

DUNGEON A DAY

DRAGON'S DELVE LEVEL 14: THE GAUNTLET ARCADE

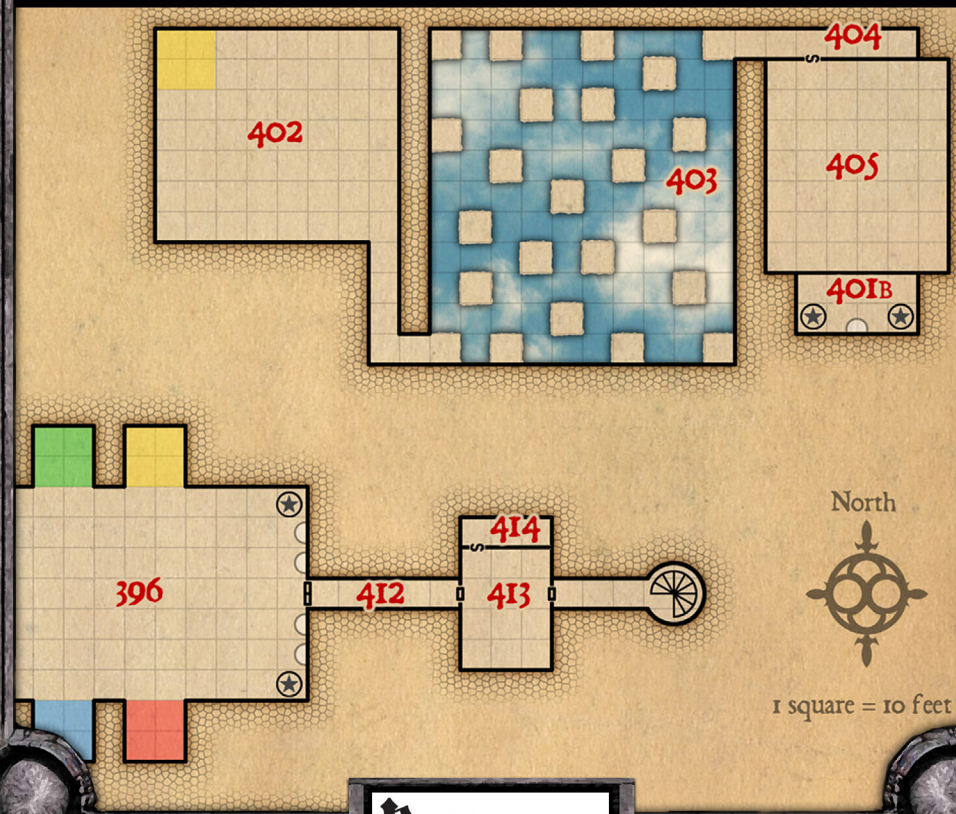
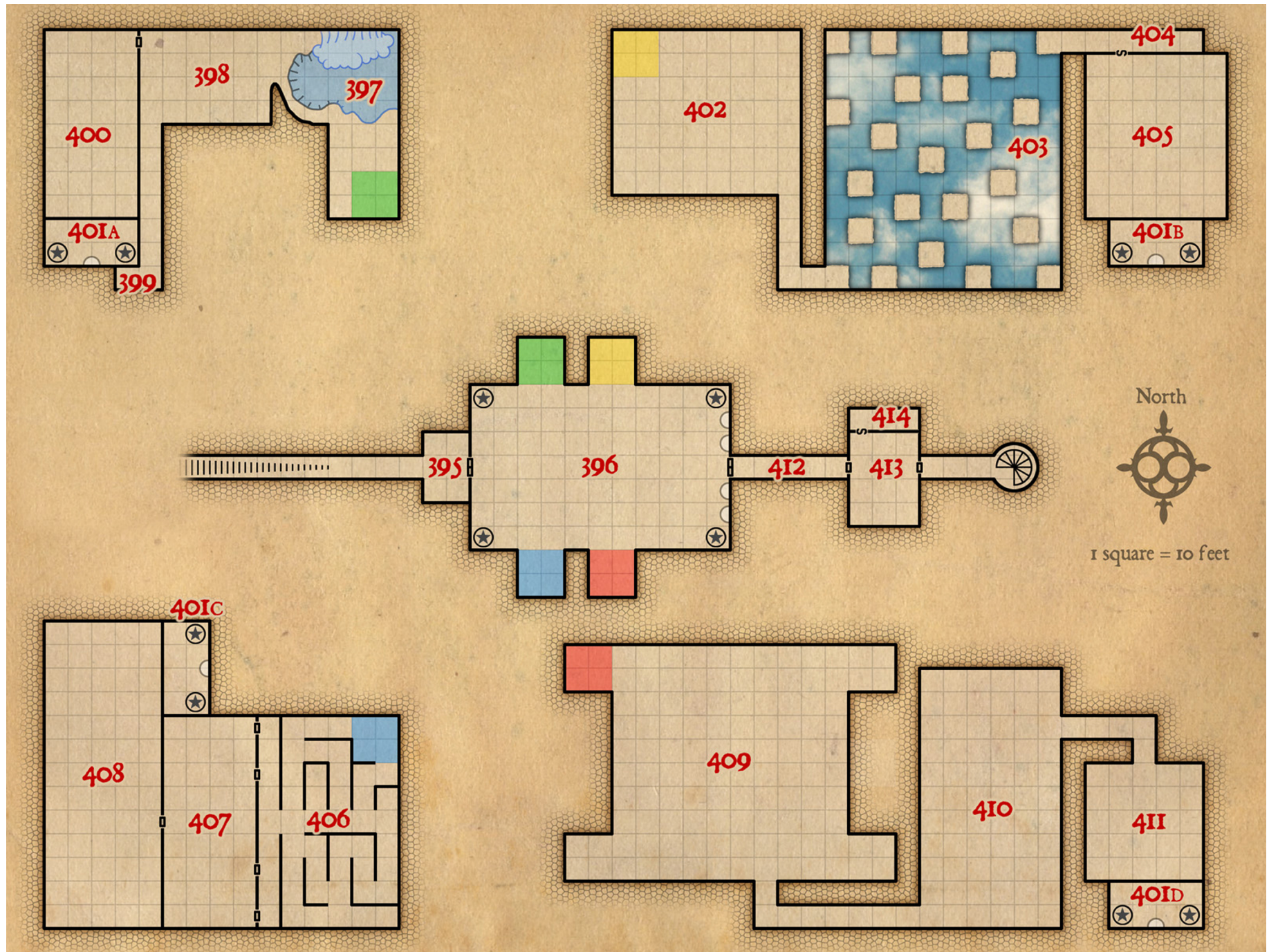


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DRAGON'S DELVE

LEVEL 14: THE GAUNTLET ARCANE



THE GAUNTLET ARCAINE

No clues remain to the original purpose of this level of Dragon's Delve. Its function and design were completely discarded by the Mages Four during the height of their power and influence over the dungeon. It was during this time that they were constantly engaged in the creation of new magical items, the breeding of unique creatures, and the development of new spells. Like any good scholars, they felt the need to test the efficacy of their creations in a controlled environment before releasing them into the broader world. To facilitate and monitor that process, they built the Gauntlet Arcane.

The entirety of Level 14 is a proving ground--a collection of tests and challenges that the Mages Four could use to evaluate the effectiveness of their creations. Of course, over time, they found it was also a fine way to test the power and resilience of foes, rivals, and (when the mages were bored) minions or random adventurers who wandered into the upper levels of the dungeon.

Each of the mages designed one series of chambers with challenges that reflected their own proclivities. Originally, specific chambers were selected to perform focused research but, as time passed, the mages discovered that their proving ground had entertainment value as well. They redesigned the entirety of the gauntlet so that it could function as one great test.

Subjects were put in and challenged to defeat all of the encounters in a single series, then answer the riddle of which of the Mages Four had designed that series. All the while, the Mages Four watched the proceedings from a remote viewing chamber, often placing bets on the outcomes of particular encounters.

Periodically, the mages would make changes to their sections of the Gauntlet Arcane--improving the effectiveness of an encounter, or even replacing it entirely, in hopes of getting better results, proving the superiority of their eldritch cleverness, or simply winning big while betting on unexpected results.

Today, though the Mages Four have been gone for more than eight hundred years, the Gauntlet Arcane remains very much active. Exactly how the creatures in it survive is just one of a great many mysteries that the Mages left behind. Some say the dungeon summons the necessary denizens as subjects pass through it, but none of the challenges are susceptible to effects that normally target summoned creatures. Others believe that everything on the level is an extremely potent illusion but, again, no one has ever been able to dispel or resist the creatures' effects the way one might with an ordinary illusion. The best answer that has been proffered, unsatisfying as it may be, is that the functionality of the Gauntlet Arcane relies somehow on the reality-bending properties ascribed to the Entropy Engine deeper in the dungeon.

ROOM DESIGN

Unless otherwise specified in the encounter description, the rooms in the Gauntlet Arcane are made entirely of plain, worked stone and have 30-foot ceilings. The stone is merely a façade, though. Below one foot of stone, every surface within the gauntlet (that is, every chamber from area 396 through area 414) is lined with a layer of bluesteel, like that used on the bluesteel doors. This has the effect of making it impossible to teleport, travel astrally or ethereally, or in any other way pass into or out of any section of the gauntlet (though it is possible to do so within a given set of chambers). Likewise, it is impossible to scry into or out of the gauntlet. (The only exception to this being the permanent scrying sensors that the Mages Four included so that they could monitor events in the gauntlet from their viewing chamber in area 413.) To aid the clarity of their viewing experience, the mages have enchanted most of the ceilings so that they provide light to the rooms within the gauntlet. Unless otherwise noted, all the chambers on this level are brightly lit (the equivalent of full daylight).

There are 20 encounters on Level 14.

There are no random encounters on Level 14.

395. FAIR WARNING

Summary: The entrance to the Gauntlet Arcane, clearly marked.

Sights and Sounds: This chamber is lit to a level of shadowy illumination. The PCs can see the following.

The stairs down from the level above are set in a long, straight line several hundred feet long. While descending, a dim, flickering light can be seen coming from the chamber at the bottom.

Once reached, the chamber can be seen to be a plain, relatively unadorned room. Flames can be seen flickering in sconces set along the western wall, providing dim light to the whole chamber. Other than that, the only interesting features are a set of double doors in the eastern wall and a sculpture of a head above it.

The doors are plain in design, but each is made of a single piece of bluesteel. The sculpture, made of the same stone as the walls and floor, appears to be of a human (though it might be a half-elf or even a Halfling--without a body for context, it is difficult to be certain). It is bald and stares down at the space immediately in front of the door, glaring with intensity and perhaps a tinge of menace.

Background: While the Mages Four are not normally remembered as being particularly safety conscious or concerned for the well-being of trespassers, the Gauntlet Arcane was designed originally as a way to do scholarly testing. Interruptions from unwanted visitors could be disruptive to their research, and it benefited them not at all to have their proving ground pointlessly

massacre unsuspecting adventurers. As a result, they put in this entryway intended to warn passersby of the dangers that awaited beyond the bluesteel door.

The whole purpose of this chamber is to provide a menacing warning and a final chance for visitors to turn around and leave. It was, however, an irony the mages found delicious that the warning more often than not merely served to egg on adventurers that encountered it, rather than usher them away. Having the warning ensured that they would always have a ready supply of new test subjects.

The Sconces: The light within the sconces comes from heatless flames that burn permanently inside. They are identical to the results of continual flame spells, except that neither the sconces nor the flames detect as magical, and the flames cannot be dispelled. If the sconces are removed from the wall, the flames go out. But if a sconce is replaced, the flame will immediately spring back to life within it.

These are intended merely to be atmospheric, and are not part of some greater puzzle, though it is entirely possible that PCs may interpret them that way.

The Doors: This is a double set of bluesteel doors, similar to those found elsewhere in Dragon's Delve. As discussed in the Level 14 overview, these doors resist not only magical and mundane methods to open them, they also prevent any creature from bypassing them using teleportation or extraplanar modes of travel.

The password, "gragagh"--the draconic word for "gauntlet," may be obtained from the sculpture hanging above the doors.

When the password is spoken, the bluesteel doors will unlock with an audible click, then open of their own accord. One minute later, the doors will swing shut and relock. If something is blocking the doors, they will continue to attempt to close themselves until they succeed.

The events described in area 396 will not take place until the doors close. The PCs may explore that area with the doors open, but all of the effects, devices, or creatures will be inactive and inert. If there are any living creatures currently in area 396, the doors will not open. Once the creatures have teleported to one of the testing areas (or they are killed), the doors will function normally again.



The Sculpture: The features of the sculpture are angular and severe--but it does not seem angry, so much as it does eternally stern. It is an ordinary bust that has been the target of a complex series of magic mouth spells that give it the appearance of having some limited level of intelligence. When someone stands on a square adjacent to one of the bluesteel doors, or when some effect attempts to cause a door to open, the head will say the following:

"Halt, foolish mortal! Ye stand on the verge of the Gauntlet Arcane--a deadly labyrinth devised as punishment for those foolhardy enough to call the wrath of the Mages Four upon their heads! Turn away lest ye be counted among their number!"

The other magic mouth spells trigger based on specific words visitors might say or questions they might ask. The desired effect is that the sculpture appear to be intelligent, but it is in truth merely a kind of magical parrot, repeating back only what it has been trained to say. That having been said, the GM may portray the door in any manner he sees fit. The purpose of this encounter is for the PCs to be able to interact with the door and get some basic information about the Mages Four and the Gauntlet Arcane. Any other questions or subjects will either result in no response at all or a repetition of the opening statement.

If asked, the sculpture will tell the PCs snippets about the Mages Four, including their names, a brief list of their areas of expertise, and even short descriptions of some of their exploits (invent any that seem

appropriate). All of this will be done in a grandiose manner, since the details were provided by the mages themselves.

If asked about the gauntlet, the sculpture will say that it is a death trap for those the Mages Four deign to put into it. It will also emphasize that the PCs are in no way close to being a match for the forces beyond the bluesteel doors, and that they would be best served by walking away and taking up safer professions. If the PCs ask directly, the sculpture will tell them the doors' password (though the GM may wish to force the question to be asked multiple times by having the sculpture's first response be "Are you sure you want to know that?" or other condescendingly conversational replies).

Once the PCs speak the password, the sculpture will say the following and then go silent until after doors close again:

"Woe to ye that have chosen such a foolish path! Those who pass this way are ne'er seen again. Make peace with whatever gods ye venerate--to step beyond this threshold is to forfeit your soul to the Mages Four!"

If someone tries to open the doors while there is a living creature in area 396, the sculpture will say the following:

"Patience, foolish ones. Your turns will come soon enough!"

Connections: This chamber connects to area 394 and area 396.

See the Map of Level 14.

396. THE MAIN HALL (EL 14)

Summary: The central hall from which one enters the various wings of the gauntlet.

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

Before you stretches a cavernous room-- floors, walls, and ceiling made of plain, smooth, worked stone without detail or decoration. Both the north and south walls feature a pair of large alcoves, larger enough to be rooms of their own. The only fixtures in the room are four statues (one standing in each corner), four crystal hemispheres mounted high on the eastern wall, and a set of double doors directly below the hemispheres.

The statues stand roughly ten feet tall, have a generic humanoid shape, and are each cut from a single iridescent purple gem. They seem to be standing at attention, keeping silent vigil over the room.

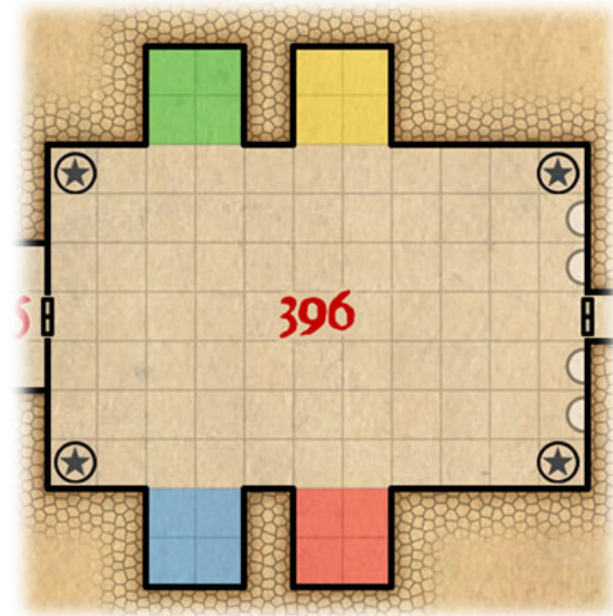
Background: This is the central testing chamber, where the Mages Four would send test subjects to begin their exploration of the Gauntlet Arcane. It is also where the subjects would return after successfully completing a whole series of test encounters (not that many of them had that kind of success).

Voice From Above: When the PCs arrive in the chamber and the door to area 395 is closed, a voice calls out from somewhere above. It is another complex conglomeration of magic mouth spells meant to give basic instructions to test subjects, functioning and sounding identically to the one outside the chamber. (Unless the PCs discovered

that this is a set of magically triggered stock replies, they may conclude that this is the voice of someone living being that is watching and communicating with them.) The voice will say the following:

"Welcome to the Gauntlet Arcane. Though ye may not survive the experience, know that your deaths will serve to inform and inspire those who are your betters. The terms of the test are simple--step together into one of the alcoves. From there, ye will face tests of your spirit, body, and mind such as ye have never conceived. Once ye have bested the tests, answer the riddle of which immeasurably powerful member of the Mages Four constructed the challenges you've faced. If ye answer correctly, ye will return here."

This voice will then answer questions about the Gauntlet Arcane based on the following information.



The PCs may choose any of the alcoves, but once someone is teleported away, he will not return until the test is completed. If the PCs split up to explore separate areas, they will increase the chance that they all will die. The voice will answer general questions about the Mages Four in the same way the sculpture in area 395 did. The voice will not volunteer information about the overall test, but if asked directly it will say that the subjects must defeat all four sets of tests and answer all four riddles correctly in order to complete the gauntlet. Then and only then will the exit doors open.

If the PCs take too long to ask questions or ask too many questions that the door cannot answer, it will say the following:

"Enough! Ye tarry too long! Choose a path, or one will be chosen for ye!"

One minute later, one of the statues will spring to life as an amethyst golem. See below for details.

The Alcoves: Each alcove is connected to a corresponding 20-square-foot section of one of the testing wings. (Note: the color-coding on the alcoves is for clarity on the map only. The alcoves are not actually different colors--they all are made of the same plain stone as the rest of the chamber.)

At the beginning of each round, before any character performs an action, the alcove causes any creature or item (with the exception of the amethyst golems) fully within its confines to be teleported to its corresponding space. This is the only exception to the non-teleporting rule discussed in the Level 14

overview. If a square is currently occupied, the new creature arrives anyway but both creatures are knocked prone (with the newly arriving creature on top of the one who was already there).

As the voice described, the alcoves teleport only functions one-way--from this room to the testing wing. They cannot be used to teleport back.

The Crystal Hemispheres: These are a kind of scoreboard to note how many of the testing wings have been completed. When the PCs first arrive, all the hemispheres are clear. After the group defeats a series of challenges and correctly answers the riddle at the end, one of the hemispheres begins to glow green. While it is glowing green, the teleport function of the alcove connected to that testing wing will not be active.

When all four hemispheres are glowing green, the double doors below them will unlock and open.

The Doors: These bluesteel doors do not have a password, but rather unlock automatically when all four of the testing wings have been completed. Alternatively, a creature on the far side of the doors can open them normally (see area 412).

The Statues: These are not just statues, they are amethyst golems put here to ensure that test subjects cooperate with the rules of the Gauntlet Arcane. If the PCs do not enter an alcove quickly enough, one of the golems will be activated. At first, it will attempt to peacefully herd the PCs into the nearest alcove. However, if they resist, it

will begin attacking in hopes of disabling, knocking out, or subduing them so that it may peacefully place them in an alcove.

If the PCs defeat a single golem, two of the others in the room will activate. In addition, new golems will appear in the spots where the activated ones were. So if the PCs manage to defeat two golems, next three will activate, and so on (the walls of the room beginning to be lined with an army of statues if need be).

