of assistance--to pull the PCs into a crossfire.

Connections: This chamber connects to areas 390, 392, and 393.

See the Map of Level 13.

392. UNCERTAIN ALLIES (EL II)

Summary: The leader of the dwarf unit may worship Xaqahandra, but he doesn't care much for the medusas.

Sights and Sounds:

This chamber is in complete darkness. If the PCs have an adequate light source, they see the following.

The entire room is designed to focus attention on the Obsidian Archway built into the eastern wall. Standing around the archway in a semi-circle, weapons at the ready are a trio of dwarves, and they do not look happy.

Background: Queen Ryssa's original design of this level, when it was nothing more than a byway around the purported resting place of a medusa god, called for the entrance and exit to be identical. This chamber is the match for area 365.

The Dwarves: The dwarves in this chamber stand at the ready in case a representative of the Stone Sisterhood should come through the Obsidian Portal. Even though that action would probably be to pass along information or supplies, the dwarves have a few thoughts they want to convey before the medusas leave, and after a week abandoned in this cut-off section of the outpost (as described in area 391), they're willing to go to extreme measures to make sure their concerns are heard and understood. All three of the dwarves stand watch during the daytime. At night, they take turns standing



watch one at a time while the others sleep (which they do so in this room, rather than going out to the camp in area 391).

The squad consists of two dwarf fighters (whose stats are identical to those of Rarhal Blackhacker in area 391) and Gosel Cairnbuilder--the spiritual leader of this group of Xaqahandra-worshipping dwarves. He brought his followers here under the belief that their god would soon return to the world in this spot, and upon arriving deferred to the Stone Sisterhood, who had been here longer and seemed to be intricately involved in the efforts to awaken Xaqahandra. Gosel believed, by virtue of their common faith, that these were more trustworthy medusas than those one generally runs across. He has since revised this opinion. Now he is giving serious consideration to leading his dwarves on an assault against the medusas and taking over the ritual to revive Xaqahandra.

Of course, just because Gosel is completely disenchanted with the Stone Sisterhood does not mean he will automatically befriend the PCs. His dwarves, after all, are standing this post willingly with the assignment of slaughtering any former slaves who come through the area. In other words, these are thoroughly evil dwarves.

If Gosel finds out that the PCs have any *stone water* or detailed knowledge of the Obsidian Archway system, he will demand that they give those to

him forthwith. If they do so, he will promise to let them go on their way unharmed--as long as "on their way" means up the stairs and on to Level 14, never to return this way again. If the PCs decline, Gosel will order all his dwarves to attack.

Should Gosel get enough *stone water* to take all of his dwarves through the archways, they will all quit their posts and begin an insurrection against the Stone Sisterhood, making for even more complicated tactical situations within the complex. If he only

gets enough for some of his dwarves, he will choose one of the archers from area 393 to take a few vials and begin exploring--sneaking through the level searching for a bigger supply of *stone water* so that the insurrection may begin.

Dwarf Fighter (x2): hp 78

Gosel Cairnbuilder: hp 79

Gosel Cairnbuilder (Lawful Evil)

Dwarf Cleric 10 Medium Humanoid CR 10

HD 10d8+30 hp 79

Init +5

Speed 20 feet

AC 23, flatfooted 22, touch 11

BAB/Grapple +7/+9

Attack +10 melee (1d8+3, *Impaler of Thorns*) or +10 melee (1d10+3, *demon armor gauntlets*)

Full Attack +10/+5 melee (1d8+3, *Impaler of Thorns*) or +10/+5 melee (1d10+3, *demon armor gauntlets*)

SA Rebuke Undead (Su), Rebuke Earth (Su)

SQ Darkvision, Dwarf racial abilities, Aura (Ex), Feat of Strength (1 round/day) (Su), Weapon Familiarity (dwarven waraxe, urgrosh)

Fort +10, **Ref** +4, **Will** +14

Str 14, **Dex** 12, **Con** 16, **Int** 10, **Wis** 20, **Cha** 12

Languages: Common, Dwarven

Feats: Armor Proficiency (all), Combat Casting, Improved Initiative,



Iron Will Shield Proficiency, Simple Weapon Proficiency (all), Skill Focus (concentration)

Crucial Skills: Concentration +16, Knowledge (religion) +8, Spellcraft +8

Other Skills: Balance -4, Climb -3, Escape Artist -4, Hide -4, Jump -9, Move Silently -4, Swim +8

Cleric Spells Prepared: 0-level--*guidance, inflict minor wounds, light, mending, purify food and drink, resistance*; 1st-level--*cure light wounds (x2), doom, entropic shield, protection from good, shield of faith, enlarge person*; 2nd-level--*death knell, enthrall, hold person (x2), sound burst, soften earth and stone*; 3rd-level--*cure serious wounds, invisibility purge, prayer, stone shape, wind wall*; 4th-level--*baleful polymorph, divine power, freedom of movement, lesser planar ally, spike stones*; 5th-level--*flame strike (x2), slay living, righteous might*

Possessions: *Demon armor, demon armor gauntlets, Impaler of Thorns, stone devotee amulet*

New Item

The Impaler of Thorns: This is an ancient weapon dating back centuries, where it was often used by demonic servants to keep worshippers in line. An impaler's shaft is made of darkwood, its head a thorn-like, wide-bladed barb. When used in combat, successful critical hits are accompanied by an unsettling screech, as of some wild beast in anger,

Three times per day as it strikes a foe, you can trigger it (as a free action), to unleash a 30-foot-radius burst of despair that affects

all creatures not wielding an Impaler of Thorns. Creatures affected must make DC 16 Will saves or become overwhelmed with sadness and despair, suffering a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls for 2 minutes. The target struck when this effect is triggered must also make a second DC 16 Will save to resist becoming nauseated with despair for 1 round.

Upping the Ante (EL 14): In order to make this a more challenging single encounter (or make the whole grouping of dwarf encounters more deadly), reinforce Gosel and his fighters with a squad identical to that presented in area 393.

Connections: This chamber connects to area 391 and area 370.

See the Map of Level 13.

393. STAIRWAY SURPRISE (EL 12)

Summary: A line of defense to keep anyone getting out or in through the level's back door.

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

Stairs lead up to a small platform. Using the platform as a base, a group of five well-armed dwarves have set up a sturdy blockade made from tower shields. Their attention seems to be split between activities in the room below and those on another platform some way further up the stairs.

Background: Queen Ryssa's original design of this level, when it was nothing more than a byway around the purported resting place of a medusa god, called for the entrance and exit to be identical. This chamber is the match for area 363, which makes it a bit of an oddity--a pathway leading to a lower level of the dungeon that, nonetheless, begins with an upward staircase.

The symmetry of the entrance and exit to this level were important to Queen Ryssa, and over the years have caused no small amount of confusion to travelers. This is the area that, on their way into Level 13, the PCs encountered the first medusa "welcoming committee." Here, the set up is similar--a group of well-armed archers and fighters blocking the stairwell--but the situation is different, since there is another group of dwarves in a nearby room that can catch the group in a crossfire.

These Xaqahandra-worshipping dwarves have been abandoned here by the Stone Sisterhood (as detailed in the write-up for area 391 and area 392). This group on the stairs, after some days, sent an exploratory group up the stairs and on to Level 14. Though no one knows exactly what became of them, their dying screams faintly echoed up the hallway less than thirty minutes after they left.



The remaining dwarves became convinced that something terrible lurked below, and that it might come up looking for more tasty dwarf flesh, and so have begun to guard their rear as much as they have the forward view down to Level 13.

Every dwarf in the group stands guard during most of the day. But half the group at a time will stand down and get four hours of sleep in the camp below (area 391) during the course of the night. During the daytime, individuals will be allowed to take naps to catch up on rest and make sure they remain alert and ready for any danger.

Rarhal, the dwarf the PCs encounter in area 391, is part of the squad stationed in this area. He stepped down from his post to fetch some dried meat to quiet his growling stomach.

The Barricade: The dwarves have strapped together tower shields to create a pair of barricades (one facing down the stairs, the other facing up) behind which they can fire arrows from cover. Both barricades can be easily moved or removed (they stand up because they are wedged against the stairway walls, not because of careful construction). One dwarf can do so with a full-round action.

Those behind the barricade have cover from attacks. Each of the barricades weighs 190 pounds, has a hardness of 5, 20 hp, and a DC 20 Strength check will snap the thongs binding it and break the barricade into its component parts of four tower shields.

The Dwarves: The dwarves manning this outpost are a strange combination of bored and scared. By the time the PCs arrive,

nothing has happened here for days. There is only so long that the dwarves could maintain full alert. However, every once in a while someone will remark on the fate of their comrades who went to explore the level below, and then the whole group will be on pins and needles again.

When the PCs enter area 391, the dwarves behind the barricades are suffering under the tedium of their task. At first, they suffer a -4 penalty to their Listen and Spot checks to notice the newcomers. This drops to a -2 penalty after 2 minutes, and disappears entirely after 4 minutes.