Amethyst Golem CR 14

Large Construct

HD 14d10+30 **hp** 107

Init -1 **Speed** 20 feet

AC 32, flatfooted 32, touch 17

BAB/Grapple +10/+23

Attack +18 melee (2d10+9, slam)

Full Attack +18/+18 melee (2d10+9, slam)

SA Magic missile

SQ Construct traits, damage reduction 10/adamantine, darkvision 60 ft., force armor, immunity to magic, lowlight vision

Fort +13, **Ref** +12, **Will** +13

Str 29, **Dex** 9, **Con** -, **Int** -, **Wis** 11, **Cha** 1

Languages Common

Feats: none

Skills: none

Combat: Amethyst golems are formidable opponents, being physically powerful and difficult to harm.

Force Armor (Su): An amethyst golem creates a continuous field of magic lavender armor around itself, granting it a deflection bonus to AC and resistance bonus to saving throws equal to its Strength bonus.

Magic Missile (Su): An amethyst golem can use a *magic missile* effect, as the spell, as a free action once every 2 rounds. Its caster level is equal to its hit dice.

Teleport (Su): An amethyst golem can teleport, as the *greater teleport* spell, once per minute.

Immunity to Magic (Ex): An amethyst golem is immune to any spell or spell like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *transmute rock to mud* spell slows an amethyst golem (as the slow spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.

A *prismatic spray* spell strips an amethyst golem of its force armor and *magic missile* abilities for 1d4 rounds.

Construction: An amethyst golem's body is chiseled from a single block of hard amethyst weighing at least 3,000 pounds. The amethyst must be of exceptional quality, and costs 25,000 gp. Assembling the body requires a DC 23 Craft (jewelry) or similar skill check.

CL 14th; Craft Construct, *antimagic field*, *geas/quest*, *mage armor*, *magic missile*, caster must be at least 14th level; Price 150,000 gp; Cost 80,000 gp + 5,600 XP.

REVISIT (EL VARIES)

When the PCs return to this chamber (which they will do each time they complete one of the testing wings), the number of amethyst golems standing inert along the wall will be equal to the number of golems that were activated during the group's previous encounter with the golems (whether it happened in this room or another chamber on the level)--minimum 4. Therefore, the EL will increase over time if the PCs are successful at defeating these creatures.

If the PCs beat the entire Gauntlet Arcane and move safely on, the next time they return the chamber is reset to its original configuration.

Connections: This chamber connects to areas 395, 397, 402, 406, 409, and 412.

See the Map of Level 14.

PATHFINDER STATS

Use the Pathfinder version of the Amethyst Golem. Otherwise, no modifications are necessary to run this encounter using Pathfinder.

AMETHYST GOLEM CR 14

Large Construct (Neutral)

Init 1; **Senses** Darkvision (60 feet), Low-Light Vision; **Perception** +0

DEFENSE

AC 32, touch 17, flatfooted 32 (1 Dex, 1 size, +9 deflection, +15 natural)

hp 114 (14d10)

Fort +13, **Ref** +12, **Will** +13

DR 10/adamantine; Immune Construct Traits (+30 HP), ability damage, ability drain, bleeds, energy drain, exhaustion, fatigue, death and necromancy effects, disease, Immunity to Magic, mindaffecting, nonlethal damage, paralysis, poison, sleep, stunning

OFFENSE

Spd 20 ft.

Melee Slam x2 +22/+22 (2d10+9)

Space 10 ft.; Reach 10 ft.

Special Attacks Magic missile

STATISTICS

Str 28, Dex 9, Con --, Int --, Wis 11, Cha 1

Base Atk +14; CMB +24; CMD 33

Feats --

Skills Fly 3, Stealth 5

Special Qualities Force armor, teleport

SPECIAL ABILITIES

Force Armor (Su): An amethyst golem create a continuous field of magic lavender armor around itself, granting it a deflection bonus to AC and resistance bonus to saving throws equal to its Strength bonus.

Magic Missile (Su): An amethyst golem can use a *magic missile* effect, as the spell, as a free action once every 2 rounds. It's caster level is equal to its hit dice.

Teleport (Su): An amethyst golem can teleport, as the *greater teleport* spell, once per minute.

Immunity to Magic (Ex): An amethyst golem is immune to any spell or spelllike ability that allows spell resistance. In addition, certain

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A *transmute rock to mud* spell slows an amethyst golem (as the slow spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.

A *prismatic spray* spell strips an amethyst golem of its force armor and magic missile abilities for 1d4 rounds.

CONSTRUCTION

An amethyst golem's body is chiseled from a single block of hard amethyst weighing at least 3,000 pounds. The amethyst must be of exceptional quality, and costs 25,000 gp. Assembling the body requires a DC 23 Craft (jewelry) or similar skill check.

CL 14th; Craft Construct, *antimagic field*, *geas/quest*, *mage armor*, *magic missile*, caster must be at least 14th level; Price 150,000 gp; Cost 80,000 gp + 5,600 XP.

397. THE HEARTLESS NYMPH (EL 9)

Summary: A nymph sits beneath a waterfall crying. Someone has stolen her heart--literally.

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

Although you are clearly in a room similar to the others--walls and ceiling made of smooth, worked stone--the floor is covered with a field of flowing grass. To the north is a pond with hills rising behind it and a waterfall giving it never ending replenishment.

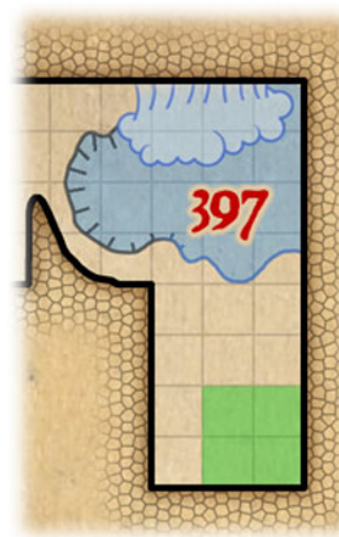
Sitting near the waterfall is a beautiful humanoid woman who appears to be crying.

Background:

The woman by the waterfall is a nymph--not a challenge for the PCs and she knows that (in this state, she was never a challenge for any of the test subjects). She will try to get the group to help her, with the promise of a key that will aid them later. If they fight and defeat her immediately, the key is not there. If they help her, she grows in power and then turns on the PCs, but if they fight and defeat her at that point, the key will be their reward.

The theme of this encounter is duplicity and the dual nature of trust. To give your trust to someone is to make yourself vulnerable to them. But sometimes creating that vulnerability results in positive results, even though the trust is eventually betrayed. It is a convoluted and somewhat cynical theme, but that matches the inner anger of its creator.

The Landscape: The southern section of this chamber is a small meadow of grass. The ground underneath is soft earth ten feet deep lying atop the bluesteel plates that surround the entirety of Level 14. To the north is a pond bounded at the back by a 20-foot cliff, over which pours a roaring waterfall. Along the pond's western edge, a pathway leads up to the top of the cliff.



The whole area is designed to look like a beautiful scene from a sylvan forest, and it does so exceptionally well—except for the fact that the walls and ceiling of the room are not in any way hidden. This is clearly still a test chamber.

The Pond: Although the pond looks like an ordinary swimming hole, it is actually only an inch or two deep. It is impossible to tell this from a distance, but anyone standing adjacent to its shore can accurately assess its depth by looking down. This is just another clue that things are not what they seem.

The waterfall is real, but the sound it creates is not. Since the waterfall is just part of a closed system that recycles the same water from the pond in a never ending loop, the rocks have been enchanted to give off the sound of a more vigorous cascade.

The Nymph: The nymph is sitting on rocks beside the waterfall, sobbing daintily but pitifully. She looks up as the PCs near the pond. Her first reaction is one of terror—she glances around for somewhere to run, but can find none. If the PCs do not call out to her immediately, she will shift around so that the rock provides as much cover as possible (which is none, since she will not get off it). The nymph has her blinding beauty ability deactivated and waits for the PCs to take the lead in this encounter. If they attack, she will give up her defensive posture and fight back to the best of her ability. If they want to talk, she will do so while remaining on the rock as though she is afraid to enter the water.

If the PCs ask, the nymph will tell them that the reason for her tears is that someone has stolen her heart, and she means that

quite literally. A horrible extraplanar creature from the next test chamber left his area, came here, and tore her heart from her chest (and she will talk about this all as being a test chamber, fully cognizant of and not obfuscating that this encounter is a test, too). If asked, she will say that her heart is, in fact, a fist-sized diamond that has within it a key that will be helpful to the PCs later in this test wing. She says that if they return her heart she can retrieve the key safely, but that if they try to remove the key from the diamond themselves it will be destroyed in the process. This is true, and any method of divining truth will be able to detect that the nymph is not lying. She does, however, know that regaining her heart will change her and that she will not be as friendly toward the PCs as she is now. (See area 398 for details on the diamond heart, and the Revisit section below for details on what happens when the nymph gets her heart back).

Like so many other parts of this encounter, the nymph's apparent fear to leave the rock is a red herring. Once combat begins, or it is pointed out to her that the pool is a shallow sham, she will give up her perch and move as best befits the situation.

Heartless Nymph (Neutral)

Female nymph CR 9

Medium Fey

HD 12d6+24 **hp** 64

Init +5 **Speed** 30 ft., swim 20 ft.

AC 22, flatfooted 17, touch 22

BAB/Grapple +6/+6

Attack +11 melee (1d4, 19-20, dagger)

Full Attack +11/+5 melee (1d4, 19-20, dagger)

SA Blinding beauty, spells, spell like abilities, stunning glance

SQ Damage reduction 10/cold iron, lowlight vision, unearthly grace, wild empathy

Fort +13, **Ref** +20, **Will** +20

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

Languages Common, Aquan, Sylvan, Undercommon

Feats: Ability Focus (blinding beauty), Ability Focus (stunning glance), Combat Casting, Dodge, Weapon Finesse.

Crucial Skills: Concentration +13, Heal +15, Hide +16, Move Silently +16, Spot +16

Other Skills: Diplomacy +9 (+12), Escape Artist +15, Handle Animal +16 (+19), Listen +16, Ride +5, Sense Motive +15, Swim +12, Use Rope +7 (+9 with bindings)

Druid Spells Prepared: 0-level—*cure minor wounds, detect magic, flare, guidance, light, resistance*; 1st-level—*charm animals, cure light wounds, entangle, jump, longstrider, obscuring mist, speak with animals*; 2nd-level—*barkskin, bear's endurance, heat metal, lesser restoration, tree shape*; 3rd-level—*call lightning, cure moderate wounds, protection from energy, sleet storm, spike growth*; 4th-Level—*air walk, cure serious wounds, flame strike, rusting grasp*; 5th-level—*baleful polymorph, call lightning storm, cure critical wounds, wall of thorns*; 6th-level—*antilife shell, greater dispel magic*.

Possessions: Dagger, circlet of persuasion

Blinding Beauty (Su): This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on a DC 25 Fortitude save or be blinded permanently as though by the *blindness* spell. A nymph can suppress or resume this ability as a free action. The save DC is Charisma based.

Spell Like Abilities: 1/day--*dimension door*. Caster level 12th.

Spells: A nymph casts divine spells as a 12th-level druid. (Spells save DC 15 + spell level).

Stunning Glance (Su): As a standard action, a wrathful nymph can stun a creature within 30 feet with a look. The target creature must succeed on a DC 25 Fortitude save or be stunned for 2d4 rounds. The save DC is Charisma based.

Unearthly Grace (Su): A nymph adds her Charisma modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class. (The statistics block already reflects these bonuses).

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that a nymph has a +6 racial bonus on the check.

Skills: A nymph has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. She can always choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.

Combat Tactics: If threatened, the nymph resumes use of her unearthly beauty and casts *antilife shell*, or uses her *dimension door* ability to get far enough away from foes that she can cast *antilife shell* next round with all her foes outside of it. After that she focuses on offensive magic as long as her *antilife shell* seems to be holding foes at bay, favoring *flame strike*, *baleful polymorph*, *call lightning storm*, and her stunning glance power. If injured, she may take time to cure herself, and/or cast *bear's endurance* on herself.

REVISIT (EL 15)

If the PCs return to this area after retrieving the nymph's heart from area 398, she will be ecstatic to see them. Like an over-excited child, she will dance around begging them to give it to her. Even if the PCs ask her to remove the key before they give her the heart, she cannot--the extraction happens as part of the reintegration.

Once her diamond heart is returned to her, the nymph gasps it to her breast and as it glows with a sickly green light as it sinks into her chest, leaving just the key in her hands. At this point, the nymph gains the diamond faerie template. (Her new stat-block is listed below. See template in Appendix A.)

However, the now evil nymph is more powerful than she was before and has no intention of giving the key to the PCs. Indeed, she will discreetly try to maneuver to a point where all the PCs are within 30 feet of her, yet none are within melee range,

and then will reactivate her blinding beauty ability and initiate combat. During the fight, she will berate the PCs for being "trusting fools," spouting paranoid ravings about the basic untrustworthy character of all beings.

Diamond Nymph (Neutral Evil)

Female diamond faerie nymph CR 15
Medium Fey

HD 12d6+24 **hp** 64 + 120 temporary hp

Init +5 **Speed** 30 ft., swim 20 ft.

AC 30, flatfooted 25, touch 22

BAB/Grapple +6/+6

Attack +16 melee (1d8+5, 15-20, diamond blade)

Full Attack +16/+16/+11 melee (1d8+5, 15-20, diamond blade)

SA Blinding beauty, diamond blade, spells, spelllike abilities, stunning glance

SQ Damage reduction 10/cold iron and magic, diamond armor, lowlight vision, unearthly grace, wild empathy

Fort +13, **Ref** +20, **Will** +20

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

Languages Common, Aquan, Sylvan, Undercommon

Feats: Ability Focus (blinding beauty), Ability Focus (stunning glance), Combat Casting, Dodge, Weapon Finesse.

Crucial Skills: Concentration +13, Heal +15, Hide +16, Move Silently +16, Spot +16

Other Skills: Diplomacy +9 (+12), Escape Artist +15, Handle Animal +16 (+19), Listen

+16, Ride +5, Sense Motive +15, Swim +12, Use Rope +7 (+9 with bindings)

Druid Spells Prepared: 0-level--cure minor wounds, detect magic, flare, guidance, light, resistance; 1st-level--charm animals, cure light wounds, entangle, jump, longstrider, obscuring mist, speak with animals; 2nd-level--barkskin, bear's endurance, heat metal, lesser restoration, tree shape; 3rd-level--call lightning, cure moderate wounds, protection from energy, sleet storm, spike growth; 4th-level--air walk, cure serious wounds, flame strike, rusting grasp; 5th-level--baleful polymorph, call lightning storm, cure critical wounds, wall of thorns; 6th-level--antilife shell, greater dispel magic.

Possessions: Dagger, circlet of persuasion, golden key

The Golden Key: If retrieved in working condition, the key can be used to deactivate the entropy golem in area 400.

Connections: This chamber connects to area 398. See the Map of Level 14.

398. PLANE BOUND (EL 16)

Summary: A celestial being that has lost his way, in more ways than one.

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

The surrounding terrain is rocky and uneven, like you'd find on a mountaintop above the tree line, but you clearly are still in an enclosed room--walls and ceiling confining the space the way they have the whole time. In the northwest corner of the room there is a door and in the southwest corner a corridor leads away to the south.

Blocking the entrance to the corridor is a nine-foot tall bald humanoid man with pale green skin wearing a white tunic and golden sandals. Majestic wings grow from his back and he stands as if at attention with a vicious-looking greatsword drawn and at the ready. He eyes you suspiciously, but does nothing else.

Background: The creature is a planetar, but one that has been tainted by the Mages Four. Using their magicks, they have caused this celestial creature to shift alignment to Lawful Evil. Now it cannot return to its home, yet still finds no welcome among the evil races, so it stays here where the mages placed it, enjoying the power it has over the pitiful creatures that periodically come before it.

The planetar does, indeed, have a diamond heart he took from the nymph from area 397, but all is not as it seems. The theft was not an act of malice (despite his evil nature), it was a planned part of the tests for this wing. The planetar does not care about any of that--he simply enjoys seeing the mortal "heroes" being made to jump through hoops they cannot comprehend.

The planetar's only job is to keep the PCs from retrieving the diamond heart. In addition, though, he has set up a deception of his own. He stands guard in front of the hallway leading to area 399 and will not let the PCs pass that way, however, he will allow them to go through the door to area 400 without interfering with them. This in spite of the fact that their goal lies in area 400 and area 399 is a pointless trap. It's just his way of playing with the PCs' minds.



The Terrain: Despite having come uphill since entering the testing wing, the ceiling here is still thirty feet above the ground on which the PCs stand. The ground on which they stand is rocky and dusty, like what one would find atop an extinct volcano. There are small hillocks and outcroppings scattered around, but none of them are steep or sudden enough to make the terrain difficult or provide high ground.

The Door: The most noteworthy things about the door are that it is not a bluesteel door and it is not locked. The PCs may open it without any troubles and pass through to area 400.

The Planetar: The planetar will stand guard as described above--neither moving nor talking to the PCs unless they interact with him first. When talking to them, the planetar will be arrogant and condescending, certain of his superiority (or, more to the point, the groups inferiority). While he will not initiate combat, if the PCs do, he will launch himself

into it with wild abandon, sparing no effort to slaughter them, one and all.

A DC 15 Knowledge (the planes) check will inform the PCs that the creature standing before them is a planetar. They must use other means to discover his alignment shift. It is a normal planetar in all but two ways--its alignment, and a modification so that its damage reduction is now 10/good.

If asked, the planetar will tell the PCs that he did steal the diamond heart from the nymph in the previous testing chamber and that he still has it (he, too, makes no effort to obfuscate that this is all a series of tests). He will refuse to give it over, saying only that it is of greater importance than mortals such as they could possibly comprehend. He is willing to confirm that there is a key inside the diamond heart, and that it would be useful to them later in a later test chamber (though he will not say which one or how). The planetar will also confirm that there is no way he knows of to remove the key from the diamond heart without breaking it--other than giving it back to the nymph, of course.

If the PCs ask the planetar why he is standing blocking the hallway, he will say that there is nothing down there the group could possibly want and he's trying to save them from having to discover that the hard way.

Planetar: hp 133

The Diamond Heart: The nymph's stolen heart is a diamond roughly the size of a man's fist. Anyone examining the gem closely will see a small, golden key embedded at its heart. Such examination will also reveal

that the diamond, which appeared clear and pure at first, actually has a pale, sickly green discoloration.

The diamond heart has hardness 30 and 80 hit points. As it takes damage, so does the key inside it (something anyone who examines the diamond closely can tell). By the time the diamond has suffered 40 points of damage, the key is warped to the point where it can no longer perform its intended function. When the diamond has taken enough damage to break, it explodes doing 2d6 damage to anyone in the same or an adjacent square. In that process, the key shatters into a thousand tiny pieces (all of which must be gathered in order to restore its original shape).

The Golden Key: If retrieved in working condition, the key can be used to deactivate the entropy golem in area 400.

Connections: This chamber connects to areas 397, 399, and 400.

See the Map of Level 14.

399. HALL OF DEATH (EL 14)

Summary: A good old fashioned hall of deadly traps, but what lies at the end?

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

Every surface of this long, straight corridor is covered with small, knob-like protrusions--some in the shapes of dragons heads, others spiked balls, and some whose features have been worn away so thoroughly that they are now just lumps of stone.

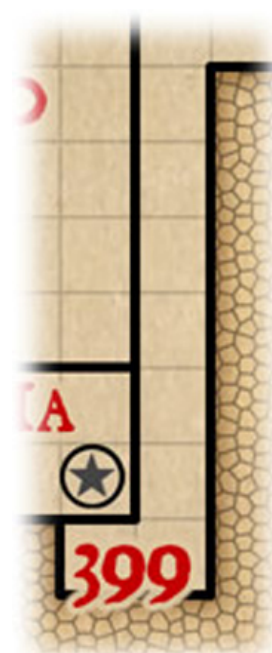
Background: This hallway serves no purpose other than to put test subjects in danger needlessly. It is filled with death traps and there is nothing of value at the other end of the corridor. Indeed, anyone who traverses the hallway will only find themselves berated when they reach the far end.

This is all part of the overall theme of this testing wing that no one and nothing is to be trusted.

The Traps: This corridor is 70 feet long and every square along the way is potentially trapped--"potentially" because the location and description of the traps is constantly changing. For the first 60 feet, every time a subject moves into a square, there is a chance that a trap will activate. (If the subject is flying or otherwise avoiding contact with any of the walls, floor, or ceiling, he gets a +4 bonus to the roll below.)