Dwarf Fighter (x2): hp 78

Dwarf Archer (x3): hp 56

Dwarf Archer (Neutral Evil)

Dwarf Ranger 7 Medium Humanoid CR 7

HD 7d8+21 hp 56

Init +4 Speed 20 feet

AC 20, flatfooted 16, touch 14

BAB/Grapple +7/+10

Attack +12 ranged (1d10+1+1d6, +1 *heavy crossbow*) or +10 melee (1d8+3, longsword)

Full Attack +12/+7 ranged (1d10+1+1d6, +1 *heavy crossbow*) or +10/+5 melee (1d8+3, longsword)

SA none

SQ Darkvision, Dwarf racial abilities, Favored Enemy (dwarf +2 bonus) (Ex), Favored Enemy (human +4 bonus) (Ex), Wild Empathy (Ex), Woodland Stride (Ex)

Fort +8, **Ref** +9, **Will** +3

Str 16, **Dex** 18, **Con** 16, **Int** 12, **Wis** 12, **Cha** 7

Languages: Common, Dwarven, Undercommon

Feats: Armor Proficiency (light), Crossbow Mastery (heavy crossbow), Endurance, Manyshot, Martial Weapon Proficiency (all), Point Blank Shot, Precise Shot, Rapid Shot, Shield Proficiency, Simple Weapon Proficiency (all), Track

Crucial Skills: Concentrate +8, Move Silently +13, Spot +11

Other Skills: Balance +3, Climb +12, Escape Artist +3, Hide +13, Jump -4, Search +11, Survival +6, Swim +1

Possessions: +1 *seeking heavy crossbow*, +1 *flaming bolts (x50)*, +2 *chain shirt*, *boots of speed*, *efficient quiver*, *stone devotee amulet*, *longsword*

Upping the Ante: As discussed previously, the best way to make these encounters more difficult for the PCs is to combine this encounter with area 391 and area 392 into one large encounter. In that case, it would be best for the dwarves in this area to begin on full alert, giving them normal Listen and Spot checks to notice the group's arrival and a better ability to seize initiative, if they so desire.

Connections: This chamber connects to area 391 and area 394.

New Feat

Crossbow Mastery [Combat]**

You can load crossbows with blinding speed and even fire them in melee with little fear of reprisal.

Prerequisites: Dex 15, Point Blank Shot, Rapid Reload, Rapid Shot

Benefit: The time required for you to reload any type of crossbow is reduced to a free action, regardless of the type of crossbow used. You can fire a crossbow as many times in a full attack action as you could attack if you were using a bow. Reloading a crossbow for the type of crossbow you choose when you took Rapid Reload no longer provokes attacks of opportunity.

Special: A fighter may select Crossbow Mastery as one of his fighter bonus feats. A ranger may select Crossbow Mastery in place of Manyshot for his improved combat style at 6th level.

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See the Map of Level 13.

394. EMERGENCY WARNING SYSTEM (EL 13)

Summary: The dwarf guards are worried about something coming up from Level 14, so they've set up a trap on this landing.

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

This platform sits at the top of two sets of stairways, both leading a long way down. The northern stairway is completely dark for as far down as you can see. The southern stairway, though, has a faint light glowing in the distance far below.

The platform itself is strewn with refuse, ropes crisscross the area in a poor imitation of a spider's web, and the smell of lantern oil is in the air.

Background: Although the stairs have led a good way up, this is technically the end of Level 13. Queen Ryssa's original design of this level, when it was nothing more than a byway around the purported resting place of a medusa god, called for the entrance and exit to be identical. This chamber is the match for area 362.

The dwarves in the stairway blockade, after hearing the sounds of their friends' screams wafting up from Level 14 (see area 393 for details), decided it was time to set some kind of trap for anything that might wander up looking for more fresh dwarf meat.

The Trap: The trap is solid in concept, but since none of the dwarves is at all skilled in building such contraptions, it is executed quite poorly.

The idea is to have the floor and walls of the landing covered with a sheen of lantern oil, making it both slippery and flammable. The floor is then covered in garbage from the dwarf's camp to disguise that fact and to hide the five small kegs of oil that have been placed amongst the garbage (the GM may decide in which five-foot squares the oil kegs sit on the tactical map). Ropes are strung across the space mostly as a distraction, but two of them are attached to crossbows that have been rigged to fire flaming bolts when the rope is tugged.



The goal is for the bolts to hit the target, knock it down, and then set the lantern oil alight and cause all the kegs to explode simultaneously, doing massive damage to anyone on the landing. For those with the trapfinding ability, a successful DC 20 Search check will reveal the intended function of the trap. A successful DC 40 Search check, though, will reveal that there is a fatal flaw in how the trap has been constructed such that it has no chance of working as intended. That doesn't mean, however, that it is harmless. Instead of its intended effect, the trap actually works as follows.

Walking across the oil-slicked landing requires a DC 25 Balance check. Failure indicates that the individual is about to slip and now has two options--fall prone on the floor or grab a rope for support. Those who choose to fall take 1d4 damage and may crawl across the floor normally (at any point, anyone may choose to crawl across the floor in this fashion), or attempt

another DC 25 Balance check to stand and continue walking. In its intended design, grabbing most of the ropes would have no effect, while grabbing two specific ropes would trigger the crossbows. In its current condition, though, grabbing any rope has a 10% chance of setting off the trap (this percentage is cumulative, and so increases by 10% each time someone grabs a rope).

Trying to disarm the trap requires a DC 45 Disable Device check, because the trap does not function the way that it logically looks like it should. An attempt that fails by 5 or more causes the trap to be set off.

When the trap is set off, both crossbows immediately fire. Rather than targeting the person who triggered the trap, they each target a random square on the landing (though not any creature in that square). Because of the oil, the square immediately catches on fire, and any creature in the square may as well (as per the normal rules). If a keg of oil is in the burning square it explodes doing 4d6 fire damage to anyone in that square and causing all squares adjacent to it to catch on fire. Each square will burn for 3 rounds.

If the fire is not extinguished before the end of the round, at the start of the following round, the fire spreads one square in a random direction. This continues at the start of each round until the entire platform is on fire.

Additional Troubles: When they hear the trap being set off, the dwarves in area 393 believe that a creature from Level 14 is approaching and about to attack them.

They panic and begin firing arrows into the sections of the landing that they can see. Since they are firing flaming bolts, this will spread the fire as well as potentially damaging any PC standing in a targeted square.

Connections: This chamber connects to area 393 and area 395.

See the Map of Level 13.

APPENDIX A: MONSTERS & NPCS

Dwarf Archer (Neutral Evil) (Room 393)

Dwarf Ranger 7 Medium Humanoid CR 7

HD 7d8+21 hp 56 Init +4 Spd 20 ft

AC 20, flatfooted 16, touch 14

BAB/Grapple +7/+10

Attack +12 ranged (1d10+1+1d6, +1 *heavy crossbow*) or +10 melee (1d8+3, longsword)

Full Attack +12/+7 ranged (1d10+1+1d6, +1 *heavy crossbow*) or +10/+5 melee (1d8+3, longsword)

SA none

SQ Darkvision, Dwarf racial abilities, Favored Enemy (dwarf +2 bonus) (Ex), Favored Enemy (human +4 bonus) (Ex), Wild Empathy (Ex), Woodland Stride (Ex)

Fort +8, **Ref** +9, **Will** +3

Str 16, **Dex** 18, **Con** 16, **Int** 12, **Wis** 12, **Cha** 7

Languages: Common, Dwarven, Undercommon

Feats: Armor Proficiency (light), Crossbow Mastery (heavy crossbow), Endurance, Manyshot, Martial Weapon Proficiency (all), Point Blank Shot, Precise Shot, Rapid Shot, Shield Proficiency, Simple Weapon Proficiency (all), Track

Crucial Skills: Concentrate +8, Move Silently +13, Spot +11

Other Skills: Balance +3, Climb +12, Escape Artist +3, Hide +13, Jump -4, Search +11, Survival +6, Swim +1

Possessions: +1 *seeking heavy crossbow*, +1 *flaming bolts* (x50), +2 *chain shirt*, *boots of speed*, *efficient quiver*, *stone devotee amulet*, *longsword*

Earthwright (Chaotic Neutral) CR 13 (Room 369)

Large Undead

HD 24d8+120 hp 228

Init -1 Speed 30 feet

AC 24, flat-footed 24, touch 9

BAB/Grapple +18/+35

Attack +27 melee (2d10+11/19-20 plus energy drain, slam)

Full Attack +27 melee (2d10+11/19-20 plus energy drain, slam x2)

SA Earth mastery, push

SQ Damage reduction 10/-, elemental nature, darkvision 60 ft., undead traits

Fort +19, **Ref** +7, **Will** +10

Str 33, **Dex** 8, **Con** --, **Int** 10, **Wis** 11, **Cha** 11

Languages Common

Feats: Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack

Skills: Listen +29, Move Silently +7, Spot +29

Earth Mastery (Ex): An earthwright gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the earthwright takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Elemental Nature (Ex): The earthwright counts as an elemental for any spells or abilities that work against elementals.

Energy Drain (Su): Living creatures hit by an earthwright's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the earthwright gains 5 temporary hit points.

Push (Ex): An earthwright can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in earth mastery (see above) also apply to the earthwright's opposed Strength checks.

Skills: Earthwrights have a +8 racial bonus on Move Silently checks.