1d20 Result

- | | |
|-------|--|
| 1 | Trap activates in this square and all adjacent squares |
| 2-5 | Trap activates in this square and a random adjacent square |
| 6-12 | Trap activates in this square |
| 13-20 | No trap |



The type of trap is also randomly determined.

1d20 Trap

- 1-3 Arrow (+15 ranged atk x3, 1d6 piercing)
- 4-5 Poison Arrow (as above, plus wyvern poison)
- 6-8 Crushing Slab (10d6 crush, DC 25 Reflex save for half damage)
- 9-11 Slicing Blade (+20 melee attack, 3d6 slicing)
- 12-13 Acid Spray (3d4 acid, DC 25 Reflex save for half damage)
- 14-15 Lighting Blast (6d6 electricity, DC 30 Reflex save for half damage)
- 16-18 Fire Blast (8d6 fire, DC 35 Reflex save for half damage)
- 19-20 Magic Missile (5d4+5 force, no save)

When a subject steps into the 70th foot of the straight section of the corridor (one of the two final squares, if you are using 5-foot square mapping), it triggers a *chain lightning* spell aimed down the corridor. Treat the spell as though it was cast by a 14th-level wizard. Unlike the others, this trap is not eternally active. After being triggered, it is inert for 5 minutes, then resets.

Around the Corner: When the PCs move around the corner and reach the end of the corridor, they will likely be disappointed to find no treasure and no doorway or other exit. The only way out is back down the hallway again. The arrival of a subject triggers a magic mouth spell that says the following.

"Fool! Why would you go down an obviously trapped hallway when there is no evidence that anything even approximating treasure is waiting

at the far end? Of course there is nothing at the end of the corridor! You needed to be taught a lesson!"

The GM may feel free to expand upon this with other berating messages. The whole point of this trap is merely to break the subjects' spirits and generate a sense of unreasoning paranoia in them.

However, the PCs are in luck in that an earlier subject suffered such grievous wounds coming down the corridor that he simply died in the final alcove. His skeletal remains lie slumped against the wall at the end of the hallway, still bearing armor and equipment suitable for a 10th-level fighter. In the corpse's possession is also a notebook filled with information on the Mages Four. Making use of the notebook provides a +5 bonus to any Knowledge or other appropriate skill check pertaining to the Mages Four.

Upping the Ante (EL 16): To make the Hall of Death even deadlier, after every time one of the traps is triggered, boost the value of the next one by making one of the following adjustments.

- * Increase the DC of the associated save by +2.
- * Increase the damage done by 1 die.
- * Increase the attack bonus by +2

Alternatively (or additionally, if you want to raise the encounter to EL 18), eliminate the roll to see if there is a trap in a given square--simply make it so that every square is definitely trapped.

Connections: This chamber connects to area 398.

See the Map of Level 14.

400. WHEN THE WORLD IS WINDING DOWN (EL 16)

Summary: The final chamber in this testing wing contains a tremendous entropy golem.

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

This entire room is made of smooth, worked stone marked out with a five-foot wide grid on the floor, walls, and ceiling. Standing in the center of the room is a tremendous iron construct--a humanoid body made of brass and mithril held together by whirring gears and glowing bands of green energy.

Background: The creature at the room's center is an entropy golem--a construct made by the Mages Four as part of the research that led to their creation of the Entropy Engine. It is the final challenge in this testing wing, and the final peg in the theme of "nothing is as it seems." In this case, quite literally, the entropy golem affects the laws of probability, changing the reliability of reality itself.

To pass the test, subjects must activate and then defeat or deactivate the entropy golem--there is no grand deception (though one could reason that the lack of trickery is the greatest deception of all).



The Grid: The purpose of measuring the room out into a grid of five-foot-squares was merely to enhance the appearance of predictable regularity in order to heighten the impact of the golem's chaos field. It is also a reminder that the subjects are merely pawns in a game being played by the creators of the Gauntlet Arcane itself--the Mages Four.

Entropy Golem: The entropy golem is 12 feet tall and weighs approximately 5,000 pounds. The entropy golem cannot speak or make any vocal noise, nor does it have any distinguishable odor. It moves ungainly, lumbering, but deceptively swift lurches, each step causing the surrounding ground to tremble noticeably.

An entropy golem has no facility with language. That is, not only can it not speak or even make any sounds, it cannot understand language in any form. Rather, it reacts to the world wholly out of random emotions generated by its chaos field. In general, an entropy golem has two emotional states. Either it is calm, standing still and doing nothing (almost as if it was inert), or it flies into a destructive rage smashing anything that comes within its reach.

The entropy golem in this room has been modified so that its emotional state can be controlled manually. The golem sits in a perpetual state of calm until the door from area 397 opens, then it flies into a rage for 1 hour, after which it returns to the center of the room and falls calm again. (This effect also occurs if the calm golem is targeted by any attack or spell.)

In addition, the entropy golem's emotional state can be controlled with the golden key that can be retrieved from the nymph's diamond heart (as described in area 397 and area 398). There is a keyhole on the crown of the golems head. To get to the keyhole while the creature is raging, the golem must either be grappled and pinned or a combatant must use a standard action to make a Climb check (DC 35), then a melee touch attack to insert the key and turn it. If this is not performed in a single round, the attacker will have to maintain his hold by making another successful Climb or Grapple check on the golem's turn. All of these actions are subject to the failure chance described in the creature's chaos field ability.

Inserting and turning the key will toggle the entropy golem from its current emotional state to the other. Note that it does not "turn off" the golem. It can still be thrown into a rage either by opening the door to the room or by targeting it with an attack or spell.

In order to pass this test, subjects must activate and then deactivate the entropy golem. Merely avoiding its activation is not enough to qualify as a victory.

Entropy Golem (Neutral) CR: 16

Large Construct

HD 18d10+30 **hp** 129

Init +1 **Speed** 20 ft.

AC 30, flatfooted 30, touch 8

BAB/Grapple: +12/+28

Attack +23 melee (2d10+11, slam)

Full Attack +23/+23 melee (2d10+11, slam)

Space/Reach 10 ft./10 ft.

SA Field of destruction

SQ Chaos field, construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to magic, lowlight vision

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

Str 33, **Dex** 9, **Con** --, **Int** --, **Wis** 11, **Cha** 1

Languages: none

Feats: none

Skills: none

The entropy golem was created by the Mages Four as a test run prior to constructing the Entropy Engine (found lower in the dungeon), and is a minor artifact. Its recreation is beyond the ability of any living mortal spellcasters.

Chaos Field (Su): As the entropy golem eliminates chaos within itself, it creates a constant swirling field of chaos around it, making it difficult to target. Attacks by lawful creatures suffer a 40% miss chance when directed at an entropy golem. Attacks from chaotic creatures suffer a 20% miss chance. All other attacks have a 30% miss chance when directed at an entropy golem. This miss chance is not caused by concealment but rather by random and unlikely change, thus it is not affected by Blind Fight, true seeing, or even true strike.

Field of Destruction (Su): Once every 1d4 rounds, as a free action the entropy golem can create a field of destruction around it. All creatures within 30 feet must make a DC 19

Fortitude save. The save DC is Constitution-based.

Creatures within the effect that fail their saving throws suffer serious damage to inanimate objects the wear or carry. If a subject is itself made of unliving material (including all constructs and undead), it suffers 9d8 points of damage. Additionally, 1d4 random objects in each subject's possession are damaged. Determine which items these are using the rules for items surviving after a saving throw. Any weapon, magic item, or other gear affected takes 3d8 points of damage (ignoring hardness), and any affected armor or shield loses 1d6 points of armor bonus (armor reduced to an armor bonus of 0 or lower is destroyed).

Immunity to Magic (Ex): An entropy golem is immune to any spell or spell like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *chaos hammer*, *dispel law*, or any chaos-aligned attack slows an entropy golem (as the slow spell) for 3 rounds, with no saving throw.

An *order's wrath*, *dispel chaos*, or lawful-aligned magical attack breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points.

After The Victory: If the PCs manage to activate and then defeat (or deactivate)

the entropy golem, the southern wall disappears, revealing area 401-A.

Connections: This chamber connects to area 399 and area 401-A.

See the Map of Level 14.

401. ALCOVE OF JUDGMENT (EL VARIES)

Summary: At the end of the testing wing, the subjects must be judged to determine if they are worthy to move to the next stage.

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

Where once was a wall of stone stood, now there is an open passage to a chamber beyond. The far wall of the chamber is marked by a ten-foot tall statue carved from iridescent purple gemstone standing in either corner and a clear crystal hemisphere embedded high in the center of the wall.

Background: Each testing wing ends in an Alcove of Judgment--a room where the test subjects must prove their worth by answering the riddle of the wing. As explained in area 396, the riddle is quite simple: Which of the Mages Four designed the encounters found in this testing wing?

Answering The Riddle: As soon as the first PC steps over the threshold into the alcove, a *magic mouth* spell calls out the following.

"Very well have ye done, but the work is not done yet. Speak quick and tell me true--of the peerless Mages Four, whose hand carved the tests ye have just faced?"

The group has 30 seconds to answer. In order to be heard, the character giving the answer must be standing within the Alcove of Judgment. The alcove will consider only the first answer offered (that is, the first name that actually is one of the Mages Four--any other names called out are ignored). If more than one answer is offered, the alcove will ignore both and the 30-second count down continues.

If the group gives the name of the correct mage, the crystal hemisphere in the wall begins to glow green and all the test subjects are immediately teleported back to area 396 (where they find the corresponding crystal hemisphere is also glowing green).

If the group answers incorrectly or if they take more than 30 seconds to answer, the statues become active as amethyst golems and begin attacking the group. While the combat rages, new statues (totaling one more than the current number) appear along the walls of the alcove and the outer chamber. If the PCs defeat all of the first wave of amethyst golems, this next wave will activate and a new set of statues (again one greater in number) will appear in their places.

After three rounds of combat, the *magic mouth* will pose its question again, and the subjects may offer another answer. This time, failing to answer within 30 seconds will not activate more amethyst golems--the current group will remain active until defeated and then will replace themselves (see below). The process repeats every minute until the group answers correctly or is killed.

The Statues: Although, the “Sights and Sounds” section above specifically states that there are two statues in this chamber, the number may be different. The number of amethyst golems present is determined by the subjects’ previous encounters with similar statues elsewhere in the Gauntlet Arcane. It is equal to the number of golems that were active in the group’s previous amethyst golem encounter. In other words, they will now be facing however many golems defeated or drove them off the last time they faced them.

If the number of statues is greater than can fit along the walls of the Alcove of Judgment, they will be lined up along the walls of the outer chamber, appearing instantaneously as the wall dissipates.

The number of golems present will determine the EL of this encounter.

Amethyst Golem (2 or more): hp 107

Area 401-A:

This testing wing was designed by Lissandera the Enchanter. Her evil nature led her to be the least trusting and most suspicious-minded of the group, and made the challenge of getting an angel to shift alignment too tempting to resist. Her crowning achievement, though, was leading the creation of the entropy golem.

Area 401-B: This testing wing was designed by Pholaen the World Weaver. His interest



in infinite possibilities contained within the basic building blocks of reality led Pholaen to spend decades of exploring the elemental and quasi-elemental planes. He discovered many previously unknown elemental creatures--and even created a few. These are firmly represented by the creatures present in these challenges.

Area 401-C: This testing wing was designed by Caval the Conjurer. His fascination with conjuration spells and summoning tricks made Caval the lightest hearted of the Mages Four--which is not to say that he was less serious than the others, merely that he more often let his sense of whimsy show through in his experiments. The creatures in this testing wing, with their emphasis on misdirection, being somewhere other than they seem, and rollicking fun mark them squarely as Caval’s creations.

Area 401-D: This testing wing was designed by Shakaran Titan Slayer. The challenges here all hinge around combat with gigantic opponents who have had their natural size and ferocity enhanced magically. But for all that modification, in the end the



creatures never waver from presenting challenges that force the test subjects to engage in close-up, hands-on physical combat--which was Shakaran’s passion and his specialty.

Connections: Depending on which testing wing the characters are in, this becomes an extension of area 400, area 405, area 408, or area 411. In addition, each of these areas connects to area 396 via a teleportation effect.

See the Map of Level 14.

402. EXPOSURE TO THE ELEMENTS (EL 14)

Summary: This frozen chamber is home to a powerful Ice Elemental.

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

While this chamber looks similar to the Main Hall and other rooms of the Gauntlet in construction, its walls, floor, and ceiling are covered in an opaque sheen of ice.

Background: The theme for this testing wing is the subtle and infinite variety of ways that the basic elements of creation can be used--even in as homogenous a creature as an elemental. In this instance, an ice elemental that turns the flowing, amorphous element of water and shows that given the right conditions (in this case, frigid temperatures) it can become as hard, unforgiving, and deadly as stone.



The Ice Walls: The walls, floor, and ceiling of this chamber are not merely covered in ice, they are solid ice. Rather than being merely 1-foot thick (as the stone in other areas is), the walls in this chamber are made of 20-feet of solid ice. (The only exception is the eastern wall, which is only 10-feet thick because of the proximity of area 403.) Beyond the ice are the bluesteel plates that surround all the chambers in the Gauntlet Arcane.

The ice continues down the first 30 feet of the corridor leading south out of this chamber, after which, the surfaces all are made of foot-thick stone again.

Because there is nothing but ice here--no grit, gravel, plant stalks, or even snow--the surface is particularly treacherous. This room and the areas of the hallway covered in ice count as difficult terrain.

Ice Elemental: This creature of living ice will begin by attacking any character that has an obvious fire motif, and focus next on the spellcasters (who might have access to some fire-related magic). It will use its ice glide ability to best advantage, phasing into the walls and floor when in a disadvantageous position, then reappearing elsewhere or using its 15-foot reach to strike at the characters from relative safety.

Ice Elemental, Elder, Advanced (Neutral Evil) CR 14

Huge Elemental (Cold, Extraplanar)

HD 36d8+216 hp 378

Init -1 Speed 30 ft. (ice glide)

AC 25, flatfooted 15, touch 7



BAB/Grapple +23/+43

Attack +35 melee (2d10+12, 19-20 plus freeze, DC 34)

Full Attack +35/+35 melee (2d10+12, 19-20 plus freeze, DC 34)

Space/Reach 15 ft./15 ft.

SA Freeze (DC 34, 2d10+12), push

SQ Damage reduction 10/, ice glide, darkvision 60 ft., elemental traits

Fort +24, **Ref** +9, **Will** +13

Str 34, **Dex** 8, **Con** 22, **Int** 10, **Wis** 12, **Cha** 11

Languages Aquan

Feats: Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Natural Armor (x3), Improved Sunder, Iron Will, Power Attack

Crucial Skills: Listen +42, Spot +42

Freeze (Ex): Those hit by the ice elemental's slam attacks must succeed at a DC 34 Reflex save or suffer frostbite. Those that fail suffer 2d10+12 cold each round for 1d4 rounds. If a heat source is available (such as a torch), as a move action a freezing character can use the heat source to thaw himself and avoid future damage. If the ice elemental strikes a creature that is already freezing, the amount of damage the creature takes each round is not increased, but the duration of the cold damage is extended by +1d4 rounds. Creatures that hit the ice elemental with natural weapons or melee attacks (other than reach attacks) automatically take 2d10+12 cold damage.

Ice Glide (Ex): An ice elemental can glide on and through snow, ice, frost, or any other sort of frozen terrain as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. An area spell with the fire descriptor cast on an area containing a burrowing ice elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Upping the Ante: To give the PCs more creatures to worry about (and a greater challenge overall), add four greater ice elementals as minions of the creature above. To create this creature, add the ice elemental template to a greater earth elemental. This will increase the difficulty of the encounter to EL 16.

Connections: This chamber connects to area 403. See the Map of Level 14.

403. ELEMENTAL DELUGE (EL 15)

Summary: Crossing field of platforms high above the clouds is difficult enough without the interference of a Weather Elemental.

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

You stand on a ledge looking out over an open expanse of blue sky. A series of platforms cross the area, each about thirty feet tall and seemingly floating in midair with their flat tops at the same level as your ledge. The area is bounded by stone walls, like those in the other chambers, but they too end after about thirty feet.

Below you can see wispy white clouds blowing by, but there isn't any hint of land as far as the eye can see. Above, the clouds are growing thicker and darker, and you can hear the rumble of thunder coming from nearby.

Background: The goal of this chamber is for the test subjects to get across the field of platforms and exit the room via the ledge on the far side. The weather elemental stationed here, is determined to prevent that from happening. Harming the test subjects is not necessarily part of its assignment, but it is a very expedient way to achieve its main goal.

The Pillars: These pillars are just what they seem--rectangles of stone 20-feet long and wide, and 30-feet tall. The tops are flat areas that are maintained at the same "height" as the dungeon floor. The pattern formed by the pillars is not perfectly regular, so the distance between some pairs is longer than others. In general, though, it is only about 10 feet.



The pillars are held in place by permanent *levitate* spells, caster level 20.

The Walls: The walls appear to be 50-feet tall, the top being 20-feet above the level of the ledge and the platforms, and the bottom being 30 feet below, even with the bottom of the pillars.

The walls have had *levitate* spells cast upon them, caster level 20, but that is completely unnecessary as they remain connected to the continuation of the walls, which have been the target of powerful illusions to create the appearance of endless blue sky above and below.

Open Sky: Given that the walls and pillars both go down thirty feet and then end in what appears to be an infinite expanse of open sky, the two most likely presumptions are that there is a floor 30 feet below (and all the surfaces disguised by some kind of illusion)

or the room somehow abuts the elemental plane of air. Neither is true, however.

The floor is actually 150 feet below, the ceiling is 50 feet above, and all the surfaces are disguised by a powerful illusion. The pillars are, in fact, held in place by *levitate* spells, as they appear to be. The walls have similar spells cast on them, though they do not need them, since they are actually still part of a seamless structure.

Anyone who falls or jumps off a pillar or the ledge will plummet a long way before hitting the stone floor and taking falling damage.

Weather Elemental: The weather elemental has the form of a dark, brooding storm cloud. It begins the encounter floating 30 feet above the platforms. As the test subjects decide what to do, it will use its driving rain ability to obscure some of the pillars on the far side of the room (probably some whose positions create irregularities in the grid).

As the subjects begin to cross the room, the weather elemental will continue to create new areas of driving rain to harass the group. At first, it will only use its storm bolts sparingly--not wanting to tip the subjects off to the fact that it is a creature and not an ordinary storm cloud. However, if the group gets halfway across the room, the elemental will begin using that ability more and attacking the subjects directly.

The closer the group gets to reaching the far ledge, the more frantic the elemental's attacks become. It will even begin making bulrush attacks and other tactics to try to push characters off the pillars.

If the group makes it to the far side, technically the test has been completed. They can proceed on to the next one. However, the weather elemental is quite spiteful and will follow the group from a distance until they reach area 405. Once that battle begins, the elemental will join in and help to eliminate them completely.

Weather Elemental, Elder (Neutral Evil) CR 15

Huge Elemental (Air, Extraplanar)

HD 24d8+96 **hp** 204

Init +15 **Speed** Fly 100 ft. (perfect)

AC 27, flatfooted 16, touch 19

BAB/Grapple +18/+32

Attack +27 melee (2d8+6, slam)

Full Attack +27/+27 melee (2d8+6, slam)

Space/Reach 15 ft./15 ft.

SA Driving rain, storm bolts (DC 26)

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

Fort +12, **Ref** +25, **Will** +10

Str 22, **Dex** 33, **Con** 18, **Int** 10, **Wis** 11, **Cha** 11

Languages Auran

Feats: Alertness, Blind Fight, Cleave, Combat Reflexes, Flyby Attack, Improved Initiative (b), Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse (b)

Crucial Skills: Listen +29, Spot +29

Driving Rain (Su): A weather elemental can create an area of driving rain, which hampers flame and reduces visibility. This

functions as the spell *obscuring mist*, with the following changes. Any effort to *dispel* the rain with a *wind* spell requires a caster level check (DC 34). Mundane fire within the area is immediately extinguished. Magic fire does 1 less point of damage per die within the rain's area.

A weather elemental can only have four areas of driving rain active at one time. If it creates a fifth area of driving rain, the oldest area of driving rain it has created immediately ends.

Storm Bolts (Su): Once a round, as a free action a weather elemental can release one bolt of lightning at a target. The bolt has a range of 340 ft., and deals 5d6 electricity damage. A target may make a Reflex save (DC 26) for half damage.

Upping the Ante: To make this encounter more challenging, add in four of Huge Air Elementals. This will increase the difficulty of the encounter to EL 16.