Fiendish Gorgon (Neutral Evil) CR 10 (Room 371)

Large Magical Beast (Extraplanar)

HD 8d10+40 hp 85

Init +4 Speed 30 feet

AC 20, flat-footed 20, touch 9

BAB/Grapple +8/+17

Attack +12 melee (1d8+7, gore)

Full Attack +12 melee (1d8+7, gore)

SA Breath weapon, trample (1d8+7), smite good (+8)

SQ Darkvision (60 ft.), low-light vision, scent, resistance to cold and fire 10, damage resistance 5/magic, spell resistance 13

Fort +11, **Ref** +6, **Will** +5

Str 21, Dex 10, Con 21, Int 3, Wis 12, Cha 9
Languages Infernal

Feats: Alertness, Improved Initiative, Iron Will

Skills: Listen +9, Spot +8

Ghughalv, Harbinger of Xaqahandra (Neutral) (Room 378)

Thoqqua Paragon **CR 17**

Medium Elemental (Earth, Extraplanar, Fire)

Hit Dice 3d8+3 6+27 **hp** 87

Initiative +9 **Speed** 90 ft., burrow 60 ft.

AC 49, flat-footed 42, touch 41

Base Attack/Grapple +2 /+4 (+25 luck bonus to all attacks)

Attack +37 melee (1d6+35 plus 2d6 fire, slam)

Full Attack: +37 melee (1d6+35 plus 2d6 fire, slam)

Special Attacks Heat, burn

SA 3/day (CL 15): *greater dispel magic, haste, see invisibility*

SQ Darkvision 60 ft., damage reduction 10/epic, elemental traits, fast healing 20, immunity to fire, cold resistance 10, spell resistance 27, tremorsense 60 ft.

Fort +23, **Ref** +20, **Will** +19

Str 30, Dex 28, Con 28, Int 21, Wis 27, Cha 25

Languages Abyssal, Celestial, Draconic, Ignan, Infernal, Terran

Feats: Alertness, Track

Skills: Listen +27, Move Silently +26, Survival +25

Gosel Cairnbuilder (Lawful Evil) (Room 392)

Dwarf Cleric 10 Medium Humanoid **CR 10**

HD 10d8+30 **hp** 79

Init +5 **Speed** 20 feet

AC 23, flatfooted 22, touch 11

BAB/Grapple +7/+9

Attack +10 melee (1d8+3, *Impaler of Thorns*) or +10 melee (1d10+3, *demon armor gauntlets*)

Full Attack +10/+5 melee (1d8+3, *Impaler of Thorns*) or +10/+5 melee (1d10+3, *demon armor gauntlets*)

SA Rebuke Undead (Su), Rebuke Earth (Su)

SQ Darkvision, Dwarf racial abilities, Aura (Ex), Feat of Strength (1 round/day) (Su), Weapon Familiarity (dwarven waraxe, urgrosh)

Fort +10, **Ref** +4, **Will** +14

Str 14, Dex 12, Con 16, Int 10, Wis 20, Cha 12

Languages: Common, Dwarven

Feats: Armor Proficiency (all), Combat Castion, Improved Initiative, Iron Will Shield Proficiency, Simple Weapon Proficiency (all), Skill Focus (concentration)

Crucial Skills: Concentration +16, Knowledge (religion) +8, Spellcraft +8

Other Skills: Balance -4, Climb -3, Escape Artist -4, Hide -4, Jump -9, Move Silently -4, Swim +8

Cleric Spells Prepared: 0-level--*guidance, inflict minor wounds, light, mending, purify food and drink, resistance*; 1st-level--*cure light*

wounds (x2), doom, entropic shield, protection from good, shield of faith, enlarge person; 2nd-level--*death knell, enthrall, hold person (x2), sound burst, soften earth and stone*; 3rd-level--*cure serious wounds, invisibility purge, prayer, stone shape, wind wall*; 4th-level--*baleful polymorph, divine power, freedom of movement, lesser planar ally, spike stones*; 5th-level--*flame strike (x2), slay living, righteous might*

Possessions: *Demon armor, demon armor gauntlets, Impaler of Thorns, stone devotee amulet*

Kharnarnhal, Stone Sisterhood Captain of the Guard (Lawful Evil) (Room 386)

Male high medusa Blackguard 5 **CR 14**
Medium Monstrous Humanoid

HD 12d8 + 5d10 +51 **hp** 133

Init +1 **Speed** 20 feet

AC 27, flatfooted 26, touch 14

BAB/Grapple +17/+20

Attack +22 melee (2d6+5 plus poison, critical 17-20, x2, greatsword) or +20 (1d4+3 plus poison, snakes)

Full Attack +22/+17/+12 melee (2d6+5 plus poison, critical 17-20, x2, greatsword) and +15 (1d4+3 plus poison, snakes)

SA Aura of despair, petrifying gaze, poison, smite good (+4 attack, +5 damage) 2/day, sneak attack +1d6

SQ Aura, command undead, dark blessing, darkvision (60 ft.), detect good, envenom

Fort +15, **Ref** +14, **Will** +15

Str 16, Dex 12, Con 16, Int 13, Wis 14, Cha 18

Languages: Common, Terran

Feats: Ability Focus (petrifying gaze), Cleave, Improved Critical (greatsword), Improved Sunder, Power Attack, Weapon Focus (greatsword)

Crucial Skills: Concentration +15, Hide +8, Intimidate +16, Spot +13

Other Skills: Knowledge (religion) +4

Blackguard Spells Prepared: 1st level--*corrupt weapon* (x2), 2nd level--*cure moderate wounds* (x2)

Possessions: +1 *wounding greatsword*, +2 *full plate*, +2 *ring of protection*, *ioun stone* (*dusty rose prism*), *stone devotee amulet*, 8 *vials of stone water*

Aura of Despair (Su): The guard captain radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

Envenom (Ex): The guard captain can, as a move action, use the poison of his hair snakes (see below) to envenom his greatsword. The poison acts exactly the same way, except on the first successful attack he makes with his greatsword is poisoned.

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude DC 22 negates. The save DC is Charisma based.

Poison (Ex): Injury, Fortitude DC 19, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution based.

Krukruak (Neutral) (Room 389)

Male advanced gorgon CR 13

Huge Magical Beast

HD 24d10+216 **hp** 348

Init +4 **Speed** 30 feet

AC 24, flatfooted 24, touch 8

BAB/Grapple +24/+42

Attack Gore +35 melee (3d6+15)

Full Attack Gore +35 melee (3d6+15)

SA Breath weapon, trample 3d6+15

SQ Darkvision 60 ft., lowlight vision, scent

Fort +23, **Ref** +14, **Will** +11

Str 30, **Dex** 10, **Con** 28, **Int** 2, **Wis** 12, **Cha** 9

Feats: Alertness, Blind-Fight, Improved Initiative, Improved Natural Armor, Improved Natural Attack (gore), Improved Natural Attack (trample), Iron Will, Power Attack, Weapon Focus (gore)

Crucial Skills: Listen +17, Spot +16

Breath Weapon (Su): 60foot cone, once every 1d4 rounds (but no more than five times per day), turn to stone permanently, Fortitude DC 31 negates. The save DC is Constitutionbased.

Trample (Ex): Reflex DC 32 half. The save DC is Strengthbased.

Rarhal Blackhacker (Neutral Evil) (Room 391)

Dwarf Fighter 7

Medium Humanoid CR 7

HD 7d10+35 **hp** 78

Init +1 **Speed** 20 feet

AC 22, flatfooted 21, touch 11

BAB/Grapple +7/+11

Attack +13 melee (1d10+7, +1 dwarven waraxe (throwing)) and +11 melee (1d3+4, unarmed strike)

Full Attack +13/+8 melee (1d10+7, +1 dwarven waraxe (throwing)) and +11/+6 melee (1d3+4, unarmed strike)

SA none

SQ Darkvision, Dwarf racial abilities

Fort +10, **Ref** +3, **Will** +2

Str 18, **Dex** 12, **Con** 20, **Int** 12, **Wis** 10, **Cha** 7

Languages: Common, Dwarven, Terran

Feats: Armor Proficiency (all), Blind-Fight, Cleave, Great Cleave, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency (all), Stand Still, Tower Shield Proficiency, Weapon Focus (dwarven waraxe, urgrosh)

Crucial Skills: Intimidate +8

Other Skills: Balance -3, Climb +5, Escape Artist -3, Handle Animal +3, Hide -3, Jump -6, Move Silently -3, Ride +8, Swim +1

Possessions: +1 *dwarven waraxe* (*throwing*), +2 *dragonhide breastplate*, +2 *heavy steel shield*, *brooch of shielding*, *stone devotee amulet*

Shyahnhandra, Stone Sisterhood High Priestess (Lawful Evil)

(Room 384)

Female medusa Cleric 11 CR 15

Medium Monstrous Humanoid

HD 17d8+34 **hp** 111 **Init** +1 **Spd** 20 ft

AC 29, flat-footed 28, touch 11

BAB/Grapple +14/+14

Attack +16 melee (1d8+2, +2 *morningstar*) or +15 melee (1d4, dagger) or +15 (1d4 plus poison, snakes) or +15 ranged (1d8, light crossbow)

Full Attack +16/+11 melee (1d8+2, +2 *morningstar*) or +15/+10 melee (1d4, dagger) or +15 (1d4 plus poison, snakes) or +15 ranged (1d8, light crossbow)

SA Petrifying gaze, poison

SQ Darkvision (60 ft.), Aura, Earth Domain, Rebuke Undead (Su), Spontaneous Casting, Turn Air, Rebuke Earth, War Domain