Connections: This chamber connects to area 402 and area 404.

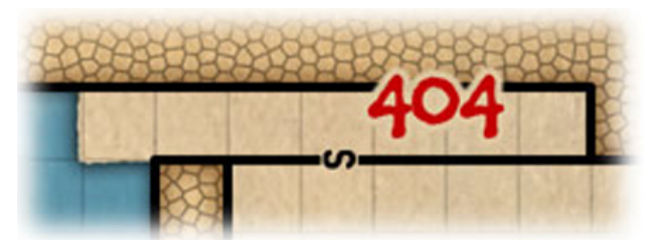
See the Map of Level 14.

404. ANOTHER LONG HALL (EL 12)

Summary: A long hallway that seems to lead nowhere.

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

There is nothing remarkable about this long, straight hallway—but maybe that is the most remarkable thing of all. Almost every surface



seems to be smooth, worked stone without any further markings or decoration. The one exception being the far wall, which seems to have some writing carved into its surface.

Background: There are some similarities between this hallway and the one that subjects may encounter in another testing wing (see area 399). Both have cover a good deal of ground with no obvious goal. However, where the potential threats in the other hallway were obvious, this one presents no hint of danger.

There is a secret door about halfway along the southern wall. It should be relatively easy for the PCs to spot, and the second half of the hallway is one thirty-foot-long acid trap that is very difficult to spot. The trap is triggered by opening the secret door, so, if any subjects are standing further down the hall from the door when it's opened, they get thrown into the acid bath.

The inscription on the far wall vaguely hints at the danger, but mostly it is a tantalizing distraction that is meant to lure some of the subjects to the far end of the hall while (hopefully) others are examining the secret door.

The point of the test (if it can be said to have a point beyond playing mind games with the test subjects) is that when no other exit presents itself, you should take the easy

route and count yourself lucky. Of course, it's doubtful many adventuring groups would take that advice, even if it was given plainly.

The Secret Door: The markings for the secret door are not easy to see from a distance, but if one searches while within five feet on either side of the door, it requires only a DC 18 Search check to notice the telltale cracks in the stonework.

It is also relatively easy to discover the triggering mechanism--a DC 22 Search check will reveal that. However, if the Search check beats DC 32, it also reveals that opening the door will trigger another nearby device (the much more cleverly hidden acid trap). If the check beats DC 42, the character realizes that the door and the trap are inextricably linked--one cannot be opened without the other opening as well.

Getting the secret door to open requires a DC 30 Open Lock check. If attempting to disconnect the secret door from the acid trap, a DC 35 Disable Device will inform the character that such a feat is impossible. Any result lower than that will automatically trigger the trap.

The Acid Trap: The final 30 feet of hallway make up a single acid trap. If the trap is triggered (by opening the secret door), the floor falls away on a hinge that is hidden behind the wall (and so cannot be seen from the hallway), dropping anyone standing in the affected area into an acid bath below.

While searching the hallway, a DC 48 Search check will reveal the presence of the trap. Once discovered, it only takes a

DC 30 Search check to uncover the trap's connection to the secret door.

Those caught in the acid trap may attempt a DC 25 Reflex save. Success allows the character to move 5 feet. If the save beats DC 30, the character may move 10 feet. If it beats DC 35, he may move 15 feet, gaining an additional 5 feet of movement for each 5-point increase in DC.

Those that cannot escape drop 15 feet into the acid bath (taking appropriate falling damage). They immediately suffer 3d6 acid damage, and continue to take that much damage every round that they begin their turn in the acid bath. Once they get out, the acid damage continues to occur for 1d4+1 more rounds. This ongoing damage may be negated by dousing the character with water (it must be enough to get the entire character wet--approximately one full water-skin's worth of water).

The Inscription: The eastern wall of the hallways is inscribed with the following text. One must be within 10 feet of the wall to read it.

"Danger lurks in the unknown. Once you've found your way, it's best not to go looking for more trouble."

Upping the Ante: To raise the EL of this encounter to 14, change the conditions so that standing in the final 10 feet of the hallway will trigger a timer that trips the acid trap, but does not open the secret door. So after any of the subjects gets close enough to read the text inscribed on the wall, the floor falls away 2 rounds later.

This reverses the connection between the trap and the secret door, so when the acid trap is open the door is closed and, conversely, if the door is opened, the acid trap closes. Bad timing in opening the secret door could trap some victims inside the acid bath with no obvious way to escape.

Connections: This chamber connects to area 403 and area 405. See the Map of Level 14.

405. THE BURNING QUESTION (EL 16)

Summary: The final chamber in this wing continues the elemental theme, but this Fire Elemental has a little something different in mind.

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

Even before you enter, it is clear that the room ahead is uncomfortably warm.

Unlike the other rooms in testing wing, this one is not lit from above--rather, the flickering light comes from more than two dozen free-standing brass braziers set up along the perimeter of the chamber, and a tremendous pyre burning at its center. The braziers occasionally spit goutts of flame several feet into the air, but the pyre is the true oddity here--steely eyes seem to coalesce within its flitting flames.

"Enter!" booms a great voice from within the pyre. "Great riches await those who can solve the riddle of fire!"

Background: In many of the other testing chambers, the Mages Four spent months and even years creating creatures or arranging

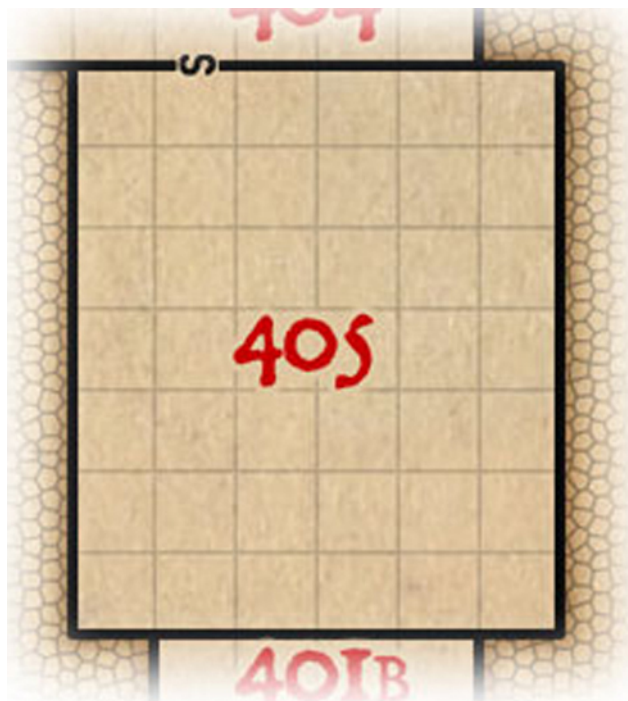
conditions to suit their particular visions. In this chamber, though, they simply put Pyre--a fire elemental they encountered during a plane-hopping adventure. They were so impressed by Pyre's innate cruelty, cleverness, and (perhaps more importantly) sense of humor that they actually invited it to be a part of the Gauntlet Arcane.

Unlike every other creature the PCs encounter here, Pyre is here because he agreed to be--having promised to stay in the chamber for a period of one thousand years in exchange for help the Mages Four provided in finding information and training in the psychic disciplines. Over the centuries, Pyre has become a formidable psion, something he plans to use to amass even more wealth and personal power back on the elemental plane of fire when his term here is done.

Whenever the Mages Four would use the Gauntlet Arcane, the most eagerly anticipated test was the encounter with Pyre, simply because he was so unpredictable.

The Braziers: These are ordinary brass braziers. The braziers are not in any way magical, but the fires within them were targeted with minor but powerful cantrips that cause them to burn indefinitely (never consuming the coals from which they sprung) and occasionally project small jets of flame harmlessly into the air.

This is all to add atmosphere to the chamber and there is not practical use for the effect, other than perhaps lighting torches or other simple uses of mundane flame. Indeed, if anyone tries to remove the flame from a brazier, it will go out and,



when rekindled, will burn normally until the coals are consumed. At that point, the flame will die normally.

The Pyre: As noted above, the pyre is actually a fire elemental named Pyre. When the PCs enter the chamber, Pyre is sitting on the floor in the center of the room, trying its best to look like a normal bonfire. Allow the elemental to make a Disguise check, opposed by the PCs' Spot checks to hide its true nature.

The Riddle of Fire: It has been centuries since the Gauntlet Arcane was used with any regularity so, despite its time studying and honing the psychic skills it has learned during its time here, Pyre, has grown terribly bored. However, it has no idea that the Mages Four are no longer guiding the happenings here--it believes that everything

it has experienced is part of a great plan, and that somehow the mages are benefiting by driving Pyre to near madness with inactivity.

Whenever a new set of test subjects enters its chamber, Pyre tries to savor the moment enjoy the process of defeating them. Indeed, if it can embarrass the subjects at the same time (hopefully providing entertainment to the audience it is sure sits watching elsewhere), so much the better.

Pyre's current plan is to try to fool the subjects into thinking that this is a test of wits, rising up and striking them whenever they get an answer wrong. Unfortunately, the fire elemental is so addled by its centuries of solitude that it no longer has a good sense of what makes a worthwhile riddle and has trouble focusing on topics beyond the immediate vicinity of the testing wing. Pyre plans to simply play Twenty Questions with the subjects and, even then, will not choose particularly challenging objects. (It's first object will be the ice elemental, the weather elemental, or itself. Beyond that, the GM can choose any object or creature it is reasonable for Pyre to know about, but it will tend toward the immediate and the obvious.)

The plan is for Pyre to beat the subjects at this game, with the penalty for failing to guess the object in question being death in its flames. However, if the PCs beat it (a fairly likely outcome), Pyre will stall and say things like "Best two out of three?" If by that time the PCs have not taken it upon themselves to start combat, Pyre will roar with frustration and start the fight itself.

Pyre CR 16

Fire Elemental, Psion-Kineticist 7 (Chaotic Evil)
Huge Elemental (Fire, Extraplanar)

HD 21d8+7d4+84 **hp** 210

Init +12 (darkvision 60 feet) **Speed** 60 ft

AC 24, flatfooted 16, touch 16

BAB/Grapple +16/+30

Attack +25 melee (2d8+4 plus 2d8 fire, slam)

Full Attack +25/+25 melee (2d8+4 plus 2d8 fire, slam)

Space/Reach 15 ft./15 ft.

SA Burn (DC 24)

SQ Elemental traits

Fort +12, **Ref** +22, **Will** +14

Str 18, **Dex** 27, **Con** 16, **Int** 16, **Wis** 18, **Cha** 11

Languages Common, Draconic, Goblin, Ignan

Feats: Alertness, Blind-Fight, Combat Manifestation, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Overchannel, Psion Weapon Proficiencies, Psionic Body, Psionic Meditation, Speed Of Thought, Spring Attack, Weapon Finesse, Weapon Focus (slam)

Crucial Skills: Concentration +10, Disguise +0, Listen +20, Spot +20

Other Skills: Hide +0, Jump +16

Psionic Powers (56 power points): (DC=13 + power level) 1st-level--Crystal Shard, Deceleration, Force Screen, Inertial Armor, Precognition, Defensive; 2nd-level--Biofeedback, Concealing Amorpha,

Ego Whip, Inflict Pain; 3rd-level--Energy Burst, Energy Retort, Share Pain (Forced), Touchsight; 4th-level--Empathic Feedback, Energy Adaptation

After the Victory: If the PCs defeat the fire elemental, the central part of the southern wall disappears, revealing area 401-B.

Connections: This chamber connects to area 404 and area 401-B. See the Map of Level 14.

406. CATCH THE KITTY (EL 15)

Summary: It's difficult to play tag with a creature that is never quite where it seems to be.

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

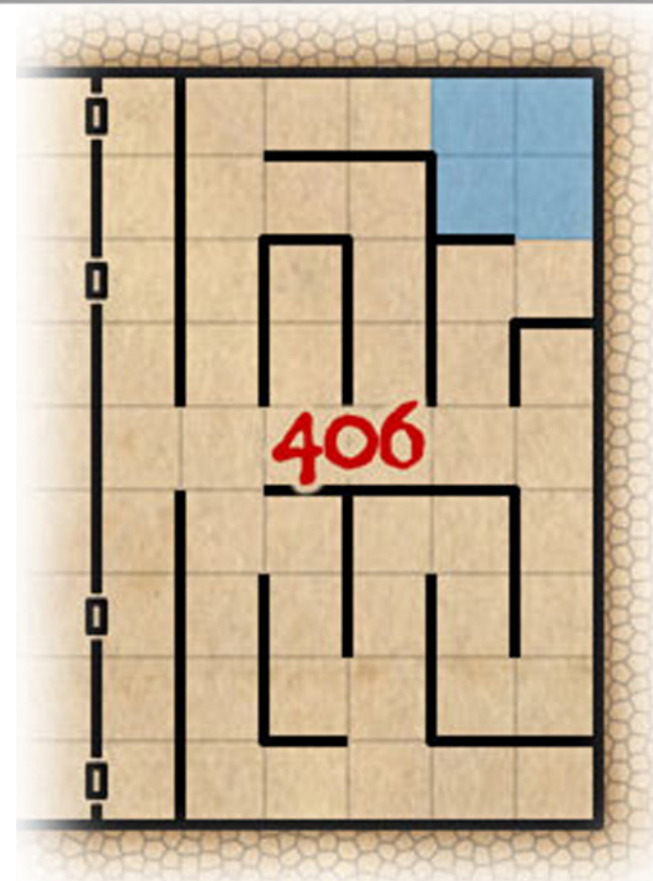
It's difficult to tell, at first, how large this chamber actually is. A series of fifteen-foot tall walls break up the space within, turning it into a maze. But simply by looking up, it becomes clear that the outer walls are taller, and that the maze does not take up very much area at all. On the wall to the north of your arrival point, the following text is engraved into the smooth stone:

Four doors are there, but only one way out.

The cat knows the way, but to hear her tale you must first catch her tail.

Her tricks will amaze you if the maze does not trick you.

Background: The creature in this chamber, dubbed a "missing lynx," is a playful feline that enjoys being chased through the maze and using its various powers of deception to leave its pursuers frustrated.



The message carved in the wall is relatively meaningless and mostly put there to get the test subjects in a playful mood. Like many of the rooms in the Gauntlet Arcane, while this one might have stated as a practical testing ground, over time it became focused on merely amusing the Mages Four (who would presumably be watching the whole affair in their observation chamber).

The Maze: The maze is built into the room--its walls being foot-thick stone, just like the outer walls are. The path it traces is hardly labyrinthine. Indeed, the PCs may quickly

come to realize that it is barely a maze at all, more like a collection of short, pointless corridors.

The real point of the maze is to give the cat a chance to quickly get away from pursuers and make them constantly guess at its true location. It also makes it difficult for more than two opponents to engage the cat in melee combat at any one time.

The Doors: There are four doors in the room's western wall, and the verse carved near the entryway hints at a particular method that needs to be used to gain access to the chamber beyond. However, all of the doors work normally. Indeed, none of them are even locked.

The southernmost door has an additional feature. It has a set of hinges near the top that allow it to function as a swinging door (like a "cat door" one might find built into the lower portion of a door in a modern home). Opening the door this way requires a DC 25 Strength check, something the missing lynx can achieve if it is motivated enough to keep trying.

The Cat: This legendary tiger has a personality very similar to that of a housecat, enjoying the company of other creatures, but always demanding their interactions be on her terms. While she can be vicious, that is not her general demeanor. Rather, she likes to romp and play in the maze whenever subjects enter the chamber.

She will encourage the visitors to follow her by looking back over her shoulder before disappearing down a corridor, then

waiting for them to catch up before dashing away again. To her, this is an endlessly entertaining pursuit.

If the subjects refuse to play or do more than 50 points of damage to her (until the damage gets that high, she simply considers it normal roughhousing), she will become angry. Then her game will switch from letting the newcomers chase her to stalking and killing them one by one.

If all the subjects leave through one of the doors, she will attempt to follow the last of them as he or she goes. If they succeed in closing the door behind them, she will go to the southernmost door and begin making Strength checks to open it. Once in area 407, she will begin attacking creatures randomly in a fit of feline pique.

Missing Lynx CR 15

Legendary Tiger (Neutral)

Large Magical Beast

HD 26d10+188 **hp** 331

Init +8 **Speed** 50 ft.

AC 23, flatfooted 19, touch 13

BAB/Grapple +26/+41

Attack +36 melee (2d6+11, claw)

Full Attack +36/+36 melee (2d6+11, 2 claws) and +31 melee (2d8+5, bite)

Space/Reach 10 ft./5 ft.

SA Pounce, improved grab, rake (2d6+5)

SQ Displacement, evasion, invisibility, scent

Fort +22, **Ref** +19, **Will** +12

Str 32, **Dex** 18, **Con** 24, **Int** 2, **Wis** 14, **Cha** 10

Feats: Alertness, Athletic, Endurance, Improved Initiative, Iron Will, Run, Toughness (x2), Track

Crucial Skills: Hide +15, Listen +12, Move Silently +15, Spot +12

Other Skills: Climb +13, Jump +19, Swim +16

Displacement (Su): Even when visible, the missing creature appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. However, unlike actual total concealment, displacement does not prevent enemies from targeting the creature normally. True seeing reveals its true location.

Evasion (Ex): A missing creature can avoid even magical and unusual attacks with great agility. If it makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage. A helpless missing creature does not gain the benefit of evasion.

Invisibility (Su): Whenever the creature does not attack for 1 full round, it becomes invisible (as the spell) as a free action. In addition to becoming visible if it attacks, the missing creature becomes visible if it takes hp damage. If made visible by this second method, the missing creature becomes invisible again at the beginning of its next turn (though it may immediately become visible by attacking on that turn).

Pounce (Ex): If a missing lynx leaps upon a foe during the first round of combat, it

can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the missing lynx must hit with a bite attack. If it gets a hold, it can rake.

Rake (Ex): If a missing lynx begins its round grappling a creature and takes an attack with its bite, it can make two attacks (+36 melee) against the grappled creature with its hind legs for 2d6+5 points of damage each. If the missing lynx pounces on an opponent, it can also immediately rake.

Skills: Missing lynx receive a +8 racial bonus on Hide and Move Silently checks.

Connections: This chamber connects to area 407. See the Map of Level 14.

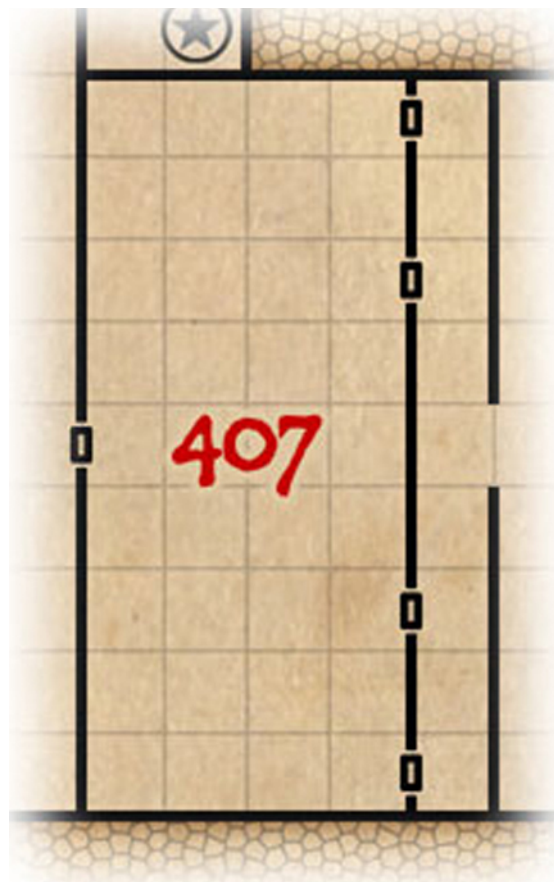
407. MORE THAN MEETS THE EYE (EL 14)

Summary: When is a vrock more than a vrock? When it's twelve vlocks!

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

At ground level, this large, open room is completely devoid of any decorations or fixtures apart from a door in the center of the western wall. About twenty feet above the floor, though, a series of perches are built into the walls. Sitting on one directly above the door is a tall, gangly, bird-like creature. It's elongated beak and ruffled wings bear striking resemblance to a vulture's, but its vicious claws and talons make it seem related in some way to the great birds of prey.

Around the creature's neck is a chain from which hangs a single golden key.