Fort +14, **Ref** +12, **Will** +20

Str 10, **Dex** 12, **Con** 15, **Int** 14, **Wis** 20, **Cha** 18

Languages Common, Giant, Terran

Feats: Armor Proficiency (all), Combat Casting, Combat Reflexes, Favored Weapon Focus (*morningstar*), Improved Initiative, Point Blank Shot, Precise Shot, Shield Proficiency, Simple Weapon Proficiency (all), Skill Focus (Concentration), Weapon Finesse

Crucial Skills: Concentration +22 (+26), Heal +5, Move Silently +8, Spellcraft +11, Spot +15

Other Skills: Balance +3, Bluff +10, Climb +6, Diplomacy +17, Disguise +10, Escape Artist -4, Hide -4, Intimidate +7, Jump -12, Swim -11

Cleric Spells Prepared: 0-level--*cure minor wounds, guidance, light, mending, resistance, virtue*; 1st-level--*bles, cure light wounds, doom, divine favor, entropic shield, protection from good, shield of faith, magic weapon*; 2nd-level--*darkness, eagle's splendor, hold person, silence (x2), spiritual weapon*; 3rd-level--*contagion, cure serious wounds (x2), magic circle against good, stone shape, wind wall*; 4th-level--*divine power, freedom of movement, greater magic weapon, spell immunity, spike stones*; 5th-level--*dispel good, flame strike, spell resistance, wall of stone*; 6th-level--*heal, stoneskin*

Possessions: Dagger, +3 *full plate*, +2 *heavy steel shield*, +2 *morningstar*, mwk light crossbow, *cloak of resistance* +3, *ioun stone (pink)*, *potion of barkskin* +5, 500 gp diamond dust, *stone devotee amulet*, 6 vials of *stone water*

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude DC 17 negates. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 15, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Stone Fish (Neutral) CR 3 (Room 377)

Tiny outsider (extraplanar, earth)

HD 3d8+9 **hp** 22

Init +0 **Spd** 20 ft, burrow 20 ft

AC 24, flat-footed 23, touch 11

BAB/Grapple +3/+1

Attack +6 melee (2d8+3, slam)

Full Attack +6 melee (2d8+3, slam)

SA none

SQ Allaround vision, earth swim, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, resistance to electricity 10, tremorsense 60 ft.

Fort +5, **Ref** +3, **Will** +3

Str 15, **Dex** 10, **Con** 15, **Int** 10, **Wis** 11, **Cha** 10

Languages Terran

Feats: Toughness

Crucial Skills: Hide +14, Listen +6, Spot +8

Other Skills: Intimidate +3, Knowledge (dungeoneering) +6, Move Silently +3, Search +6, Survival +6 (+8 following tracks or underground)

Stone fish are creatures native to the elemental plane of earth, but often found on other planes in areas of magic rock or stone. Each fish is a spindle shape roughly 18 inches long, with three eyes spaced evenly around a mouth located at the front of the spindle, and three rows of fins running along its body. Stone fish swim through rock and earth as normal fish swim through water, hunting for small burrowing creatures to eat as prey, but they cannot penetrate refined metals or wood. Outside of rock, they hover above the earth (never more than 6 feet above the ground), "swimming" through the air slowly, but as easily as they move through earth.

Stone fish are very territorial, and left to their own devices rarely travel more than

a few hundred feet from the place of their hatching. This can be used to the benefit of groups wishing to use stone fish, by moving any eggs found in the wild to a prepared hatchery. By hatching eggs in containers of soft sand that are in a cavern, but isolated from direct connection with any other rock, trainers can rest assured that if a stone fish does get loose, it will inevitably swim back to the cavern roof just above its hatchery box, and drop into the sand.

Because their earth swim ability makes the rock around them malleable and safe for passage, stone fish are often used by air-breathing creatures as modes of transportation through regions of deep cave kingdoms. A special harness allows a Medium or smaller humanoid to tether one or more stone fish to himself, and then be pulled along by them, passing through rock as he goes. Properly getting a stone fish into and out of a harness is most commonly accomplished by a DC 20 Handle Animal check. A creature tethered to a stone fish must use one hand to guide the fish as it swims through rock or earth. The unique school-sight property of stone fish makes them particularly popular transportation for creatures of the earth subtype.

Allaround Vision (Ex): A stone fish's symmetrically placed eyes allow it to look in any direction, providing a +4 racial bonus on Spot and Search checks. A stone fish can't be flanked.

School Sight (Su): A stone fish shares its tremorsense with any creature of the earth

subtype within 10 feet of it. Though this special ability, stone fish schools are often able to perceive all activity within a huge area, allowing them as a group to react quickly to dangers that threaten individual members of the school.

Earth Swim (Ex): A stone fish can glide through stone, dirt, or almost any other sort of earth (with the exception of metal, raw or processed) as easily as a fish swims through water. It actually causes the stone in a 5-foot radius around it to become pliable and easily passed through, and even safely breathed. This allows creatures adjacent to the stone fish to travel safely along with it as long as they constantly remain no more than 5 feet away from the fish. A stone fish's burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing a burrowing stone fish flings it (and any adjacent traveler) back 30 feet, stunning the creatures for 1 round unless they succeed on a DC 15 Fortitude save.

Stone Sisterhood Archer (Lawful Evil) (Room 364)

Female medusa Ranger 4 CR 11
Medium monstrous humanoid

HD 10d8+20 **hp** 73 **Init** +3 **Spd** 30 feet

AC 22, flat-footed 19, touch 16

BAB/Grapple +6/+8

Attack +12 melee (1d4+2, dagger) or (1d4 + poison, snakes); +14 ranged (1d8+4 + 1d6 flaming, +2 *flaming composite longbow* (Str +2))

Full Attack +12/+6 melee (1d4+2 dagger) or (1d4 + poison, snakes); +14/+8 (1d8+4 + 1d6 flaming, +2 *flaming composite longbow* (Str +2))

SA Petrifying gaze, poison

SQ Darkvision, Favored Enemy (human), Wild Empathy

Fort +8, **Ref** +12, **Will** +7

Str 14, **Dex** 16, **Con** 14, **Int** 12, **Wis** 13, **Cha** 15

Languages Common

Feats: Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Finesse, Endurance, Armor Proficiency (light), Martial Weapon Proficiency (all), Shield Proficiency, Simple Weapon Proficiency (all)

Crucial Skills: Hide +6, Intimidate +4, Listen +5, Move Silently +12, Spot +12

Other Skills: Balance +9, Climb +5, Diplomacy +4, Disguise +9, Escape Artist +2, Jump +1, Search +5, Survival +5, Swim +0

Ranger Spells Prepared (CL 4): 1st-level: *Entangle*

Possessions: +2 *flaming composite bow* (Str +2), +2 *chain shirt*, dagger, light steel shield, *stone devotee amulet*, 4 vials of *stone water*

Stone Sisterhood Blessed One (Lawful Evil) (Room 387)

Female high medusa CR 9
Medium Monstrous Humanoid

HD 12d8+12 **hp** 66

Init +3 **Speed** 30 feet

AC 16, flatfooted 13, touch 13

BAB/Grapple +12/+12

Attack +15 ranged (1d6, critical x3, shortbow) or +15 melee (1d4, critical 19-20, dagger) or +15 melee (1d4 plus poison, snakes)

Full Attack +13/+13/+8/+3 ranged (1d6, critical x3, shortbow) or +15/+10/+5 melee (1d4, critical 19-20, dagger) and +10 melee (1d4 plus poison, snakes)

SA Petrifying gaze, poison

SQ Darkvision (60 ft.)

Fort +5, **Ref** +11, **Will** +9

Str 10, **Dex** 16, **Con** 12, **Int** 12, **Wis** 13, **Cha** 16

Languages: Common, Terran

Feats: Ability Focus (petrifying gaze), Point Blank Shot, Precise Shot, Rapid Shot, Weapon Finesse

Crucial Skills: Bluff +16, Move Silently +15, Spot +14

Other Skills: Diplomacy +5, Disguise +10, Intimidate +5

Possessions: Dagger, short bow, *stone devotee amulet*, 5 vials of *stone water*

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude DC 21 negates. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 17, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Stone Sisterhood Priestess (Lawful Evil) (Room 379)

Female medusa Cleric 7 **CR** 11
Medium Monstrous Humanoid

HD 13d8+39 **hp** 107 **Init** +6 **Spd** 20 ft

AC 31, flat-footed 30, touch 14

BAB/Grapple +11/+11

Attack +14 melee (1d8+2, +2 morningstar) or +11 melee (1d4, dagger) or +11 (1d3, unarmed strike) or +14 ranged (1d8, light crossbow)

Full Attack +14 melee (1d8+2, +2 morningstar) or +11 melee (1d4, dagger) or +11 (1d3, unarmed strike) or +14 ranged (1d8, light crossbow)

SA Petrifying gaze, poison

SQ Darkvision (60 ft.), Aura, Earth Domain, Rebuke Undead (Su), Spontaneous Casting, Turn Air, Rebuke Earth, War Domain

Fort +10, **Ref** +9, **Will** +14

Str 10, **Dex** 15, **Con** 16, **Int** 12, **Wis** 18, **Cha** 15

Languages Common, Terran

Feats: Armor Proficiency (all), Combat Casting, Combat Reflexes, Favored Weapon Focus (morningstar), Improved Initiative, Point Blank Shot, Precise Shot, Shield Proficiency, Simple Weapon Proficiency (all), Skill Focus (Concentration).

Crucial Skills: Concentration +14 (+18), Heal +5, Move Silently +8, Spellcraft +11, Spot +11

Other Skills: Balance +3, Bluff +9, Climb +6, Diplomacy +8, Disguise +9, Escape Artist -4, Hide -4, Intimidate +6, Jump -12, Swim -11

Cleric Spells Prepared: 0-level--*cure minor wounds, guidance, light, mending, resistance, virtue*; 1st-level--*bane, bless, doom, entropic shield, shield of faith, magic weapon*; 2nd-level--

-darkness, hold person, silence, spiritual weapon (x2); 3rd-level--contagion, magic circle against good, stone shape, wind wall; 4th-level--greater magic weapon, spell immunity, spike stones

Possessions: Dagger, +3 full plate, +2 heavy steel shield, +2 morningstar, mwk light crossbow, amulet of natural armor +2, cloak of resistance +3, ioun stone (pink), potion of barkskin +5

Stone Sisterhood Warrior (Lawful Evil) (Room 375)

Female medusa Blackguard 6 **CR** 12
Medium Monstrous Humanoid

HD 6d8 + 6d10 + 36 **hp** 106

Init +1 **Speed** 20 feet

AC 25, flat-footed 24, touch 14

BAB/Grapple +12/+16

Attack +19 melee (1d10+8, +2 adamantine glaive) or +16 melee (1d3+4, unarmed strike)

Full Attack +18/+13 melee (1d10+8, +2 adamantine glaive) or +16/+11 melee (1d3+4, unarmed strike)

SA Petrifying gaze, poison, smite good, sneak attack (1d6)

SQ Darkvision (60 ft.), Aura of Despair, Aura of Evil, Dark Blessing, Detect Good (at will), Poison Use, Turn Undead

Fort +12, **Ref** +8, **Will** +9

Str 18, **Dex** 12, **Con** 16, **Int** 12, **Wis** 14, **Cha** 15

Languages Common, Terran

Feats: Armor Proficiency (all), Cleave, Combat Reflexes, Great Cleave, Improved

Sunder, Martial Weapon Proficiency (all), Power Attack, Shield Proficiency, Simple Weapon Proficiency (all)

Crucial Skills: Bluff +9, Concentration +9, Intimidate +12, Move Silently +8, Spot +9

Other Skills: Balance +3, Climb -1, Diplomacy +6, Disguise +9, Escape Artist -4, Jump -7, Knowledge (religion) +9, Swim -6

Possessions: +2 *adamantine glaive*, +3 *adamantine full plate*, *amulet of health* +2, *boots of speed*, *cloak of resistance* +2

Blackguard Spells Prepared: 1st level--*inflict light wounds* (x2); 2nd level--*bull's strength*, *inflict moderate wounds*; 3rd level: *contagion*

APPENDIX B: FEATS & MAGIC

FEATS

Crossbow Mastery [Combat]**

You can load crossbows with blinding speed and even fire them in melee with little fear of reprisal.

Prerequisites: Dex 15, Point Blank Shot, Rapid Reload, Rapid Shot

Benefit: The time required for you to reload any type of crossbow is reduced to a free action, regardless of the type of crossbow used. You can fire a crossbow as many times in a full attack action as you could attack if you were using a bow. Reloading a crossbow for the type of crossbow you choose when you took Rapid Reload no longer provokes attacks of opportunity.

Special: A fighter may select Crossbow Mastery as one of his fighter bonus feats. A ranger may select Crossbow Mastery in place of Manyshot for his improved combat style at 6th level.

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Stand Still [General]

You can prevent foes from fleeing or closing.

Prerequisite: Str 13.

Benefit: When a foe's movement out of a square you threaten grants you an attack of

opportunity, you can give up that attack and instead attempt to stop your foe in his tracks. Make your attack of opportunity normally. If you hit your foe, he must succeed on a Reflex save against a DC of 10 + your damage roll (the opponent does not actually take damage), or immediately halt as if he had used up his move actions for the round.

Since you use the Stand Still feat in place of your attack of opportunity, you can do so only a number of times per round equal to the number of times per round you could make an attack of opportunity (normally just one).

Normal: Attacks of opportunity cannot halt your foes in their tracks.

ITEMS

Amulet of Flesh

This amulet is a polished steel disk, with a golden snake wrapped around the outside. If the wearer of this amulet is petrified, and remains so for 1 minute, the amulet casts *stone to flesh* on the wearer. The amulet can perform this function no more than once each week. As a result of its anti-petrification magic, the amulet does not turn to stone even if its wearer does, meaning it can be removed from a petrified target before restoration to flesh-and-blood. Normally this requires no special skill, though if the wearer was in a position that restricts access to its neck when petrified, a Disable Device check (DC 15 to 25) may be dictated.

Strong transmutation; CL 11th; Craft Wondrous Item, *contingency*, *stone to flesh*; Price 7,000 gp.

Bronze Bath of Queen Ryssa

The *bronze bath of Queen Ryssa* is a sizeable magic tub, six feet in length and three in both depth and width, weighing 1,000 lbs., constructed to have the appearance of a roaring blue dragon (the head turned back to serve as the spigot, the wings forming the majority of the bath's sides). When a command word is spoken, the bath fills with warm sand that cleans any person or item within it as if using the clean function of a *prestidigitate* spell (except that it functions on any item able to fit in the tub).

Additionally, once per day a creature bathing in the bronze bath can speak a command word to have it to grant a massage. This limbers and relaxes the creature, but also magically grants the creature the ability to perform additional actions during the next 24 hours. An affected character can take one additional standard action once per day, the creature gains one additional such action for every 5 full levels the character possesses. These additional actions must be taken at the beginning or end of a character's turn, and only one additional action can be taken in a single round.

The bath is theoretically mobile, in that it works regardless of where placed. However, due to its size and weight, it often remains in a single locale for years or decades at a time.

Strong transmutation; CL 5th; Craft Wondrous Item, *haste*; Price 12,000 gp.

The Impaler of Thorns

This is an ancient weapon dating back centuries, where it was often used by demonic servants to keep worshippers in line. An impaler's shaft is made of darkwood, its head a thorn-like, wide-bladed barb. When used in combat, successful critical hits are accompanied by an unsettling screech, as of some wild beast in anger.

Three times per day as it strikes a foe, you can trigger it (as a free action), to unleash a 30-foot-radius burst of despair that affects all creatures not wielding an Impaler of Thorns. Creatures affected must make DC 16 Will saves or become overwhelmed with sadness and despair, suffering a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls for 2 minutes. The target struck when this effect is triggered must also make a second DC 16 Will save to resist becoming nauseated with despair for 1 round.

The Obsidian Archways

In construction, these Obsidian Archways are identical to others found throughout Level 13 except that, since they are inactive, the central space remains empty. Passing through them requires no special requirements because there is not teleportation effect active in them. They are basically large, stone architectural sculptures at this point.

Each archway is 7 ft. tall at its highest point, 8 ft. wide, and weighs 1,800 lbs. In order to activate it, both archways must be built into a wall, floor, or other permanent

architectural structure. Naturally occurring structures (such as cave walls) will do, as will magically created structures (as long as they are permanent). Attaching an archway to an architectural structure requires an hour of work and a successful DC 30 skill check. This check can be for Knowledge (architecture & engineering), Craft (masonry), or any other skill the GM deems appropriate.

When an archway is correctly set up, its center will fill with an obsidian-like material (like most of the archways on the level have). However, until the linked archway is likewise properly set up, the archway will be impassible. Once the linked archway is properly set up, the pair function as connected portals regardless of the distance between them. Because of the process used disassembling the original archway, the archways still require that a creature be wearing a *stone devotee amulet* and be of the earth sub-type in order to use them.

Strong conjuration (*teleportation*); CL 18th; Weight 1,800 lb.

Ring of Echoes

This ring is a thin circle of clear crystal shaped like an elongated bat, its wingtips touching to form the loop. The command word "Tylue" ("listen" in undercommon) is inscribed in the underbelly of the crystal bat.

When worn, the ring very faintly echoes anything the wearer hears, though only the wearer notices these echoes. Because of this repeat effect, the wearer gains a +5 competence bonus to all Listen checks.

Additionally, when the ring's command word is spoken, the wearer can create an invisible magical sensor anywhere within 500 feet. The location of the sensor must be obvious ("300-feet north," or "the other side of that door") or a place known to the wearer. As a standard action, the wearer may make a Listen check to hear what is going on at the location of the sensor. The sensor is immobile, but the wearer may dismiss an existing sensor to create a new one. Only one sensor may exist at a time.

Moderate divination; CL 5th; Craft Magic Ring, *clairaudience/clairvoyance*; Price 17,250 gp.

Staff of Earthquakes

This thick shaft of granite has a rough, rocky knob at the head and a sharp stalactite-like tip at the bottom. The staff allows the use of the following spells: *Spike stones*, *Move earth*, *Wall of stone* (2 charges), *Earthquake* (2 charges).

Once per day you can recharge one charge on the *staff of earthquakes* by exposing it to a *flesh to stone* spell or a petrifying gaze attack.

Strong evocation; CL 13th; Craft Staff, *earthquake*, *move earth*, *spike stones*, *wall of stone*; Price 52,532 gp.