Background: The creature above the door is a vrock--a demon that, on its own, is significantly weaker than the challenges stationed in the other testing chambers. A successful DC 20 Knowledge (the planes) check will give the PCs this information. What they will not know is that this vrock has been enhanced by the Mages Four. It has the power to create duplicates of itself, a power those duplicates also have. So what is one vrock to begin with will quickly become a small squadron of the demons.

The lesson here is to never assume that something is what it seems--one small

modification or addition to a creature's abilities can greatly change the level of threat it poses.

The Door: The door is locked. The key around the vrock's neck safely unlocks the door. Otherwise, opening it requires a DC 45 Open Locks check. The door is made of foot-thick stone (just like the wall). It has a hardness of 8, 90 hit points, and a Break DC of 45.

The Western Wall: Unlike most other interior walls, this wall has a bluesteel plate behind it, like those behind the exterior walls of all the testing wings. It is therefore impossible for the PCs to get through or past the wall using extraordinary or extraplanar modes of transportation.

Vrock: The vrock has one task--to prevent any test subjects from getting through the door and into the room beyond. It will do all within its power to accomplish this goal, though killing the interlopers is its preferred method.

In most ways, the vrock is a normal example of its race. All of its game statistics are the same with two exceptions. It no longer has the summon demon ability, instead replacing it with the duplication ability described below. As a result, the vrock's challenge rating increases to CR 14.

Vrock: hp 115

Duplication (Su): As a free action each round, the vrock can summon one duplicate of itself (100% chance of success). The new vrock appears to step out of the creature doing the summoning (as if it was hiding

inside the creature all the while) and then pops into an adjacent square. If all adjacent squares are occupied, the newly summoned vrock is bumped to the closest available square.

Summoned duplicates have the same bonuses, penalties, and damage as the summoning vrock. Additionally, each summoned vrock is also able to summon a duplicate of itself as a free action every round, using the same rules. (This is an exception to the normal rule that summoned creatures cannot, themselves, summon additional creatures.)

A summoned vrock is identical in every way to the vrock that summoned it, including current hit points, recent and daily use of powers and abilities, and any mundane or magically induced conditions (such as the effects of spells, potions, or poison). Each summoned vrock remains for 10 minutes, then disappears in the same way that other magically summoned creatures normally do.

No more than 12 duplicate vocks may be active at any single time (including the original). If that many are active, then none of the vocks may use the duplication ability until one or more of the duplicates (or even the original) die or disappear. If during any 10-minute period 12 duplicates (or the original vrock and 11 duplicates) have been killed, all the remaining duplicate vocks die, too (including the original).

Combat: The vocks try to be adjacent to multiple targets to take advantage of their spores ability. If there are 6 or more vocks in existence, 3 of them attempt to invoke their

dance of ruin power. If they continue to have 6 or more duplicates in existence, the vocks will attempt to do this multiple times.

Upping the Ante: To increase the difficulty of this encounter to EL 17, modify the duplication ability so that the duplicate vocks appear as fresh, undamaged and unmodified individuals--each with a full complement of hit points and uses of its powers.

Connections: This chamber connects to area 406 and area 408.

See the Map of Level 14.

408. THE WORM TURNS (EL 15)

Summary: One of the few advantages to fighting colossal creatures is that they usually are very easy to hit. Not so with the blink worm!

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

The most unusual thing about this cavernous chamber is that the floor seems to be made of sharp pebbles rather than the smooth, worked stone that can be found in most of the rooms you've encountered. Upon closer inspection, though, it becomes clear that these are not just pebbles--they are the crushed remains of what was once a floor like all the others.

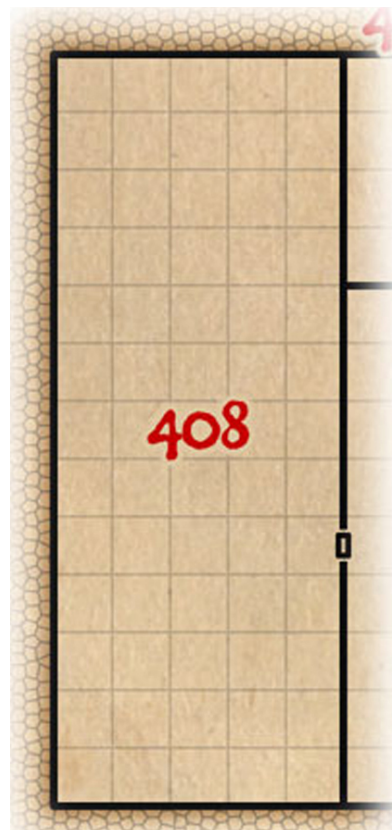
As this realization sinks in, you see a section of the floor momentarily ripple, like the surface of a lake disturbed by the thrashing of a fish just below the

surface. But this "fish" would have to be at least a dozen feet long, quite probably longer.

Background: This room is intended to end the current testing wing in grand scale--taking all the aspects of the previous tests and presenting them in a bigger, more dangerous package. The blink worm, with its location muddling abilities, is meant to give proof that even though a target is large, one can still have trouble hitting it.

There is no framing device for this test--it merely is for the subjects to defeat the blink worm and survive the experience.

The Floor: As described above, the floor consists of the ground up remains of the smooth stone that makes up the floors, walls, and ceilings of the Gauntlet Arcane. However, whereas most testing chambers have floors that are only a foot thick, the floor here descends thirty feet below the surface before running into the usual bluesteel plates. Originally, it was a solid mass, but over time the blink worm has burrowed through nearly every square foot of space, leaving behind the gravelly material that the test subjects must now trod upon.



Blink Worm: The opponent in this chamber is a blink worm--a horrendous burrowing creature that the Mages Four experimented on and modified until it gained the power to spatially dislocate its massive body. (From a game design perspective, it is a purple worm with the blinking template. See the template in Appendix A.)

This practically mindless creature exists only to burrow and eat. When the PCs enter the chamber it is doing the former, but it eagerly anticipates the latter.

Blink Worm CR 15

Gargantuan Magical Beast (Neutral)

HD 16d10+112 **hp** 200

Init -2 **Speed** 20 ft., burrow 20 ft., swim 10 ft.

AC 19, flat-footed 19, touch 4

Attack/Grapple +16/+40

Attack +25 melee (2d8+12, bite)

Full Attack +25 melee (2d8+12, bite) and +20 melee (2d6+6 plus poison, sting)

Space/Reach 20 ft./15 ft.

SA Improved grab, swallow whole, poison

SQ Blink, dimension door, tremorsense (60 ft.)

Fort +17, **Ref** +8, **Will** +4

Str 35, **Agil** 6, **Con** 25, **Int** 1, **Wis** 8, **Cha** 8

Feats: Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (bite and sting)

Crucial Skills: Listen +18, Swim +20

Blink (Su): A blink worm can use blink as the spell (caster level 16), except that it's natural sense of when it will blink prevent's

the creature's attacks, spells, and similar abilities from having any miss chance while blinking. The creature can evoke or end the effect as a free action.

Dimension Door (Su): A blink worm can teleport, as *dimension door* (caster level 16), once per round as a free action. The ability affects only the blink creature (and any creatures it has swallowed whole), which never appears within a solid object and can act immediately after teleporting.

Improved Grab (Ex): To use this ability, a blink worm must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

Poison (Ex): Injury, Fortitude DC 25, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Swallow Whole (Ex): A blink worm can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 8 points of acid damage per round from the worm's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A blink worm's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

After the Victory: If the PCs defeat the blink worm, the northernmost section of the eastern wall disappears, revealing area 401-C.

Connections: This chamber connects to area 401-C and area 407.

See the Map of Level 14.

409. THE FURY (EL 13)

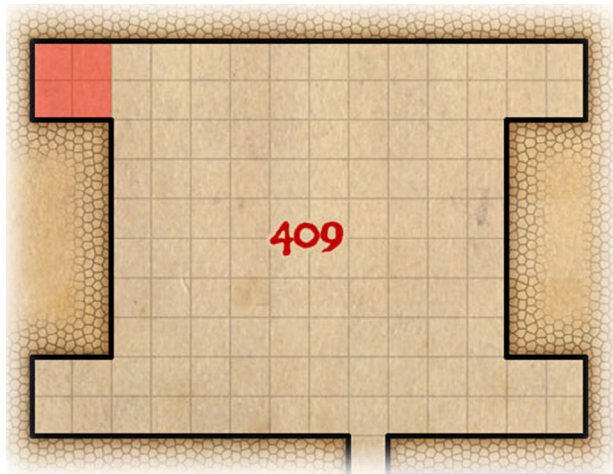
Summary: The Fury may once have been a highly skilled wizard and now is reduced to a howling animal, but it doesn't want your pity--it wants your blood!

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

This is the largest room you have yet encountered in the Gauntlet Arcane--a wide open space with large alcoves at each corner. Scattered around the stone floor are large rocks, many of which are two or three feet in diameter.

At the far end of the room, a hulking, thick-furred, ursine creature dashes back and forth, wildly half-leaping half-climbing the walls and howling in frustration. It stops when it senses your presence, turns, and narrows its yellow, bloodshot eyes menacingly.

Background: Not all of the experiments performed by the Mages Four turned out the way they hoped. The creature they dubbed "the Fury" is the result of one such unsuccessful effort, but it can hardly be called a failure. Indeed, while it did not end up as the massively intelligent, bestial spellcaster they'd hoped for, the Fury is a fearsome creature that rightfully strikes fear into the hearts of most who see it.



The challenge of this test is to remember that no matter how feral the creature facing the subjects may look--it actually is an intelligent and vastly knowledgeable individual.

The Rocks: The rocks scattered around the room weigh about 40 or 50 pounds apiece. They are not large enough for a Medium sized creature to hide behind, but can provide concealment to Small creatures. They can provide both cover and concealment to creatures size Tiny and smaller.

The Fury: The Fury is the result of a long series of arcane experiments by the Mages Four designed to turn a giant spellcaster into a hulking werebear. The creature is technically a shapechanger, but is stuck in a stable hybrid form. An unexpected side effect of this stability is an inability for the Fury to infect other creatures with its unique, artificial form of lycanthropy.

Another disadvantage of its hybrid form is that the Fury no longer is capable of comprehensible speech, not that it has a lot to

say. Only snippets of memory remain of the Fury's life before it was a giant ursathrope, and is enraged by the site of any civilized creature. The Fury believes it is still being tested, and that if it kills any creature it spies quickly enough, it will be turned back into a humanoid.

The Fury CR 13

Large Giant Were-Dire Bear (Hybrid Form)
(Chaotic Neutral)

Large Giant (Shapechanger)

HD 24d8+216 **hp** 324

Init +1 **Speed** 30 ft. in hide armor (6 squares);
base speed 40 ft.

AC 24, flatfooted 23, touch 10

BAB/Grapple +18/+39

Attack +36 melee (2d4 +17, claw) or +36
melee (2d8+25, greatclub) or +19 ranged
(2d6+17, rock)

Full Attack +36/+36 melee (2d4+17,
claws) and +30 melee (2d8+8, bite) or
+36/+31/+26/+21 melee (2d8+25, greatclub)
and +30 melee (2d8+8, bite) or +19 ranged
(2d6+17 rock)

Space/Reach 10 ft./10 ft.

SA Rock throwing

SQ Bear empathy, DR 10/silver, lowlight
vision, rock catching, scent, scholastic
background

Fort +29, **Ref** +17, **Will** +17

Str 44 (25), **Dex** 12 (8), **Con** 29 (19), **Int** 10 (6),
Wis 16 (10), **Cha** 10

Feats: Alertness, Cleave, Endurance,

Improved Bull Rush, Power Attack,
Improved Sunder, Iron Will (B), Run,
Toughness, Weapon Focus (claw)(B),
Weapon Focus (greatclub)

Crucial Skills: Intimidate +14, Listen +13,
Spot +14

Skills: Jump +18, Knowledge (arcana) +7,
Knowledge (nature) +7, Sense Motive +11

Equipment: Greatclub (large), *cloak of
resistance* +4

Bear Empathy (Ex): Communicate with
bears and dire bears, and +4 racial bonus on
Charismabased checks against wolves and
dire wolves.

Scholastic Background (Ex): As the Fury
was once a highly educated wizard, it treats
all skills as class skill.

Combat Tactics: Largely because of its vague
memory of how dangerous spellcasters can
be, the Fury targets anyone with a staff in
preference of other targets, and anyone
with a wand in hand if no one with a staff is
visible. Against any target in heavy armor,
the Fury uses Power Attack for at least a
5-point penalty to attacks and bonus to
damage.

The Fury will use the room's layout to its
advantage--seeking shelter in the alcoves
to block line of sight, then throwing rocks
from the cover they provide. It knows how
powerful it is, and how little that can matter
if skilled opponents manage to surround it
or spellcasters can target it freely.

Connections: This chamber connects to area
410. See the Map of Level 14.

410. THE EYE HAS IT (EL 13)

Summary: Unlike the other testing chambers, this one is completely and magically dark. What waits within?

Sights and Sounds: This chamber is shrouded in magical darkness. If the PCs have a way to pierce the darkness, they see the following.

This is a large, largely unadorned chamber. The only unusual feature is a small pylon in the center of the room. Standing just north of the entrance, with its back against the western wall, is a 20-foot tall, violet-skinned giant with a long, flowing white beard. One of the creature's eyes is missing, though he does not wear an eye patch--the hollow socket simply gapes open for all to see. The giant holds a greatsword and has it raised, ready to strike.

Background: The challenge in this room features three inventions of the Mages Four. The first is the pylon at the chamber's center, the second involves the giant's missing eye, and the third is an amulet the giant carries.

The pylon is a minor artifact that keeps the room cloaked in a permanent veil of magical darkness, while the others allow the giant to see and move around normally (and stealthily) within that darkness. Which makes the overall challenge merely to overcome this tremendously powerful foe under conditions where it has every advantage.

The Pylon: The four-foot tall, half-foot diameter cylinder is only the active part of this device--the remainder is a ten-foot square copper plate that rests between the



into which the pylon has been built, rather than just a 60-foot radius area.

If the darkness generated by the pylon is dispelled, the pylon reactivates 1 round later, plunging the room into magical darkness again.

The Giant: The creature is a storm giant that differs from the standard version in two ways. First, it has slightly different skill point allocation--11 of the skill points previously allocated to Concentration have instead been spent on Move Silently, giving the giant skill bonuses of Concentration +15, Move Silently +13.

The bigger difference, though, is that an experimental process developed by the Mages Four has eliminated one of the giant's eyes. The missing eye is not so much gone as transformed. In its place, the giant was granted the eldritch perception ability (see below).

stone floor and the bluesteel lining that surrounds all the testing chambers. The whole thing is a minor artifact that causes an effect identical to the deeper darkness spell as if cast by a 20th-level cleric, except that the darkness fills the entire room

This results in the giant having permanent true seeing and improved uncanny dodge.

In addition, the giant is wearing an *amulet of prowling* (see below).

Storm Giant: hp 199

Eldritch Perception (Su): The creature loses one of its eyes (leaving an empty socket behind) and gains permanent true seeing. In addition, the creature gains uncanny dodge/improved uncanny dodge as if it was a barbarian with a level equal to its hit dice. The creature also becomes immune to blinding, and can see through any darkness (even magic darkness) perfectly.

The eldritch perception also prevents the creature from suffering any loss of perception as a result of only having one eye.

The empty eye socket must remain unobstructed in order for these abilities to function. If it is covered with a patch, blindfold, or other item that would totally obscure the vision of a creature with ordinary vision, the benefits of this ability are likewise blocked.

The Amulet: To make this testing chamber more challenging (and of greater entertainment value while being viewed remotely), the Mages Four created a new wondrous item to allow the giant to move about more stealthily in the darkened room--the *amulet of prowling*.

Amulet of Prowling: This silver amulet grants the wearer a +10 bonus to all Move Silently checks. Additionally, once per day it protects the wearer from scrying and magical location just as a *nondetection* spell

does. If a *divination* spell is attempted against the wearer, the caster of the *divination* must succeed on a caster level check (1d20 + caster level) against a DC of 19 (as if the caster had cast *nondetection* on himself).

Moderate abjuration; CL 8th; Craft Wondrous Item, *nondetection*; Price 19,000 gp.

Connections: This chamber connects to area 409 and area 411. See the Map of Level 14.

PATHFINDER STATS

Storm Giant: hp 199

Eldritch Perception (Su): Functions as described above.

Amulet of Prowling: This silver amulet grants the wearer a +10 bonus to all Stealth checks. Additionally, once per day it protects the wearer from scrying and magical location just as a *nondetection* spell does. If a *divination* spell is attempted against the wearer, the caster of the *divination* must succeed on a caster level check (1d20 + caster level) against a DC of 19 (as if the caster had cast *nondetection* on himself).

Moderate abjuration; CL 8th; Craft Wondrous Item, *nondetection*; Price 19,000 gp.

411. FEAR THE REAVER (EL 15)

Summary: The Reaver is a truly fearsome foe--one that gets in close, does heaps of damage, and doesn't care what you do to it!

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

This room is smaller than the others in this testing wing, but otherwise the same--smooth, undecorated stone covering the floor, walls, and ceiling. The only thing of interest is a tremendous, green-skinned creature that crouches in the center of the room, staring at the entrance with dull, emotionless eyes and snarling with its sharp teeth bared.

Background: The creature at the center of the room is known only as the Reaver--and that's just the name the Mages Four gave it. They first heard about it when visiting a distant hill giant enclave. The giants all spoke fearfully about a terrifying, supernatural creature that massacred anyone foolish enough to enter the woods without armed guards (and occasionally massacring a whole party despite these precautions).

The mages went in search of this horror, but found only a single troll ranger. Apparently, an adventuring party had slaughtered its entire clan, and it became bent on bloody revenge. In fact, despite the fact that it had killed the adventurers that performed the deed, all their relatives, and anyone it could find that had ever sheltered them, the Reaver was not satisfied. Death and destruction were all it cared about now--and it didn't much care who or what its victims were.

The Mages Four captured the creature and brought it back to their labs. Rather than help the troll to overcome its pain and madness, they decided to heighten both. Using a series of incredibly painful processes, they coated the creature's bones and claws with a venire of adamantine. This served only to snap whatever tenuous grasp the troll had on

sanity and turned it into a slaving, insatiable killing machine.

Now, while the Reaver still technically retains its Intelligence, it can no longer speak or communicate

civily. Though it comprehends anything said to it in the Giantish tongue, it has lost all ability to speak. Not that it has anything to say. The Reaver lives merely to kill any living creature it sees in as immediate, bloody, and painful way as possible.

Attack of the Reaver: The instant that the Reaver senses the presence of another living creature (or even semi- or non-living creatures such as constructs and undead), it attacks. It is utterly relentless and wholly without mercy, but it is not stupid. If given a choice, it will attack spellcasters first (knowing that they are both the softest targets and the foes most likely to be able to do massive amounts of damage from a distance). Its next most preferred target is any opponent that attacks using fire or acid.

Once engaged in melee with a target, the Reaver will usually not disengage until that target is knocked out. However, if it realizes that this single-mindedness is endangering itself, the Reaver's self-preservation instincts will allow it to switch targets--but never to retreat from combat entirely.



The Reaver CR 15

Troll, Ranger 6 (Chaotic Evil)
Large Giant

HD 12d8+108 **hp** 166

Init +1 **Speed** 30 ft.

AC 21, flatfooted 20, touch 10

BAB/Grapple +10/+21

Attack +21 melee (1d6+12 and sever, 19-20, claw)

Full Attack +21/+21 melee (1d6+12 and sever, 19-20, claw) and +11 melee (1d6+3, bite)

Space/Reach 10 ft./10 ft.

SA Rend 2d6+10

SQ Darkvision 90 ft., fortified (75%), favored enemy elves (+4), favored enemy humans (+2), lowlight vision, regeneration 5, scent, wild empathy

Fort +16, **Ref** +8, **Will** +8 (+4 vs spells, spell-like, and supernatural)

Str 25, **Dex** 12, **Con** 22, **Int** 10, **Wis** 15, **Cha** 10

Languages: Giant

Feats: Alertness, Cleave, Endurance (b), Improved Natural Armor, Improved Two-Weapon Fighting (b), Iron Will, Power Attack, Track (b), Two-Weapon Fighting (b)

Crucial Skills: Listen +13, Move Silently +9, Spot +13

Skills: Knowledge (nature) +6, Knowledge (dungeoneering) +6, Search +6, Survival +11 (+13 above or underground and following tracks)

Ranger Spells (CL 4th): 1st-level--*resist energy*

Adamantine Claws (Su): The adamantine claws of the Reaver acts as +5 *keen claws*. On a successful critical hit, they slice off a randomly selected limb from a target. A severed limb cannot be used, and does not grow back without regenerate or similar magic.