Stone devotee amulet

At first glance, a *stone devotee amulet* appears to be an unremarkable river stone on a silver chain. But a DC 15 Appraise check will reveal that the chain is made of almost impossibly pure silver and the stone is not a natural ore. This amulet can only be made from a piece of rock broken off an intelligent

creature that was the victim of a petrification attack. It is then artfully carved to look like a naturally eroded river stone.

The amulet, for all the care that must be taken in creating one, has just a few very limited purposes. The amulet's main function is to facilitate using the Obsidian Archways that allow visitors to travel around Level 13 (and to a few other places beyond that space). It is a key without which a wearer cannot pass through the archways, making it invaluable to anyone actually in this section of Dragon's Delve (since these portals are the only way many creatures will be able to move from section to section), but almost valueless in any other situation.

Secondarily, a *stone devotee amulet* protects its wearer from the petrification effects caused by having drunk *stone water*.

Moderate transmutation; CL 9th; Craft Wondrous Item, *meld into stone*, *teleportation*; Price 1,000 gp.

Stone water

Stone water is a liquid that contains the pure essence of elemental earth, the way holy water contains the essence of good. Any creature that drinks a vial of *stone water* gains the Earth sub-type for 24 hours. No other powers or abilities are conferred. During the time that the *stone water* is active in its system, the creature must make a DC 20 Fortitude save every hour. If this save fails, the creature takes 1d3+1 points of Constitution damage.

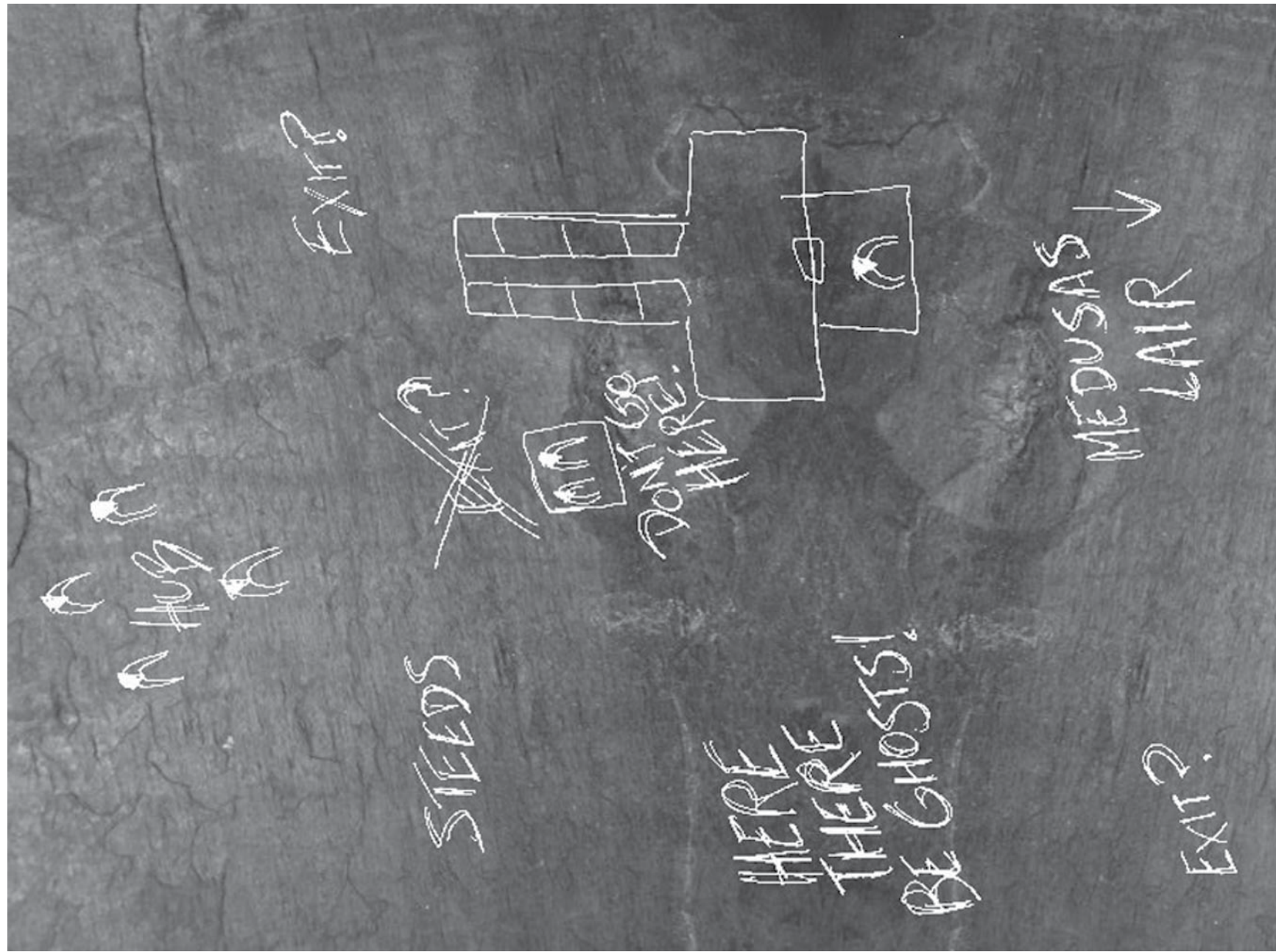
When the creature has lost one-quarter of its Con, one of its limbs turns to stone. A limb that has been turned to stone is frozen in position and cannot be used normally. It can, however, be used as an improvised club. This happens again when the creature has lost half its Con, and again when having lost three-quarters of its Con. When the creature has no Con remaining, it is turned to stone (this effect is identical to that caused by a petrifying attack).

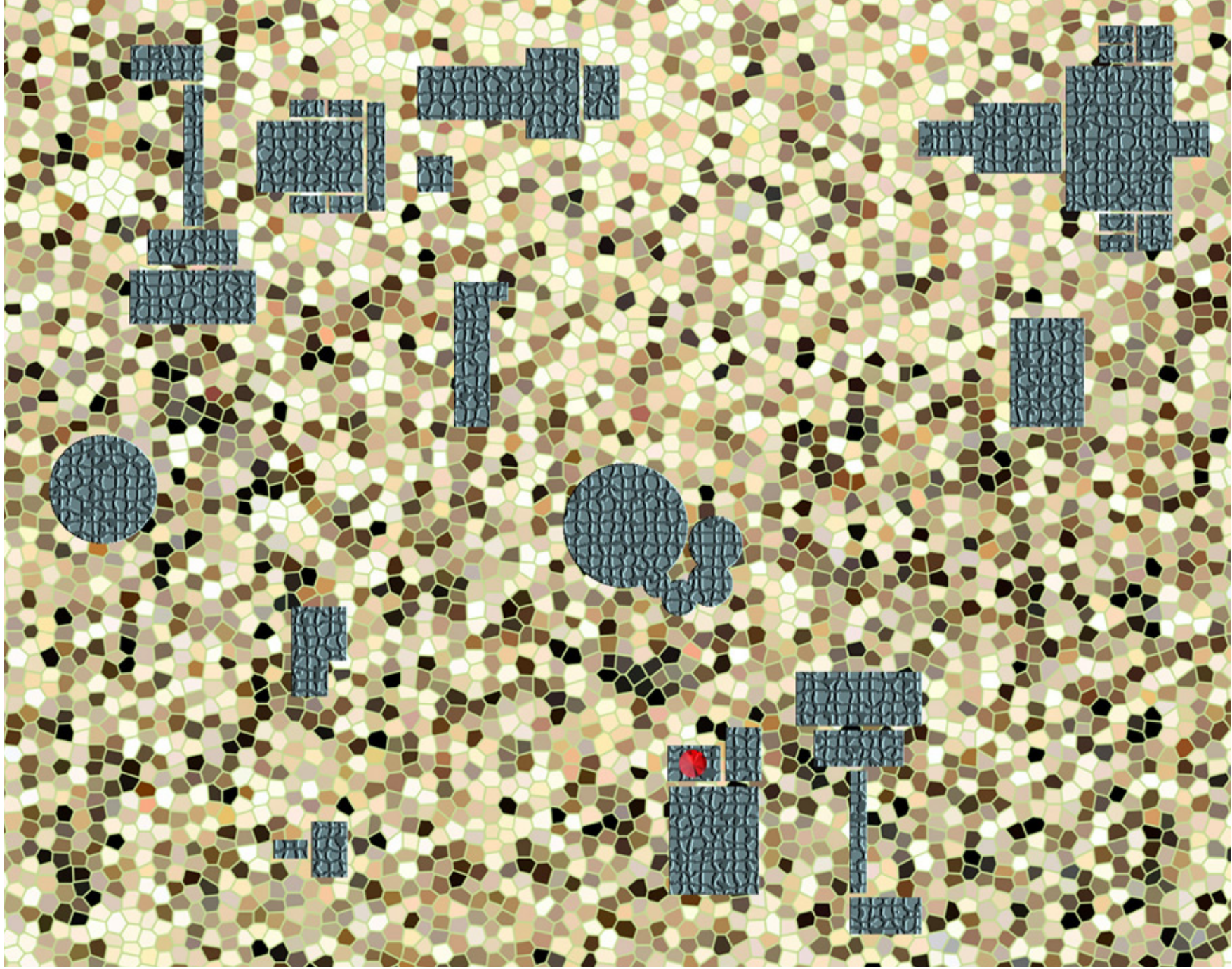
Additionally, *stone water* may be used as a splash weapon against creatures with the air sub-type. Except for the creatures affected, this is identical to using a vial of holy water in the same manner.

Moderate evocation; CL 11th; Price 1,100 gp.

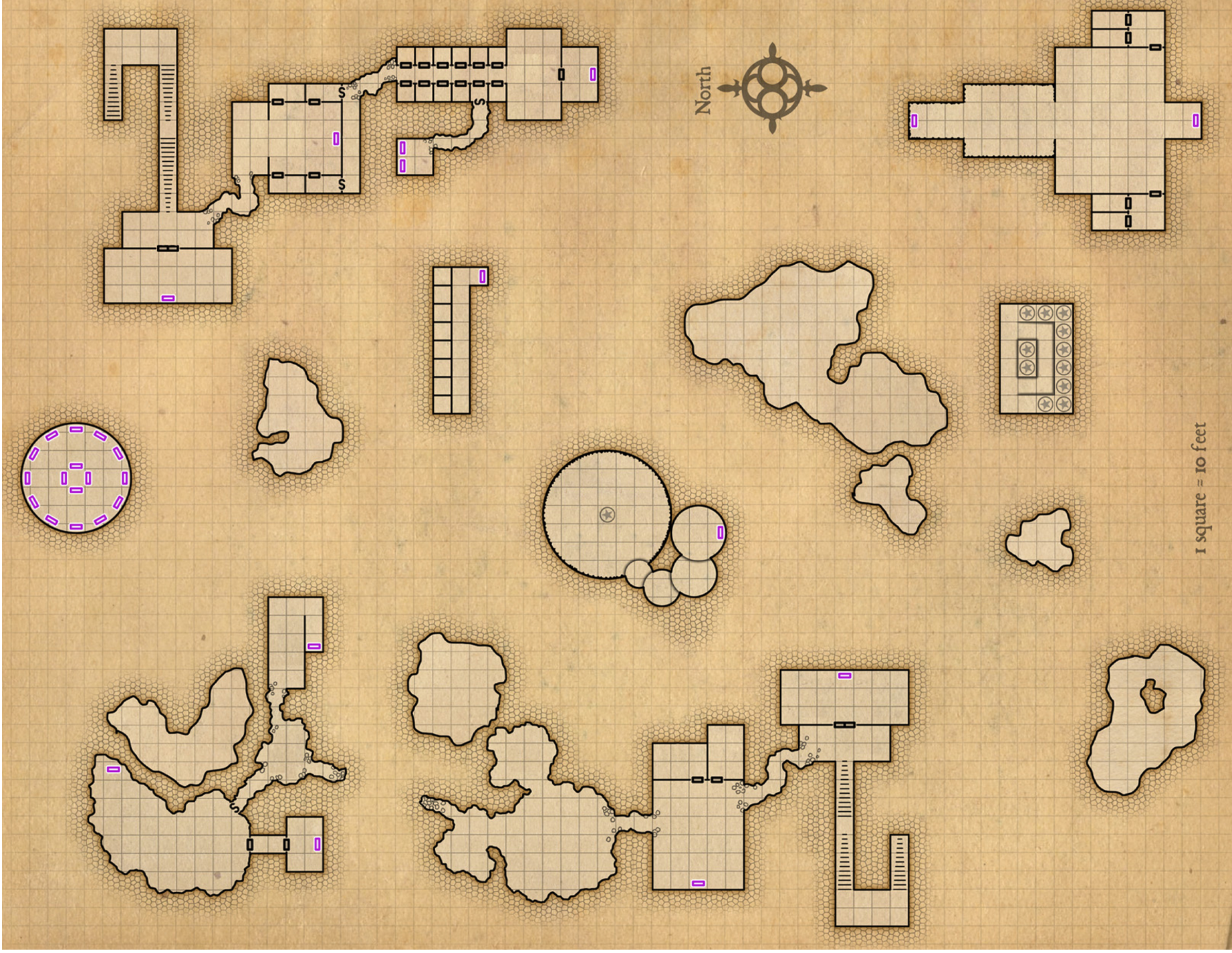
APPENDIX C: HANDOUTS

Stone Sisterhood Prisoner Map Illustration





Level Map No Secret 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-donah" See the Gathering Hall for more information.

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

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

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

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

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

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

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

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

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

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

Birshwar: Half-dragon cleric that reveres Metterak and builds shrines around the twelve secret sigils that he finds.

Bluesteel Doors: Occasionally, delvers report coming upon strange "bluesteel" doors, so named because they are made of steel with a distinct bluish tint. These doors are sealed and particularly sturdy; one cannot open them by normal magical means, such as a knock spell. They have no lock to pick. Instead, each door will open to a specific word. Sometimes, those who search can find the key word hidden in a nearby relief carved in the wall or scrawled upon a stone. Other times, they must discover it through separate investigation or divination.

Typical bluesteel doors are 3 inches thick with a hardness of 12, 120 hit points, and a break DC of 31.

Brindenford: A small town in what is now called the Fallen Duchy. Brindenford lies near the ruined Chordille Keep, and the numerous entrances to the dungeons underneath it. For more information, see Surrounding Environs.

Captain Darkblood: Undead pirate captain and self-proclaimed "Pirate King" on Khorant. Discovered the secret of sailing safely to the island.

Caval the Conjurer: One of the Mages Four, this human male wizard specialized in conjuration spells and summoning tricks. Pronounced "Cav-el."

Chaster: Halfling wizard that was once an adventurer exploring Dragon's Delve, now a thrall of the Font of Dreams. He can be found in area 42 or area 58.

Chordille Keep: The home of Duke Bryson Chordille, razed about 100 years ago. It stood above Dragon's Delve and connected with Level 1. The ruins are still visible, although there is little left. Potentially reappears as a ghostly keep after the Ghost Door is activated on Level 8.

Crasien: Tiefling wizard on Level 7 of Dragon's Delve with many half-fiends under his control. He can be found in area 225. Pronounced "Crass-ee-ehn."

Croshof: The butler of Duke Bryson Chordille. He was faithful to the duke, but knew of Duchess Andra Chordille's evil

schemes. He is now a ghost in Chordille Keep. Pronounced "Crosh-off."

Czarzem the Wicked: A unique demon that appears to be a man composed entirely of living, buzzing flies. Can be found on Level 7. Pronounced "S-zar-zem."

Dagon: One of many "old ones" worshipped by the ancient Khorantians. Today his cult has been resurrected using the name "The Shark God."

Dagon is Chaotic Evil. His domains are Evil, Chaos, and Water. His favored weapon is a spear. Pronounced "Day-gon."

Devil's Maw: An old cave from which an underground river flows into the River Turant. Most locals consider the cave to be a place to avoid--haunted, cursed, or otherwise possessed of ill magic.

Dorana: The dangerous water deity representing the threat and the vengeance of nature. Dorana is the Chaotic Neutral goddess of the sea and vengeance and, to a limited extent, all conflict and even war. She is revered by all those in and on the sea as well as by fighters and some paladins. See the Temple of the River Gods.

Her domains are Air, Chaos, and Water. Her favored weapon is the longsword and her symbol is a wave pierced by a lightning bolt. Pronounced "Door-an-ah."

Drathos: An evil, domineering fighter living on Level 5 of Dragon's Delve.

Duchess Andra Chordille: Wife of Duke Bryson Chordille. Secretly, she revered Rivenyk.

Duke Bryson Chordille: Dead ruler of what is now called the Fallen Duchy. Pronounced "Cor-deel."

Entropy Engine: A huge magical artifact created by the Mages Four to harness some of the ambient magical energies found in the lower levels. The Entropy Engine is currently malfunctioning and leaking energy.

Erralak: Ocular tyrant that serves Bargelos. Erralak has a shaft that connects Levels 1, 2, 5, 7, 8, and 10. Pronounced "Air-uh-lack."

Erro Mansan: The sheriff in Brindenford--a human fighter of considerable skill. Pronounced "Air-oh Man-san." See The Gathering Hall for more information.

Essoch and Enaul: These gods are twins who use the river's power to mirror the stream of time, with its many branches and forks. Enaul is the Lawful Neutral god of cities and civilization (bards often worship him), while his brother Essoch is the Chaotic Neutral patron of the wilderness and the primal aspects of all people (thus appealing to druids, barbarians, and even rangers). The brothers make for interesting patrons of the different aspects of elven nature. See the Temple of the River Gods.

Enaul's domains are Travel, Knowledge, and Law. His favored weapon is the rapiera and his symbol is an hourglass and an arrow. Essoch's domains are Chaos, Animal, and Strength. His favored weapon is the staff and his symbol is a staff hooked around a crescent moon. Pronounced "Eess-ock" and "Ee-nawl."

Eulalai Pujalt: Halfling wizard friend of Serrestique who was a prisoner of the demons on Level 7 for a very long time. Can be found in area 217. Pronounced "Yoo-lal-eye Poo-jalt."

Fallen Duchy: Once known as the verdant and flourishing Duchy of Chordille, this remote and sparsely populated region is now without a ruler.

Felstor Knoveli: A half-elven sage in Brindenford. See Felstor Knoveli, Master Sage for more information.