Fortified (Ex): By virtue of its adamantine-laced skeleton, the Reaver has a 75% chance to negate critical hits and sneak attacks, turning them into normal strikes against the troll. It also gains 3 bonus hit points per hit die, and a +4 bonus to saves vs. supernatural and spell-like abilities and spells.

Treasure: The skeleton of the Reaver holds enough adamantine to be worth 20,000 gp to an armorer or weaponsmith.

Upping the Ante: In order to make the Reaver even more resilient than it currently is, have the adamantine on its skeleton also provide it with DR 3/-. Alternatively, have the modifications introduced by the Mages Four include an improvement to the Reaver's regeneration ability, increasing it to Regeneration 10.

Using just one of the improvements above has no effect on the EL of this encounter, but using both raises it to EL 16.

After the Victory: If the PCs defeat the Reaver, the western part of the southern wall disappears, revealing area 401-D.

Connections: This chamber connects to area 409 and area 401-D.

See the Map of Level 14.

PATHFINDER STATS

THE REAVER CR 15

Male Troll Ranger 7 (Chaotic Evil)
CE Large Humanoid (Giant)

Init +2; Senses Darkvision (60 feet), LowLight Vision, Scent; Perception +13

DEFENSE

AC 16, touch 11, flatfooted 14 (+2 Dex, 1 size, +5 natural)

hp 209 (7d10+6d8+130); Regeneration 5

Fort +17, **Ref** +9, **Will** +5; +4 vs spells, spell-like, supernatural

Immune Fortified (75%)

OFFENSE

Spd 30 ft.

Melee Bite (Troll) +15 (1d8+5) and

Claw x2 (Troll) +21 x2 (1d8+10 and sever/19-20) and

Rend x2 (Troll) +21 x2 (1d8+10 and sever/19-20)

Space 10 ft.; Reach 10 ft.

Ranger Spells (CL 7, 15 melee touch, 12 ranged touch): 1st-level-- *resist energy* (x2); 2nd-level--*protection from energy*

STATISTICS

Str 21, **Dex** 14, **Con** 24, **Int** 6, **Wis** 9, **Cha** 6

Base Atk +11; **CMB** +17; **CMD** 29

Feats Eldritch Claws, Endurance, Improved Natural Attack: Claw x2, Intimidating Prowess, Iron Will, Skill Focus: Perception, Weapon Focus: Claw +3

Skills Fly +0, Intimidate +14, Perception +13, Stealth +9, Survival +12

Languages Giant

SQ Enemies: Humanoids (Elf) (+2 bonus), Enemies: Humanoids (Human) (+4 bonus), Track +3, Wild Empathy +5 (Ex), Woodland Stride (Ex)

SPECIAL ABILITIES

Because you have the Eldritch Claws feat, your natural weapons are considered both magic and silver for purpose of overcoming damage reduction.

Adamantine Claws (Su): The adamantine claws of the Reaver acts as +5 keen claws. On a successful critical hit, they slice off a randomly selected limb from a target. A severed limb cannot be used, and does not grow back without regenerate or similar magic.

Fortified (Ex): By virtue of its adamantine-laced skeleton, the Reaver has a 75% chance to negate critical hits and sneak attacks, turning them into normal strikes against the troll. It also gains 3 bonus hit points per hit die, and a +4 bonus to saves vs. supernatural and spell-like abilities, and spells.

Treasure: The skeleton of the reaver holds enough adamantine to be worth 20,000 gp to an armorer or weaponsmith.

412. ONE MORE LONG HALLWAY (EL 13)

Summary: The tests are over, but is this long hallway as safe as it might seem?



Sights and Sounds: This chamber is lit with shadowy illumination. If the PCs have a sufficient light source, they see the following.

Ahead stretches a long, straight hallway. On each wall, just inside the doorway, a small golden plate is mounted at about chest level for a human. The plates each have a deep indentation, the size and shape of a keyhole. The walls also have knob-like protrusions on them, set about the same height as the golden plates. These knobs appear once every five feet and are in the shape of open-mouthed dragon heads. At the far end of the hallway is a plain wooden door.

Background: The tests may be over, but the Mages Four believed it was a mistake to ever let one's guard down. To bring that point home, this final hallway is also trapped, but in a way that is fairly easy to overcome—especially when compared to what a successful test subject has presumably just been through.

There are actually two traps in this hallway, but they can be disarmed using the golden plates if the subject has kept all the resources gained in the other test chambers.

The traps may be disarmed as described below. They automatically re-arm every time one of the doors to this hallway closes (even if the other one remains open).

The Golden Plates: These devices are put here specifically to allow one to easily disarm the traps in this hallway. The keyholes are the same size and shape of the one found on the entropy golem and, indeed, that is the key that works here.

The plate on the north wall disarms the first trap, while the plate on the south wall disarms the second trap. This function may not be activated by using the Disable Device or Open Lock skills—only the entropy golem's key will do. (Each of the Mages Four had their own copies of this key.) However, a DC 20 Search check will point a character to the appropriate floor tile triggers associated with that golden plate.

The First Trap: The first trap makes use of the dragon head knobs. If it has not been disarmed, the trap is triggered when someone steps on one of the squares in the first five feet of the hallway. The trap goes off on the third round after it has been triggered.

When the trap goes off, a lightning blast fills every other five-foot square in the hallway, doing 6d6 points of electricity damage to anyone within one of those squares (DC 30 Reflex save for half damage). The following round, lighting blasts fill the squares that were safe the previous round. This sequence repeats, lighting blasts flashing on and off in alternating squares, for 2 minutes, after which time the trap resets.

The trigger for the trap can be found with a DC 15 Search check of the first five feet of the hallway. In addition, if this check beats

DC 25, the character notices that there is a second trap under the squares in the second five feet of the hallway (see below). The first trap can be disarmed by a DC 20 Disable Device check.

The Second Trap: The second trap is a single acid pit trap located under the final 30 feet of the hallway. If it has not been disarmed, stepping on a square in the second five feet in the hallway will trigger the trap. Three rounds after the trap has been triggered, the floor under the trap falls away, dropping anyone standing in the affected area into an acid bath below.

Those caught in the acid trap may attempt a DC 15 Reflex save. Success allows the character to move 5 feet. If the save beats DC 20, the character may move 10 feet. If it beats DC 25, he may move 15 feet, gaining an additional 5 feet of movement for each 5-point increase in DC.

Those that cannot escape drop 15 feet into the acid bath (taking appropriate falling damage). They immediately suffer 3d6 acid damage, and continue to take that much damage every round that they begin their turn in the acid bath. Once they get out, the acid damage continues to occur for 1d4+1 more rounds. This ongoing damage may be negated by dousing the character with water (it must be enough to get the entire character wet--approximately one full water-skin's worth of water).

The trigger for the trap can be found with a DC 15 Search check of the second five feet of the hallway. In addition, if this check beats DC 25, the character notices that

there is another trap under the squares in the first five feet of the hallway (see above). The second trap can be disarmed by a DC 20 Disable Device check.

Upping the Ante: The idea behind this encounter is that the Mages Four expect smart test subjects to be able to relatively easily identify and disarm the traps. If you wish to make that process more challenging, increase all the DCs described above by +10 and consider this an EL 15 encounter.

Connections: This chamber connects to area 396 and area 413.

See the Map of Level 14.

PATHFINDER STATS

The traps function identically as described above with the exception that Perception checks should be used in place of Search checks.

413. VIEWING CHAMBER

Summary: This chamber was used by the Mages Four to oversee the tests performed in the Gauntlet Arcane.

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

Unlike most of the chambers in the testing wings, this room is of more standard dimensions--the ceiling is only 10 feet high and while it does glow enough to light the room, it does so less glaringly, providing soft, comfortable illumination. A half-dozen comfortable chairs are placed around the perimeter of the room, all facing inward toward the middle of the room

The floor is made of the same stone as the other chambers on this level, but the center area has been replaced with a single, perfectly smooth, smoky crystal tile.

At the center of the eastern wall is a bluesteel door.

Background:

In order for the Gauntlet Arcane to function effectively as a testing ground, it was necessary for the Mages Four to be able to see what was happening in the chambers

during the tests. Rather than require them to cast scrying spells each time, they crafted the crystal tile, which performs that function automatically.

After a time, the mages began to use the gauntlet as much for recreation as for research. They would gather here, put some unsuspecting subject into a testing chamber, sit back, and watch the mayhem (sometimes bringing close associates along to enjoy the spectacle).

The Bluesteel Door: The eastern wall of this chamber and (area 414) marks the end of the area protected by the bluesteel plates. Like other bluesteel doors, one need only know its activation phrase to get it to open. In this case, since the presumption is that only the Mages Four and their associates would be in this room, the phrase is fairly simple--



the words “open door” spoken in common (though they must be said as a command, not merely as part of a conversation).

The Hallway: Beyond the bluesteel door is a hallway ending with a ten-foot-wide spiral staircase that leads down to Level 15. Like the main room, this area has only ten-foot ceilings. It is not in any way trapped nor is it surrounded by bluesteel plates.

The Secret Door: In the eastern corner of the northern wall, there is a secret door whose presence is indicated by a hair-thin seam running up the wall from floor to ceiling. This door is hidden more to preserve the design aesthetics of the room than to obscure its presence.

The presence of the door can be discovered with a DC 30 Search check. Opening it requires a DC 25 Disable Device check.

The Crystal Tile: The smoky crystal tile set into the floor is a minor artifact created by the Mages Four to allow them to remotely view the goings on within the various testing chambers.

Any spellcaster who is able to cast scrying can activate the crystal tile as a standard action. (It is merely an act of will, and does not require any spells actually be cast.) At that point, the surface of the tile will shimmer and a map of the Gauntlet Arcane will appear. The spellcaster who activated the tile can then, as a move action, concentrate on any room on the map and cause the tile to display the current activity in that room. Maintaining the sensor requires a free action once every 10 rounds.

When the tile is activated, a scrying sensor appears in the targeted room. Any creatures in that room have a normal chance to notice the sensor, and can also dispel it normally. However, the sensor will reappear in 1d2 rounds. As long as the sensor is dispelled, the tile is temporarily out of commission and will not work for any room.

Multiple spellcasters can use the crystal tile to view different rooms at the same time. The images on the tile’s surface split into separate but equal areas. If even one of the active scrying sensors is dispelled, all of the images are disrupted.

The crystal tile is incredibly heavy and keyed specifically to function in this room in relation to the surrounding testing wings. Any attempt to remove the tile has a 75% chance to disable it for 1d4 weeks, and a 35% chance to break it permanently. If successfully removed from this room, it will not function in any other location and even under close scrutiny will be indistinguishable from ordinary, non-magical crystal.

Connections: This chamber connects to areas 412, 414, and 415.

See the Map of Level 14.

414. EXCELSIOR!

Summary: Discover the power that has kept the Gauntlet Arcane running for all these centuries.

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



As the door opens, a cacophony of clanging, clanking, and bubbling sounds escapes. It’s unclear how such a thin wall could mask such raucous noise so completely.

The chamber beyond is less a room than it is a very large access panel. Most of the space is taken up with an incredibly complex conglomeration of tubes, flasks, gear works, chains, wheels, pullies and a good many incomprehensible mechanisms. At its very center, though, is what seems to be a longsword built or fused into a block of metal.

While there is seemingly no end to the whirring parts and multi-colored bubbling liquids moving through the tubes, it is clear that the heart of all this activity is the silent, motionless sword-block, which seems to radiate raw power.

Background: This is the mechanism that allows the Gauntlet Arcane to continue functioning more than 800 years after the Mages Four were last seen in Dragon’s Delve. It does not cause any of the magical effects or summon any of the creatures found within the gauntlet—it merely supplies the eldritch power to allow those things to continue functioning the way the mages intended. In essence, it is a siphon pulling in arcane and divine energy (much of it coming from the reality bending effects of the Entropy Engine lower in the dungeon)

and directing it to magical items and effects within the gauntlet.

The Mechanism: It is impossible to figure out exactly how the mechanism works. Only the Mages Four know that for certain, and they never explained it to anyone. Indeed, it is unclear if they every even showed this device to any other living soul, since there is no mention of it in any of the scholarly or anecdotal records.

A DC 40 Knowledge (arcane) or Spellcraft check will allow a character to determine the basic premise on which the mechanism works and roughly what its function in the gauntlet is--but the character will still have no idea how these feats are achieved. If the skill check beats DC 45, the character also realizes that it is possible for a spellcaster to draw energy directly from the mechanism. If the check beats DC 50, the character understands the basic principle of the sword-block. (For details on the latter options, see below.)

While some of the parts involved are fragile, the mechanism itself is particularly sturdy. It even has the ability to repair itself, should any harm actually befall it. The mechanism has hardness 20 and 250 hp. What's more, it has the ability to repair itself--regaining 20 hp per round, even after it reduced below 0 hp.

If the mechanism is kept at 0 or fewer hp for ten minutes, the self-repair will cease and it will shut down entirely. Should that happen, the Gauntlet Arcane would cease to function. All of the creatures would disappear, the teleporting chambers would

cease to function, and the lights would all go out plunging the entire level into darkness. The only things that would continue to function normally are the bluesteel plates and doors. Once the mechanism is stopped, there is no way to start it up again (that is another secret known only to the Mages Four).

Drawing Power from the Mechanism: A spellcaster that is in physical contact with the mechanism while it is functioning can use the power it generates to cast any spell she knows. This can be done for both arcane and divine spells. The spellcaster does not have to have the spell memorized or have an appropriate spell slot available--the power of the mechanism fulfills those requirements. Used in this way, the mechanism allows a spellcaster to cast an unlimited number of spells.

The cost of casting spells in this way is twofold. First, the spellcaster immediately suffers hit point damage equal to twice the level of the spell as tendrils from the mechanism pierce her skin and insinuate themselves into her body. At that point, the spellcaster becomes part of the mechanism and cannot break contact with it. In order to break contact, the tendrils must be extracted, which requires a DC 20 Strength check and causes the spellcaster to again suffer hit point damage equal to twice the level of the spell.

The second cost is that for 24 hours after extracting the mechanism's tendrils, the spellcaster cannot cast any of the spells that she used while attached to the mechanism.

The Sword-Block: The basic principle behind the sword-block is that it draws a relatively small amount energy from an artifact to prime the siphoning process and allow it to pull an unlimited flow of energy from the overflow of the Entropy Engine. The Mages Four originally experimented with lesser magical items, but found that the mechanism quickly devoured them completely. An item had to be at least a minor artifact in order to withstand the crushing forces and constant energy drain.

It is possible to remove the power-supplying artifact from the block, but only by substituting an item of equal or greater power. In other words, someone could remove the current item powering the mechanism--a minor artifact known as *Excelsior*--by putting another minor artifact in its place. Performing this switch requires a DC 35 Disable Device check.

Excelsior: The minor artifact *Excelsior* was crafted on an alternate material plane by vortex-knights, sky-riding warrior-wizards who were true believers in a sky god they sought to both worship and one day physically reach. It is a magnificently crafted silver blade with a golden hilt that features a crosspiece in the form of outstretched wings. While *Excelsior* takes the form of a Medium longsword when first encountered, it changes its size to match the size of any creature wielding it, and can be a dagger, short sword, longsword, rapier, falchion or great sword based on the desire of its wielder.

Excelsior's powers vary slightly based on the power of its wielder. Its enhancement bonus is +1 for every 4 levels of its wielder, to a minimum of +1 and a maximum of +5. It has an additional +2 worth of special abilities based on the class of its wielder as follows: barbarian--anarchic; bard--defending & thundering; cleric--disruption (despite being a slashing weapon); druid--flaming burst; fighter--keen & ghost touch; monk--ki focus & merciful; paladin--holy; ranger--bane (twice, for two selected favored enemies of the wielder); rogue--throwing* & returning; sorcerer--flaming & spell storing; wizard--defending & spell storing. (A multiclass character gains the powers for whatever class he has the most levels in. Characters of other classes gain powers of the most similar class listed above, as determined by the GM.)

Anyone wielding *Excelsior* also gains flight, as if an overland flight spell had been cast on him. However, *Excelsior's* power is linked to its name (meaning "ever upward"), and can only be used to fly up or maintain altitude. Any effort to fly downward with the sword's power results in the character being affected by a feather fall, and all of *Excelsior's* powers being reduced to acting as a +1 sword until the wielder (or sword) touch ground, and which point the weapon resets.

***Throwing:** This property can only be placed on a melee weapon. A throwing weapon can be thrown as if it was a throwing axe (a character proficient with either the actual weapon or a throwing axe is proficient with this weapon when thrown).

Moderate transmutation; CL 6th; Craft Magic Arms and Armor, *spectral hand*; Price +1 bonus.

Connections: This chamber connects to area 413. See the Map of Level 14.

PATHFINDER STATS

There are no changes to *Excelsior's* statistics.

The "Throwing" property works exactly as described above.

APPENDIX A: MONSTERS, NPCS & TEMPLATES

Amethyst Golem CR 14 (Room 396)

Large Construct

HD 14d10+30 hp 107

Init -1 Speed 20 feet

AC 32, flatfooted 32, touch 17

BAB/Grapple +10/+23

Attack +18 melee (2d10+9, slam)

Full Attack +18/+18 melee (2d10+9, slam)

SA Magic missile

SQ Construct traits, damage reduction 10/adamantine, darkvision 60 ft., force armor, immunity to magic, lowlight vision

Fort +13, Ref +12, Will +13

Str 29, Dex 9, Con -, Int -, Wis 11, Cha 1

Languages Common

Feats: none

Skills: none

Combat: Amethyst golems are formidable opponents, being physically powerful and difficult to harm.

Force Armor (Su): An amethyst golem creates a continuous field of magic lavender armor around itself, granting it a deflection bonus to AC and resistance bonus to saving throws equal to its Strength bonus.

Magic Missile (Su): An amethyst golem can use a *magic missile* effect, as the spell, as a free action once every 2 rounds. Its caster level is equal to its hit dice.

Teleport (Su): An amethyst golem can teleport, as the *greater teleport* spell, once per minute.

Immunity to Magic (Ex): An amethyst golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *transmute rock to mud* spell slows an amethyst golem (as the slow spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.

A *prismatic spray* spell strips an amethyst golem of its force armor and *magic missile* abilities for 1d4 rounds.

Construction: An amethyst golem's body is chiseled from a single block of hard amethyst weighing at least 3,000 pounds. The amethyst must be of exceptional quality, and costs 25,000 gp. Assembling the body requires a DC 23 Craft (jewelry) or similar skill check.

CL 14th; Craft Construct, *antimagic field*, *geas/quest*, *mage armor*, *magic missile*, caster must be at least 14th level; Price 150,000 gp; Cost 80,000 gp + 5,600 XP.

Blinking Template (Room 408)

Blinking is a simple template that can be applied to any corporeal creature, representing a creature with an innate ability to rapidly shift between the material and ethereal plane. While some species develop this trait, it's much more frequently acquired as a result of arcane experimentation or

exposure to bizarre planar energies. A blinking creature has a CR 3 higher than a typical example of the creature.

A blinking creature gains the following special abilities:

Blink (Su): A blink creature can use blink as the spell (caster level equal to 8 or creature's HD, whichever is greater), except that it's natural sense of when it will blink prevents the creature's attacks, spells, and similar abilities from having any miss chance while blinking. The creature can evoke or end the effect as a free action.

Dimension Door (Su): A blink creature can teleport, as *dimension door* (caster level equal to 8 or creature's HD, whichever is greater), once per round as a free action. The ability affects only the blink creature (and any creatures it has swallowed whole), which never appears within a solid object and can act immediately after teleporting.

Blink Worm CR 15 (Room 408)

Gargantuan Magical Beast (Neutral)

HD 16d10+112 hp 200

Init -2 Speed 20 ft., burrow 20 ft., swim 10 ft.

AC 19, flat-footed 19, touch 4

Attack/Grapple +16/+40

Attack +25 melee (2d8+12, bite)

Full Attack +25 melee (2d8+12, bite) and +20 melee (2d6+6 plus poison, sting)

Space/Reach 20 ft./15 ft.

SA Improved grab, swallow whole, poison

SQ Blink, dimension door, tremorsense (60 ft.)

Fort +17, **Ref** +8, **Will** +4

Str 35, **Agil** 6, **Con** 25, **Int** 1, **Wis** 8, **Cha** 8

Feats: Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (bite and sting)

Crucial Skills: Listen +18, Swim +20

Blink (Su): A blink worm can use blink as the spell (caster level 16), except that it's natural sense of when it will blink prevents the creature's attacks, spells, and similar abilities from having any miss chance while blinking. The creature can evoke or end the effect as a free action.

Dimension Door (Su): A blink worm can teleport, as *dimension door* (caster level 16), once per round as a free action. The ability affects only the blink creature (and any creatures it has swallowed whole), which never appears within a solid object and can act immediately after teleporting.

Improved Grab (Ex): To use this ability, a blink worm must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

Poison (Ex): Injury, Fortitude DC 25, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Swallow Whole (Ex): A blink worm can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent

takes 2d8+12 points of crushing damage plus 8 points of acid damage per round from the worm's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A blink worm's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Diamond Faerie Template (Room 397)

This is an acquired template that can be added to any fey creature.

DR: The fey gains DR 10 magic and cold iron. This replaces any lesser DR the fey had.

Diamond Armor (Su): The fey's body becomes hard diamond. This gives the diamond faerie a +8 bonus to natural armor, and 10 temporary hit points per hit die. The temporary hit points are restored at dawn each day, but cannot otherwise be healed.

Diamond Blade (Su): The fey can grow a long, sharp blade from its diamond body. This acts as a +5 *keen scimitar* of speed the fey is proficient with, and which cannot be disarmed or sundered.

Diamond Nymph (Neutral Evil) (Room 397)

Female diamond faerie nymph CR 15
Medium Fey

HD 12d6+24 **hp** 64 + 120 temporary hp

Init +5 **Speed** 30 ft., swim 20 ft.

AC 30, flatfooted 25, touch 22

BAB/Grapple +6/+6

Attack +16 melee (1d8+5, 15-20, diamond blade)

Full Attack +16/+16/+11 melee (1d8+5, 15-20, diamond blade)

SA Blinding beauty, diamond blade, spells, spelllike abilities, stunning glance

SQ Damage reduction 10/cold iron and magic, diamond armor, lowlight vision, unearthly grace, wild empathy

Fort +13, **Ref** +20, **Will** +20

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

Languages Common, Aquan, Sylvan, Undercommon

Feats: Ability Focus (blinding beauty), Ability Focus (stunning glance), Combat Casting, Dodge, Weapon Finesse.

Crucial Skills: Concentration +13, Heal +15, Hide +16, Move Silently +16, Spot +16

Other Skills: Diplomacy +9 (+12), Escape Artist +15, Handle Animal +16 (+19), Listen +16, Ride +5, Sense Motive +15, Swim +12, Use Rope +7 (+9 with bindings)

Druid Spells Prepared: 0-level--*cure minor wounds, detect magic, flare, guidance, light, resistance*; 1st-level--*charm animals, cure light wounds, entangle, jump, longstrider, obscuring mist, speak with animals*; 2nd-level--*barkskin, bear's endurance, heat metal, lesser restoration, tree shape*; 3rd-level--*call lightning, cure moderate wounds, protection from energy, sleet storm, spike growth*; 4th-level--*air walk, cure serious wounds, flame strike, rusting grasp*; 5th-level--*baleful polymorph, call lightning storm,*

cure critical wounds, wall of thorns; 6th-level--antilife shell, greater dispel magic.

Possessions: Dagger, circlet of persuasion, golden key

Entropy Golem (Neutral) CR 16 (Room 400)

Large Construct

HD 18d10+30 **hp** 129

Init +1 **Speed** 20 ft.

AC 30, flatfooted 30, touch 8

BAB/Grapple: +12/+28

Attack +23 melee (2d10+11, slam)

Full Attack +23/+23 melee (2d10+11, slam)

Space/Reach 10 ft./10 ft.

SA Field of destruction

SQ Chaos field, construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to magic, lowlight vision

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

Str 33, **Dex** 9, **Con** --, **Int** --, **Wis** 11, **Cha** 1

Languages: none

Feats: none

Skills: none

The entropy golem was created by the Mages Four as a test run prior to constructing the Entropy Engine (found lower in the dungeon), and is a minor artifact. Its recreation is beyond the ability of any living mortal spellcasters.

Chaos Field (Su): As the entropy golem eliminates chaos within itself, it creates a

constant swirling field of chaos around it, making it difficult to target. Attacks by lawful creatures suffer a 40% miss chance when directed at an entropy golem. Attacks from chaotic creatures suffer a 20% miss chance. All other attacks have a 30% miss chance when directed at an entropy golem. This miss chance is not caused by concealment but rather by random and unlikely change, thus it is not affected by Blind Fight, true seeing, or even true strike.

Field of Destruction (Su): Once every 1d4 rounds, as a free action the entropy golem can create a field of destruction around it. All creatures within 30 feet must make a DC 19 Fortitude save. The save DC is Constitution-based.

Creatures within the effect that fail their saving throws suffer serious damage to inanimate objects they wear or carry. If a subject is itself made of unliving material (including all constructs and undead), it suffers 9d8 points of damage. Additionally, 1d4 random objects in each subject's possession are damaged. Determine which items these are using the rules for items surviving after a saving throw. Any weapon, magic item, or other gear affected takes 3d8 points of damage (ignoring hardness), and any affected armor or shield loses 1d6 points of armor bonus (armor reduced to an armor bonus of 0 or lower is destroyed).

Immunity to Magic (Ex): An entropy golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *chaos hammer*, *dispel law*, or any chaos-aligned attack slows an entropy golem (as the slow spell) for 3 rounds, with no saving throw.

An *order's wrath*, *dispel chaos*, or lawful-aligned magical attack breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points.

The Fury CR 13 (Room 409)

Large Giant Were-Dire Bear (Hybrid Form) (Chaotic Neutral)

Large Giant (Shapechanger)

HD 24d8+216 **hp** 324

Init +1 **Speed** 30 ft. in hide armor (6 squares); base speed 40 ft.

AC 24, flatfooted 23, touch 10

BAB/Grapple +18/+39

Attack +36 melee (2d4 +17, claw) or +36 melee (2d8+25, greatclub) or +19 ranged (2d6+17, rock)

Full Attack +36/+36 melee (2d4+17, claws) and +30 melee (2d8+8, bite) or +36/+31/+26/+21 melee (2d8+25, greatclub) and +30 melee (2d8+8, bite) or +19 ranged (2d6+17 rock)

Space/Reach 10 ft./10 ft.

SA Rock throwing

SQ Bear empathy, DR 10/silver, lowlight vision, rock catching, scent, scholastic background

Fort +29, **Ref** +17, **Will** +17

Str 44 (25), **Dex** 12 (8), **Con** 29 (19), **Int** 10 (6),
Wis 16 (10), **Cha** 10

Feats: Alertness, Cleave, Endurance, Improved Bull Rush, Power Attack, Improved Sunder, Iron Will (B), Run, Toughness, Weapon Focus (claw)(B), Weapon Focus (greatclub)

Crucial Skills: Intimidate +14, Listen +13, Spot +14

Skills: Jump +18, Knowledge (arcana) +7, Knowledge (nature) +7, Sense Motive +11

Equipment: Greatclub (large), cloak of resistance +4

Bear Empathy (Ex): Communicate with bears and dire bears, and +4 racial bonus on Charismabased checks against wolves and dire wolves.

Scholastic Background (Ex): As the Fury was once a highly educated wizard, it treats all skills as class skill.

Heartless Nymph (Neutral) (Room 397)

Female nymph CR 9

Medium Fey

HD 12d6+24 **hp** 64 **Init** +5

Speed 30 ft., swim 20 ft.

AC 22, flatfooted 17, touch 22

BAB/Grapple +6/+6

Attack +11 melee (1d4, 19-20, dagger)

Full Attack +11/+5 melee (1d4, 19-20, dagger)

SA Blinding beauty, spells, spell like abilities, stunning glance

SQ Damage reduction 10/cold iron, lowlight vision, unearthly grace, wild empathy

Fort +13, **Ref** +20, **Will** +20

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

Languages Common, Aquan, Sylvan, Undercommon

Feats: Ability Focus (blinding beauty), Ability Focus (stunning glance), Combat Casting, Dodge, Weapon Finesse.

Crucial Skills: Concentration +13, Heal +15, Hide +16, Move Silently +16, Spot +16

Other Skills: Diplomacy +9 (+12), Escape Artist +15, Handle Animal +16 (+19), Listen +16, Ride +5, Sense Motive +15, Swim +12, Use Rope +7 (+9 with bindings)

Druid Spells Prepared: 0-level--*cure minor wounds, detect magic, flare, guidance, light, resistance*; 1st-level--*charm animals, cure light wounds, entangle, jump, longstrider, obscuring mist, speak with animals*; 2nd-level--*barkskin, bear's endurance, heat metal, lesser restoration, tree shape*; 3rd-level--*call lightning, cure moderate wounds, protection from energy, sleet storm, spike growth*; 4th-Level--*air walk, cure serious wounds, flame strike, rusting grasp*; 5th-level--*baleful polymorph, call lightning storm, cure critical wounds, wall of thorns*; 6th-level--*antilife shell, greater dispel magic*.

Possessions: Dagger, circlet of persuasion

Blinding Beauty (Su): This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on a DC 25 Fortitude save or be blinded permanently as though by the *blindness* spell. A nymph can suppress or resume this ability as a free action. The save DC is Charisma based.

Spell Like Abilities: 1/day--*dimension door*. Caster level 12th.

Spells: A nymph casts divine spells as a 12th-lvl druid. (Spells save DC 15 + spell lvl).

Stunning Glance (Su): As a standard action, a wrathful nymph can stun a creature within 30 feet with a look. The target creature must succeed on a DC 25 Fortitude save or be stunned for 2d4 rounds. The save DC is Charisma based.

Unearthly Grace (Su): A nymph adds her Charisma modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class. (The statistics block already reflects these bonuses).

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that a nymph has a +6 racial bonus on the check.

Skills: A nymph has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. She can always choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.

Ice Elemental, Elder, Advanced (Neutral Evil) CR 14 (Room 402)

Huge Elemental (Cold, Extraplanar)

HD 36d8+216 **hp** 378 **Init** -1

Speed 30 ft. (ice glide)

AC 25, flatfooted 15, touch 7

BAB/Grapple +23/+43

Attack +35 melee (2d10+12, 19-20 plus freeze, DC 34)

Full Attack +35/+35 melee (2d10+12, 19-20 plus freeze, DC 34)

Space/Reach 15 ft./15 ft.

SA Freeze (DC 34, 2d10+12), push

SQ Damage reduction 10/, ice glide, darkvision 60 ft., elemental traits

Fort +24, **Ref** +9, **Will** +13

Str 34, **Dex** 8, **Con** 22, **Int** 10, **Wis** 12, **Cha** 11

Languages Aquan

Feats: Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Natural Armor (x3), Improved Sunder, Iron Will, Power Attack

Crucial Skills: Listen +42, Spot +42

Freeze (Ex): Those hit by the ice elemental's slam attacks must succeed at a DC 34 Reflex save or suffer frostbite. Those that fail suffer 2d10+12 cold each round for 1d4 rounds. If a heat source is available (such as a torch), as a move action a freezing character can use the heat source to thaw himself and avoid future damage. If the ice elemental strikes a creature that is already freezing, the amount of damage the creature takes each round is not increased, but the duration of the cold damage is extended by +1d4 rounds. Creatures that hit the ice elemental with natural weapons or melee attacks (other than reach attacks) automatically take 2d10+12 cold damage.

Ice Glide (Ex): An ice elemental can glide on and through snow, ice, frost, or any other sort of frozen terrain as easily as a fish

swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. An area spell with the fire descriptor cast on an area containing a burrowing ice elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Missing Lynx CR 15 (Room 406)

Legendary Tiger (Neutral)

Large Magical Beast

HD 26d10+188 **hp** 331 **Init** +8 **Spd** 50 ft.

AC 23, flatfooted 19, touch 13

BAB/Grapple +26/+41

Attack +36 melee (2d6+11, claw)

Full Attack +36/+36 melee (2d6+11, 2 claws) and +31 melee (2d8+5, bite)

Space/Reach 10 ft./5 ft.

SA Pounce, improved grab, rake (2d6+5)

SQ Displacement, evasion, invisibility, scent

Fort +22, **Ref** +19, **Will** +12

Str 32, **Dex** 18, **Con** 24, **Int** 2, **Wis** 14, **Cha** 10

Feats: Alertness, Athletic, Endurance, Improved Initiative, Iron Will, Run, Toughness (x2), Track

Crucial Skills: Hide +15, Listen +12, Move Silently +15, Spot +12

Other Skills: Climb +13, Jump +19, Swim +16

Displacement (Su): Even when visible, the missing creature appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. However, unlike actual

total concealment, displacement does not prevent enemies from targeting the creature normally. True seeing reveals its true location.

Evasion (Ex): A missing creature can avoid even magical and unusual attacks with great agility. If it makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage. A helpless missing creature does not gain the benefit of evasion.

Invisibility (Su): Whenever the creature does not attack for 1 full round, it becomes invisible (as the spell) as a free action. In addition to becoming visible if it attacks, the missing creature becomes visible if it takes hp damage. If made visible by this second method, the missing creature becomes invisible again at the beginning of its next turn (though it may immediately become visible by attacking on that turn).

Pounce (Ex): If a missing lynx leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the missing lynx must hit with a bite attack. If it gets a hold, it can rake.

Rake (Ex): If a missing lynx begins its round grappling a creature and takes an attack with its bite, it can make two attacks (+36 melee) against the grappled creature with its hind legs for 2d6+5 points of damage each. If the missing lynx pounces on an opponent, it can also immediately rake.

Skills: Missing lynx receive a +8 racial bonus on Hide and Move Silently checks.

Pyre CR 16 (Room 405)

Fire Elemental, Psion-Kineticist 7 (Chaotic Evil)
Huge Elemental (Fire, Extraplanar)

HD 21d8+7d4+84 **hp** 210

Init +12 (darkvision 60 feet) **Speed** 60 ft

AC 24, flatfooted 16, touch 16

BAB/Grapple +16/+30

Attack +25 melee (2d8+4 plus 2d8 fire, slam)

Full Attack +25/+25 melee (2d8+4 plus 2d8 fire, slam)

Space/Reach 15 ft./15 ft.

SA Burn (DC 24)

SQ Elemental traits

Fort +12, **Ref** +22, **Will** +14

Str 18, **Dex** 27, **Con** 16, **Int** 16, **Wis** 18, **Cha** 11

Languages Common, Draconic, Goblin, Ignan

Feats: Alertness, Blind-Fight, Combat Manifestation, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Overchannel, Psion Weapon Proficiencies, Psionic Body, Psionic Meditation, Speed Of Thought, Spring Attack, Weapon Finesse, Weapon Focus (slam)

Crucial Skills: Concentration +10, Disguise +0, Listen +20, Spot +20

Other Skills: Hide +0, Jump +16

Psionic Powers (56 power points): (DC=13 + power level) 1st-level--Crystal Shard, Deceleration, Force Screen, Inertial Armor, Precognition, Defensive; 2nd-level--Biofeedback, Concealing Amorpha,

Ego Whip, Inflict Pain; 3rd-level--Energy Burst, Energy Retort, Share Pain (Forced), Touchsight; 4th-level--Empathic Feedback, Energy Adaptation

The Reaver CR 15 (Room 411)

Troll, Ranger 6 (Chaotic Evil)

Large Giant

HD 12d8+108 **hp** 166

Init +1 **Speed** 30 ft.

AC 21, flatfooted 20, touch 10

BAB/Grapple +10/+21

Attack +21 melee (1d6+12 and sever, 19-20, claw)

Full Attack +21/+21 melee (1d6+12 and sever, 19-20, claw) and +11 melee (1d6+3, bite)

Space/Reach 10 ft./10 ft.

SA Rend 2d6+10

SQ Darkvision 90 ft., fortified (75%), favored enemy elves (+4), favored enemy humans (+2), lowlight vision, regeneration 5, scent, wild empathy

Fort +16, **Ref** +8, **Will** +8 (+4 vs spells, spell-like, and supernatural)

Str 25, **Dex** 12, **Con** 22, **Int** 10, **Wis** 15, **Cha** 10

Languages: Giant

Feats: Alertness, Cleave, Endurance (b), Improved Natural Armor, Improved Two-Weapon Fighting (b), Iron Will, Power Attack, Track (b), Two-Weapon Fighting (b)

Crucial Skills: Listen +13, Move Silently +9, Spot +13

Skills: Knowledge (nature) +6, Knowledge (dungeoneering) +6, Search +6, Survival +11 (+13 above or underground and following tracks)

Ranger Spells (CL 4th): 1st-level--*resist energy*

Adamantine Claws (Su): The adamantine claws of the Reaver acts as +5 *keen claws*. On a successful critical hit, they slice off a randomly selected limb from a target. A severed limb cannot be used, and does not grow back without regenerate or similar magic.

Fortified (Ex): By virtue of its adamantine-laced skeleton, the Reaver has a 75% chance to negate critical hits and sneak attacks, turning them into normal strikes against the troll. It also gains 3 bonus hit points per hit die, and a +4 bonus to saves vs. supernatural and spell-like abilities and spells.

Treasure: The skeleton of the Reaver holds enough adamantine to be worth 20,000 gp to an armorer or weaponsmith.

Weather Elemental, Elder (Neutral Evil) CR 15 (Room 403)

Huge Elemental (Air, Extraplanar)

HD 24d8+96 **hp** 204

Init +15 **Speed** Fly 100 ft. (perfect)

AC 27, flatfooted 16, touch 19

BAB/Grapple +18/+32

Attack +27 melee (2d8+6, slam)

Full Attack +27/+27 melee (2d8+6, slam)

Space/Reach 15 ft./15 ft.

SA Driving rain, storm bolts (DC 26)

SQ Damage reduction 10/–, darkvision 60 ft., elemental traits

Fort +12, **Ref** +25, **Will** +10

Str 22, **Dex** 33, **Con** 18, **Int** 10, **Wis** 11, **Cha** 11

Languages Auran

Feats: Alertness, Blind Fight, Cleave, Combat Reflexes, Flyby Attack, Improved Initiative (b), Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse (b)

Crucial Skills: Listen +29, Spot +29

Driving Rain (Su): A weather elemental can create an area of driving rain, which hampers flame and reduces visibility. This functions as the spell *obscuring mist*, with the following changes. Any effort to *dispel* the rain with a *wind* spell requires a caster level check (DC 34). Mundane fire within the area is immediately extinguished. Magic fire does 1 less point of damage per die within the rain's area.

A weather elemental can only have four areas of driving rain active at one time. If it creates a fifth area of driving rain, the oldest area of driving rain it has created immediately ends.

Storm Bolts (Su): Once a round, as a free action a weather elemental can release one bolt of lightning at a target. The bolt has a range of 340 ft., and deals 5d6 electricity damage. A target may make a Reflex save (DC 26) for half damage.

PATHFINDER STATS

AMETHYST GOLEM CR 14 (Room 396)

Large Construct (Neutral)

Init 1; Senses Darkvision (60 feet), Low-Light Vision; Perception +0

DEFENSE

AC 32, touch 17, flatfooted 32 (1 Dex, 1 size, +9 deflection, +15 natural)

hp 114 (14d10)

Fort +13, Ref +12, Will +13

DR 10/adamantine; Immune Construct Traits (+30 HP), ability damage, ability drain, bleeds, energy drain, exhaustion, fatigue, death and necromancy effects, disease, Immunity to Magic, mindaffecting, nonlethal damage, paralysis, poison, sleep, stunning

OFFENSE

Spd 20 ft.

Melee Slam x2 +22/+22 (2d10+9)

Space 10 ft.; Reach 10 ft.

Special Attacks Magic missile

STATISTICS

Str 28, Dex 9, Con –, Int –, Wis 11, Cha 1

Base Atk +14; CMB +24; CMD 33

Feats --

Skills Fly 3, Stealth 5

Special Qualities Force armor, teleport

SPECIAL ABILITIES

Force Armor (Su): An amethyst golem create a continuous field of magic lavender

armor around itself, granting it a deflection bonus to AC and resistance bonus to saving throws equal to its Strength bonus.

Magic Missile (Su): An amethyst golem can use a *magic missile* effect, as the spell, as a free action once every 2 rounds. It's caster level is equal to its hit dice.