Font of Dreams: Magical fountain on Level 2 that controls creatures through their dreams. This fountain was originally created by the Mages Four. The font can be found in area 62. See also Fights and Dreams.

Gardok: A wealthy farmer living just on the outskirts of Brindenford who is a high-ranking member of the Venom Cult. His full name is Devin Gardok, but everyone just knows him as Gardok. Pronounced "Gardock."

Ghost Door: A metaphysical construct created by the ghost of Duchess Andra Chordille on Level 8 of the dungeon to give herself and her home a new "life." This magical creation, as a side effect, draws the attention of ghosts and spirits throughout the region.

Glarias, the Moon Goddess: A minor goddess worshipped in the lands surrounding the Fallen Duchy and revered there in its heyday. Glarias presides over the moon, so while she is not an evil goddess,

she uses shadow (and even darkness) as well as light as both tools and raiment. When she was captured and imprisoned by the Dragon Prince, her godly power was given to the Beast God.

Glarias is Chaotic Good. Her domains are Good, Knowledge, and Luck. Her favored weapon is mace. Pronounced "Glah-ree-as."

Harrud: Brother Harrud is the priest of Belestros in Brindenford. He is an opponent of the power structure of the town. For more information, see The Temple of Belestros.

Hell coins: Reddish-gold coins with faces of the tormented upon them, these perverse coins are minted by demons and devils and contain doomed souls. Worth 200 gp to a fiend, 10 gp to others (or 0 gp to those who find such things abhorrent). Also known as "hell money." See Area 205 for more.

Iamon: Ancient god who died in a divine war in the very earliest days of the world. His corpse fell to earth and is now buried deep below what is now Dragon's Delve. The ambient energies radiated by the corpse are the source of "chaos magic" that affects many sites in the dungeon. Pronounced "Ee-ay-mon."

Iris Gellow: High priestess of the temple of Vune. See the Temple of Vune for more information. Pronounced "Eye-ris Gell-oh."

Jamissan: Greatest of the Warrior Bards of the South, Jamissan is known to have found and created many unique magical items.

Jarla Vreech: Blackguard that has taken up residence in Terregaunt's Tower. Close

friend of Barzonyn DuMair. Pronounced "Jar-lah Vreech."

Jaskon Tully: Miller in Brindenford. He is secretly a high-ranking member of the Venom Cult.

Jumanik: Satyr cleric-bard from centuries ago, Jumanik loved puzzles. He lived in Dragon's Delve for many years. Pronounced "Ju-man-ick."

Kelmanosh: Distant land whose high king technically rules over the Lost Duchy. (In truth, the former duchy is a remote region all but forgotten by the outside world.) Pronounced "Kell-man-osh."

Khorant: A distant island reachable through a magical gate on Level 5 of Dragon's Delve. No other means exists to reach this mysterious locale located somewhere on the Sea of Eternal Storms.

Khorantians: An ancient folk native to the island of Khorant. Although originally elvenkind, the foul practices and ceremonies they conducted eventually turned them into a degenerate piscine race, akin to sharks.

Kulaj: The creator goddess of the pantheon of the River Gods, she represents the source of the Celestial River. She is the mother of all the other gods in the pantheon. Kulaj is the creator deity and the patron of farmers, artisans, and most of the common people, as well as gnomes and halflings. She is also the goddess of magic, and thus of wizards and sorcerers. See the Temple of the River Gods.

Kulaj is Lawful Neutral. Her domains are Law, Magic, and Plants. Her symbol is a hand that appears to hold a mountain

range in the palm. Her weapon is a mace. Pronounced "Koo-lahj."

Lissandera the Enchanter: One of the Mages Four, this female human wizard loved various enchantment spells and also excelled in alchemy and magic item creation. Pronounced "Lis-an-dayr-ah."

Logger's Guild: Guild of foresters and loggers active in Brindenford and north of the town. The group has frequent disputes with the elves of the northern woods. See also the Logger's Landing.

Lord Darrulm: Leader of the grahlus in the Grahlus Fort on the island of Khorant.

Lord Saral: A powerful fighter who explored and eventually lived in Dragon's Delve. He was an expert of weapons of all kinds and led a legion of soldiers and creatures at one time. Pronounced "Sayr-al."

Lost Shepherd: A tavern in Brindenford owned by a former adventurer. This tavern draws most of those interested in exploring Dragon's Delve.

Lost Temple: An old temple of Glarias somewhere deep in the woods about three miles southwest of Brindenford. Some lingering magic of the imprisoned goddess keeps it hidden from the forces of the Beast God who would love to claim it.

Mages Four: A group of four aligned mages of infamous power. Centuries after Queen Ryssa's people overthrew her and abandoned the dungeon, they claimed most of it for themselves. They built the Entropy Engine, among other powerful artifacts.

Mallock: This god represents the treachery of a river that appears to be a gentle stream one moment, but becomes dangerous rapids the next. Mallock is the dark god whose deceptive nature makes him appealing to some rogues. See Temple of the River Gods.

He is Lawful Evil, and his domains are Evil, Law, and Trickery. His favored weapon is the dagger and his symbol is a serpent entwined around a crescent moon. Pronounced "Mal-ock."

Master Mui Yan: An infamously skilled warrior who teaches fighting secrets in a hidden dojo deep in Dragon's Delve. Pronounced "Mwee Yahn."

Metterak: The self-styled Prince of Dragons, this red dragon is one of the most infamous wyrms in all the world. He reportedly lairs deep within Dragon's Delve (in fact, that's what gives the place its name). Pronounced "Met-er-ak."

Moontree: A huge tree located in Chordille Keep, sacred to Glarias. It eventually became tainted with evil. Even though the tree was chopped down, its roots live on in the dungeon.

Nag: A minor god of serpents and poison. Nag appears to be a giant cobra made of darkness. He is revered by the Venom Cult and a few serpentine creatures (nagas, for example). His mate is Nagaina, and they are frequently worshipped together, although Nagaina is never mentioned without Nag. See Level 6: Domain of the Venom Cult.

Nag is Lawful Evil. His domains are Evil, Knowledge, and Death. His favored weapon

is a very long, curved knife (a short sword). Pronounced "Nog" and "Nog-ah-eena."

Nibul of the Seven Arches: A mysterious magical being that traveled with Lord Saral when he explored Dragon's Delve. Nibul was slain by Metterak. Pronounced "Nie-bull."

Old Man's Tunnel: An entrance into the dungeon via a natural tunnel that runs just south of Brindenford into Level 6 of Dragon's Delve. Although most of the locals have heard of it, very few know where it can be found or if it's real.

Orr: A fabled wizard-priest whose tomb lies hidden in Dragon's Delve. Pronounced "Or."

Phaedor Rhendelmar: A half-elven druid most believe to have been mad. In ages past, he attempted to create methods to grow plants underground and tested his theories in Dragon's Delve.

Pholaen the Worldweaver: An elven wizard and member of the Mages Four. He has a mobile laboratory deep in the dungeon. Pronounced "Fo-layn."

Pit in the Woods: South of Dragon's Delve is a pit where, hundreds of years ago, locals threw criminals and madmen. The pit leads, eventually, to Level 9, where some descendants of those thrown in the pit dwell.

Poet's Bridge: An ancient stone bridge over the River Turant south of Brindenford. Site of a huge battle between the forces of Lord Saral and the Red Saint.

Queen Ryssa: A cruel dwarven queen of antiquity who forced her people to delve

deep into the earth, creating much of the dungeon. Pronounced "Rie-sah."

Ramscorn: Ferocious orc barbarian that is the leader of the Bestial Host guards of the Beast God temple on the first level of the dungeon. He set out to explore and conquer the rest of the dungeon and can be found on Level 2 in area 51. See also The Stolen Bracer.

Red Saint: A powerful cleric named Azassarrah that led an army against the forces of Lord Saral. Once he had defeated Lord Saral and cleared the upper levels of Dragon's Delve, he created a magical prison in which to place his enemies. Azassarrah is pronounced "Azz-ah-sayr-ah."

Rivenyk: A demon lord who holds sway on Level 7. He was secretly worshipped by Duchess Chordille. Pronounced "Riv-en-ik."

Scroll: The troll priest-king of the Bestial Host. He dwells in the hills far from the dungeon but sends guards and priests there to watch over the temple on Level 1. In theory, he may visit himself one day.

Sea of Eternal Storms: A magical ocean far, far away. At least one terrible storm rages upon these waters at all times, making them virtually impossible to navigate. At the center lies the island of Khorant.

Shakaran Titanslayer: This human male sorcerer was one of the Mages Four and specialized in physical combat, enhanced by magic. Pronounced "Shah-kar-an."

Signar Fuen: Powerful adventurer who died in the dungeon. Signar was once a high-level fighter and explored much of

the dungeon. He reached Level 14, where his party all died, and he was drained by undead down to 3rd level. He was killed in area 2. In his flight from the dungeon, he lost an intelligent amulet on Level 12. Pronounced "Sig-nar Fway-en."

Sillitta Ederus: Cleric of Vune. Engaged to Whedon Rasholt. See the Temple of Vune

Serrestique: Female human wizard who came to the dungeon to seek information about the Mages Four. She used a number of chambers on Level 1, but is currently in stasis in the prison on Level 5. Pronounced "Sayr-est-eek."

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

BRING A GENIUS TO THE TABLE!

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