Teleport (Su): An amethyst golem can teleport, as the *greater teleport* spell, once per minute.

Immunity to Magic (Ex): An amethyst golem is immune to any spell or spelllike ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *transmute rock to mud* spell slows an amethyst golem (as the slow spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.

A *prismatic spray* spell strips an amethyst golem of its force armor and magic missile abilities for 1d4 rounds.

CONSTRUCTION

An amethyst golem's body is chiseled from a single block of hard amethyst weighing at least 3,000 pounds. The amethyst must be of exceptional quality, and costs 25,000 gp. Assembling the body requires a DC 23 Craft (jewelry) or similar skill check.

CL 14th; Craft Construct, *antimagic field*, *geas/quest*, *mage armor*, *magic missile*, caster must be at least 14th level; Price 150,000 gp; Cost 80,000 gp + 5,600 XP.

THE REAVER CR 15 (Room 411)

Male Troll Ranger 7 (Chaotic Evil)

CE Large Humanoid (Giant)

Init +2; Senses Darkvision (60 feet), LowLight Vision, Scent; Perception +13

DEFENSE

AC 16, touch 11, flatfooted 14 (+2 Dex, 1 size, +5 natural)

hp 209 (7d10+6d8+130); Regeneration 5

Fort +17, **Ref** +9, **Will** +5; +4 vs spells, spell-like, supernatural

Immune Fortified (75%)

OFFENSE

Spd 30 ft.

Melee Bite (Troll) +15 (1d8+5) and

Claw x2 (Troll) +21 x2 (1d8+10 and sever/19-20) and

Rend x2 (Troll) +21 x2 (1d8+10 and sever/19-20)

Space 10 ft.; Reach 10 ft.

Ranger Spells (CL 7, 15 melee touch, 12 ranged touch): 1st-level-- *resist energy* (x2); 2nd-level--*protection from energy*

STATISTICS

Str 21, **Dex** 14, **Con** 24, **Int** 6, **Wis** 9, **Cha** 6

Base Atk +11; **CMB** +17; **CMD** 29

Feats Eldritch Claws, Endurance, Improved Natural Attack: Claw x2, Intimidating Prowess, Iron Will, Skill Focus: Perception, Weapon Focus: Claw +3

Skills Fly +0, Intimidate +14, Perception +13, Stealth +9, Survival +12

Languages Giant

SQ Enemies: Humanoids (Elf) (+2 bonus), Enemies: Humanoids (Human) (+4 bonus), Track +3, Wild Empathy +5 (Ex), Woodland Stride (Ex)

SPECIAL ABILITIES

Because you have the Eldritch Claws feat, your natural weapons are considered both magic and silver for purpose of overcoming damage reduction.

Adamantine Claws (Su): The adamantine claws of the Reaver acts as +5 keen claws. On a successful critical hit, they slice off a randomly selected limb from a target. A severed limb cannot be used, and does not grow back without regenerate or similar magic.

Fortified (Ex): By virtue of its adamantine-laced skeleton, the Reaver has a 75% chance to negate critical hits and sneak attacks, turning them into normal strikes against the troll. It also gains 3 bonus hit points per hit die, and a +4 bonus to saves vs. supernatural and spell-like abilities, and spells.

Treasure: The skeleton of the reaver holds enough adamantine to be worth 20,000 gp to an armorer or weaponsmith.

APPENDIX B: SPELLS & MAGIC

ITEMS

Amulet of Prowling

This silver amulet grants the wearer a +10 bonus to all Move Silently checks. Additionally, once per day it protects the wearer from scrying and magical location just as a *nondetection* spell does. If a *divination* spell is attempted against the wearer, the caster of the *divination* must succeed on a caster level check (1d20 + caster level) against a DC of 19 (as if the caster had cast *nondetection* on himself).

Moderate abjuration; CL 8th; Craft Wondrous Item, *nondetection*; Price 19,000 gp.

Excelsior

The minor artifact *Excelsior* was crafted on an alternate material plane by vortex-knights, sky-riding warrior-wizards who were true believers in a sky god they sought to both worship and one day physically reach. It is a magnificently crafted silver blade with a golden hilt that features a crosspiece in the form of outstretched wings. While *Excelsior* takes the form of a Medium longsword when first encountered, it changes its size to match the size of any creature wielding it, and can be a dagger, short sword, longsword, rapier, falchion or great sword based on the desire of its wielder.

Excelsior's powers vary slightly based on the power of its wielder. Its enhancement bonus is +1 for every 4 levels of its wielder, to a

minimum of +1 and a maximum of +5. It has an additional +2 worth of special abilities based on the class of its wielder as follows: barbarian--anarchic; bard--defending & thundering; cleric--disruption (despite being a slashing weapon); druid--flaming burst; fighter--keen & ghost touch; monk--ki focus & merciful; paladin--holy; ranger--bane (twice, for two selected favored enemies of the wielder); rogue--throwing* & returning; sorcerer--flaming & spell storing; wizard--defending & spell storing. (A multiclass character gains the powers for whatever class he has the most levels in. Characters of other classes gain powers of the most similar class listed above, as determined by the GM.)

Anyone wielding *Excelsior* also gains flight, as if an overland flight spell had been cast on him. However, *Excelsior's* power is linked to its name (meaning "ever upward"), and can only be used to fly up or maintain altitude. Any effort to fly downward with the sword's power results in the character being affected by a feather fall, and all of *Excelsior's* powers being reduced to acting as a +1 sword until the wielder (or sword) touch ground, and which point the weapon resets.

***Throwing:** This property can only be placed on a melee weapon. A throwing weapon can be thrown as if it was a throwing axe (a character proficient with either the actual weapon or a throwing axe is proficient with this weapon when thrown).

Moderate transmutation; CL 6th; Craft Magic Arms and Armor, *spectral hand*; Price +1 bonus.

PATHFINDER STATS

Amulet of Prowling

This silver amulet grants the wearer a +10 bonus to all Stealth checks. Additionally, once per day it protects the wearer from scrying and magical location just as a *nondetection* spell does. If a *divination* spell is attempted against the wearer, the caster of the *divination* must succeed on a caster level check (1d20 + caster level) against a DC of 19 (as if the caster had cast *nondetection* on himself).

Moderate abjuration; CL 8th; Craft Wondrous Item, *nondetection*; Price 19,000 gp.

Excelsior

There are no changes to *Excelsior's* statistics.

The "Throwing" property works exactly as described above.

APPENDIX C: GLOSSARY

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

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

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

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

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

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

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

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

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

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

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

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

Birshwar: Half-dragon cleric that reveres Metterak and builds shrines around the twelve secret sigils that he finds.

Bluesteel Doors: Occasionally, delvers report coming upon strange "bluesteel" doors, so named because they are made of steel with a distinct bluish tint. These doors are sealed and particularly sturdy; one cannot open them by normal magical means, such as a knock spell. They have no lock to pick. Instead, each door will open to a specific word. Sometimes, those who search can find the key word hidden in a nearby relief carved in the wall or scrawled upon a stone. Other times, they must discover it through separate investigation or divination.

Typical bluesteel doors are 3 inches thick with a hardness of 12, 120 hit points, and a break DC of 31.

Brindenford: A small town in what is now called the Fallen Duchy. Brindenford lies near the ruined Chordille Keep, and the numerous entrances to the dungeons underneath it. For more information, see Surrounding Environs.

Captain Darkblood: Undead pirate captain and self-proclaimed "Pirate King" on Khorant. Discovered the secret of sailing safely to the island.

Caval the Conjurer: One of the Mages Four, this human male wizard specialized in conjuration spells and summoning tricks. Pronounced "Cav-el."

Chaster: Halfling wizard that was once an adventurer exploring Dragon's Delve, now a thrall of the Font of Dreams. He can be found in area 42 or area 58.

Chordille Keep: The home of Duke Bryson Chordille, razed about 100 years ago. It stood above Dragon's Delve and connected with Level 1. The ruins are still visible, although there is little left. Potentially reappears as a ghostly keep after the Ghost Door is activated on Level 8.

Crasien: Tiefling wizard on Level 7 of Dragon's Delve with many half-fiends under his control. He can be found in area 225. Pronounced "Crass-ee-ehn."

Croshof: The butler of Duke Bryson Chordille. He was faithful to the duke, but knew of Duchess Andra Chordille's evil

schemes. He is now a ghost in Chordille Keep. Pronounced "Crosh-off."

Czarzem the Wicked: A unique demon that appears to be a man composed entirely of living, buzzing flies. Can be found on Level 7. Pronounced "S-zar-zem."

Dagon: One of many "old ones" worshipped by the ancient Khorantians. Today his cult has been resurrected using the name "The Shark God."

Dagon is Chaotic Evil. His domains are Evil, Chaos, and Water. His favored weapon is a spear. Pronounced "Day-gon."

Devil's Maw: An old cave from which an underground river flows into the River Turant. Most locals consider the cave to be a place to avoid--haunted, cursed, or otherwise possessed of ill magic.

Dorana: The dangerous water deity representing the threat and the vengeance of nature. Dorana is the Chaotic Neutral goddess of the sea and vengeance and, to a limited extent, all conflict and even war. She is revered by all those in and on the sea as well as by fighters and some paladins. See the Temple of the River Gods.

Her domains are Air, Chaos, and Water. Her favored weapon is the longsword and her symbol is a wave pierced by a lightning bolt. Pronounced "Door-an-ah."

Drathos: An evil, domineering fighter living on Level 5 of Dragon's Delve.

Duchess Andra Chordille: Wife of Duke Bryson Chordille. Secretly, she revered Rivenyk.

Duke Bryson Chordille: Dead ruler of what is now called the Fallen Duchy. Pronounced "Cor-deel."

Entropy Engine: A huge magical artifact created by the Mages Four to harness some of the ambient magical energies found in the lower levels. The Entropy Engine is currently malfunctioning and leaking energy.

Erralak: Ocular tyrant that serves Bargelos. Erralak has a shaft that connects Levels 1, 2, 5, 7, 8, and 10. Pronounced "Air-uh-lack."

Erro Mansan: The sheriff in Brindenford--a human fighter of considerable skill. Pronounced "Air-oh Man-san." See The Gathering Hall for more information.

Essoch and Enaul: These gods are twins who use the river's power to mirror the stream of time, with its many branches and forks. Enaul is the Lawful Neutral god of cities and civilization (bards often worship him), while his brother Essoch is the Chaotic Neutral patron of the wilderness and the primal aspects of all people (thus appealing to druids, barbarians, and even rangers). The brothers make for interesting patrons of the different aspects of elven nature. See the Temple of the River Gods.

Enaul's domains are Travel, Knowledge, and Law. His favored weapon is the rapiera and his symbol is an hourglass and an arrow. Essoch's domains are Chaos, Animal, and Strength. His favored weapon is the staff and his symbol is a staff hooked around a crescent moon. Pronounced "Eess-ock" and "Ee-nawl."

Eulalai Pujalt: Halfling wizard friend of Serrestique who was a prisoner of the demons on Level 7 for a very long time. Can be found in area 217. Pronounced "Yoo-lal-eye Poo-jalt."

Fallen Duchy: Once known as the verdant and flourishing Duchy of Chordille, this remote and sparsely populated region is now without a ruler.

Felstor Knoveli: A half-elven sage in Brindenford. See Felstor Knoveli, Master Sage for more information.

Font of Dreams: Magical fountain on Level 2 that controls creatures through their dreams. This fountain was originally created by the Mages Four. The font can be found in area 62. See also Fights and Dreams.

Gardok: A wealthy farmer living just on the outskirts of Brindenford who is a high-ranking member of the Venom Cult. His full name is Devin Gardok, but everyone just knows him as Gardok. Pronounced "Gardock."

Ghost Door: A metaphysical construct created by the ghost of Duchess Andra Chordille on Level 8 of the dungeon to give herself and her home a new "life." This magical creation, as a side effect, draws the attention of ghosts and spirits throughout the region.

Glarias, the Moon Goddess: A minor goddess worshipped in the lands surrounding the Fallen Duchy and revered there in its heyday. Glarias presides over the moon, so while she is not an evil goddess,

she uses shadow (and even darkness) as well as light as both tools and raiment. When she was captured and imprisoned by the Dragon Prince, her godly power was given to the Beast God.

Glarias is Chaotic Good. Her domains are Good, Knowledge, and Luck. Her favored weapon is mace. Pronounced "Glah-ree-as."

Harrud: Brother Harrud is the priest of Belestros in Brindenford. He is an opponent of the power structure of the town. For more information, see The Temple of Belestros.

Hell coins: Reddish-gold coins with faces of the tormented upon them, these perverse coins are minted by demons and devils and contain doomed souls. Worth 200 gp to a fiend, 10 gp to others (or 0 gp to those who find such things abhorrent). Also known as "hell money." See Area 205 for more.

Iamon: Ancient god who died in a divine war in the very earliest days of the world. His corpse fell to earth and is now buried deep below what is now Dragon's Delve. The ambient energies radiated by the corpse are the source of "chaos magic" that affects many sites in the dungeon. Pronounced "Ee-ay-mon."

Iris Gellow: High priestess of the temple of Vune. See the Temple of Vune for more information. Pronounced "Eye-ris Gell-oh."

Jamissan: Greatest of the Warrior Bards of the South, Jamissan is known to have found and created many unique magical items.

Jarla Vreech: Blackguard that has taken up residence in Terregaunt's Tower. Close

friend of Barzonyn DuMair. Pronounced "Jar-lah Vreech."

Jaskon Tully: Miller in Brindenford. He is secretly a high-ranking member of the Venom Cult.

Jumanik: Satyr cleric-bard from centuries ago, Jumanik loved puzzles. He lived in Dragon's Delve for many years. Pronounced "Ju-man-ick."

Kelmanosh: Distant land whose high king technically rules over the Lost Duchy. (In truth, the former duchy is a remote region all but forgotten by the outside world.) Pronounced "Kell-man-osh."

Khorant: A distant island reachable through a magical gate on Level 5 of Dragon's Delve. No other means exists to reach this mysterious locale located somewhere on the Sea of Eternal Storms.

Khorantians: An ancient folk native to the island of Khorant. Although originally elvenkind, the foul practices and ceremonies they conducted eventually turned them into a degenerate piscine race, akin to sharks.

Kulaj: The creator goddess of the pantheon of the River Gods, she represents the source of the Celestial River. She is the mother of all the other gods in the pantheon. Kulaj is the creator deity and the patron of farmers, artisans, and most of the common people, as well as gnomes and halflings. She is also the goddess of magic, and thus of wizards and sorcerers. See the Temple of the River Gods.

Kulaj is Lawful Neutral. Her domains are Law, Magic, and Plants. Her symbol is a hand that appears to hold a mountain

range in the palm. Her weapon is a mace. Pronounced "Koo-lahj."

Lissandera the Enchanter: One of the Mages Four, this female human wizard loved various enchantment spells and also excelled in alchemy and magic item creation. Pronounced "Lis-an-dayr-ah."

Logger's Guild: Guild of foresters and loggers active in Brindenford and north of the town. The group has frequent disputes with the elves of the northern woods. See also the Logger's Landing.

Lord Darrulm: Leader of the grahlus in the Grahlus Fort on the island of Khorant.

Lord Saral: A powerful fighter who explored and eventually lived in Dragon's Delve. He was an expert of weapons of all kinds and led a legion of soldiers and creatures at one time. Pronounced "Sayr-al."

Lost Shepherd: A tavern in Brindenford owned by a former adventurer. This tavern draws most of those interested in exploring Dragon's Delve.

Lost Temple: An old temple of Glarias somewhere deep in the woods about three miles southwest of Brindenford. Some lingering magic of the imprisoned goddess keeps it hidden from the forces of the Beast God who would love to claim it.

Mages Four: A group of four aligned mages of infamous power. Centuries after Queen Ryssa's people overthrew her and abandoned the dungeon, they claimed most of it for themselves. They built the Entropy Engine, among other powerful artifacts.

Mallock: This god represents the treachery of a river that appears to be a gentle stream one moment, but becomes dangerous rapids the next. Mallock is the dark god whose deceptive nature makes him appealing to some rogues. See Temple of the River Gods.

He is Lawful Evil, and his domains are Evil, Law, and Trickery. His favored weapon is the dagger and his symbol is a serpent entwined around a crescent moon. Pronounced "Mal-ock."

Master Mui Yan: An infamously skilled warrior who teaches fighting secrets in a hidden dojo deep in Dragon's Delve. Pronounced "Mwee Yahn."

Metterak: The self-styled Prince of Dragons, this red dragon is one of the most infamous wyrms in all the world. He reportedly lairs deep within Dragon's Delve (in fact, that's what gives the place its name). Pronounced "Met-er-ak."

Moontree: A huge tree located in Chordille Keep, sacred to Glarias. It eventually became tainted with evil. Even though the tree was chopped down, its roots live on in the dungeon.

Nag: A minor god of serpents and poison. Nag appears to be a giant cobra made of darkness. He is revered by the Venom Cult and a few serpentine creatures (nagas, for example). His mate is Nagaina, and they are frequently worshipped together, although Nagaina is never mentioned without Nag. See Level 6: Domain of the Venom Cult.

Nag is Lawful Evil. His domains are Evil, Knowledge, and Death. His favored weapon

is a very long, curved knife (a short sword). Pronounced "Nog" and "Nog-ah-eena."

Nibul of the Seven Arches: A mysterious magical being that traveled with Lord Saral when he explored Dragon's Delve. Nibul was slain by Metterak. Pronounced "Nie-bull."

Old Man's Tunnel: An entrance into the dungeon via a natural tunnel that runs just south of Brindenford into Level 6 of Dragon's Delve. Although most of the locals have heard of it, very few know where it can be found or if it's real.

Orr: A fabled wizard-priest whose tomb lies hidden in Dragon's Delve. Pronounced "Or."

Phaedor Rhendelmar: A half-elven druid most believe to have been mad. In ages past, he attempted to create methods to grow plants underground and tested his theories in Dragon's Delve.

Pholaen the Worldweaver: An elven wizard and member of the Mages Four. He has a mobile laboratory deep in the dungeon. Pronounced "Fo-layn."

Pit in the Woods: South of Dragon's Delve is a pit where, hundreds of years ago, locals threw criminals and madmen. The pit leads, eventually, to Level 9, where some descendants of those thrown in the pit dwell.

Poet's Bridge: An ancient stone bridge over the River Turant south of Brindenford. Site of a huge battle between the forces of Lord Saral and the Red Saint.

Queen Ryssa: A cruel dwarven queen of antiquity who forced her people to delve

deep into the earth, creating much of the dungeon. Pronounced "Rie-sah."

Ramscorn: Ferocious orc barbarian that is the leader of the Bestial Host guards of the Beast God temple on the first level of the dungeon. He set out to explore and conquer the rest of the dungeon and can be found on Level 2 in area 51. See also The Stolen Bracer.

Red Saint: A powerful cleric named Azassarrah that led an army against the forces of Lord Saral. Once he had defeated Lord Saral and cleared the upper levels of Dragon's Delve, he created a magical prison in which to place his enemies. Azassarrah is pronounced "Azz-ah-sayr-ah."

Rivenyk: A demon lord who holds sway on Level 7. He was secretly worshipped by Duchess Chordille. Pronounced "Riv-en-ik."

Scroll: The troll priest-king of the Bestial Host. He dwells in the hills far from the dungeon but sends guards and priests there to watch over the temple on Level 1. In theory, he may visit himself one day.

Sea of Eternal Storms: A magical ocean far, far away. At least one terrible storm rages upon these waters at all times, making them virtually impossible to navigate. At the center lies the island of Khorant.

Shakaran Titanslayer: This human male sorcerer was one of the Mages Four and specialized in physical combat, enhanced by magic. Pronounced "Shah-kar-an."

Signar Fuen: Powerful adventurer who died in the dungeon. Signar was once a high-level fighter and explored much of

the dungeon. He reached Level 14, where his party all died, and he was drained by undead down to 3rd level. He was killed in area 2. In his flight from the dungeon, he lost an intelligent amulet on Level 12. Pronounced "Sig-nar Fway-en."

Sillitta Ederus: Cleric of Vune. Engaged to Whedon Rasholt. See the Temple of Vune

Serrestique: Female human wizard who came to the dungeon to seek information about the Mages Four. She used a number of chambers on Level 1, but is currently in stasis in the prison on Level 5. Pronounced "Sayr-est-eek."

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

BRING A GENIUS TO THE TABLE!

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