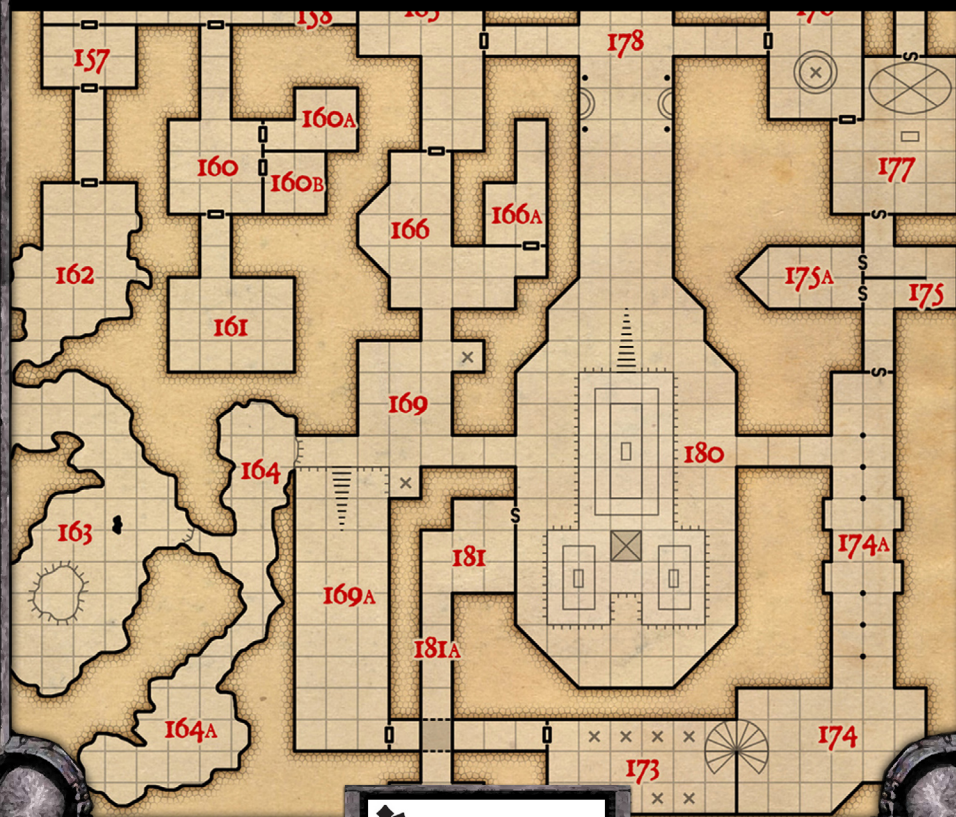


# DUNGEON A DAY

## DRAGON'S DELVE LEVEL 6: Domain of the Venom Cult



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

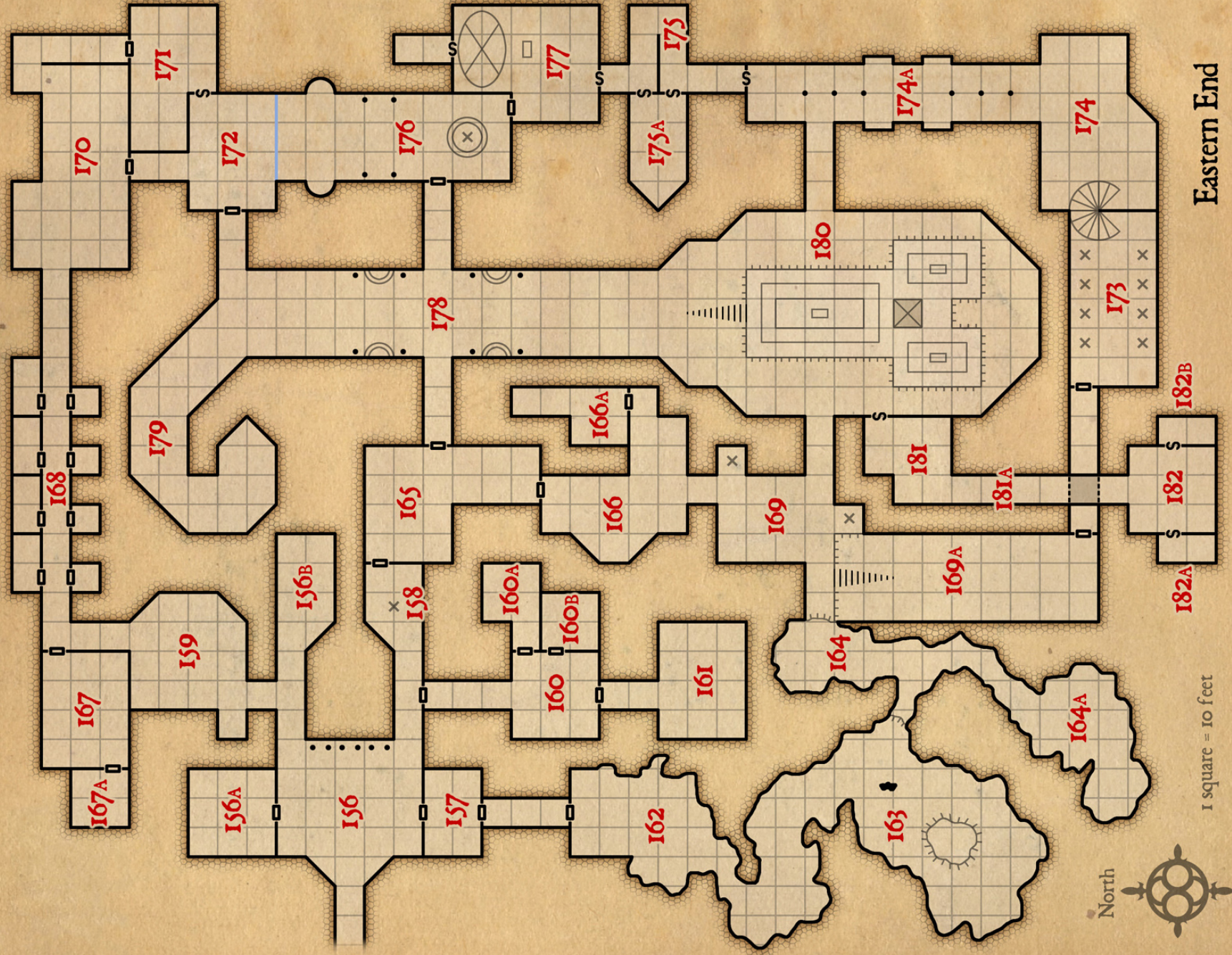
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# DRAGON'S DELVE

## LEVEL 6: DOMAIN OF THE VENOM CULT

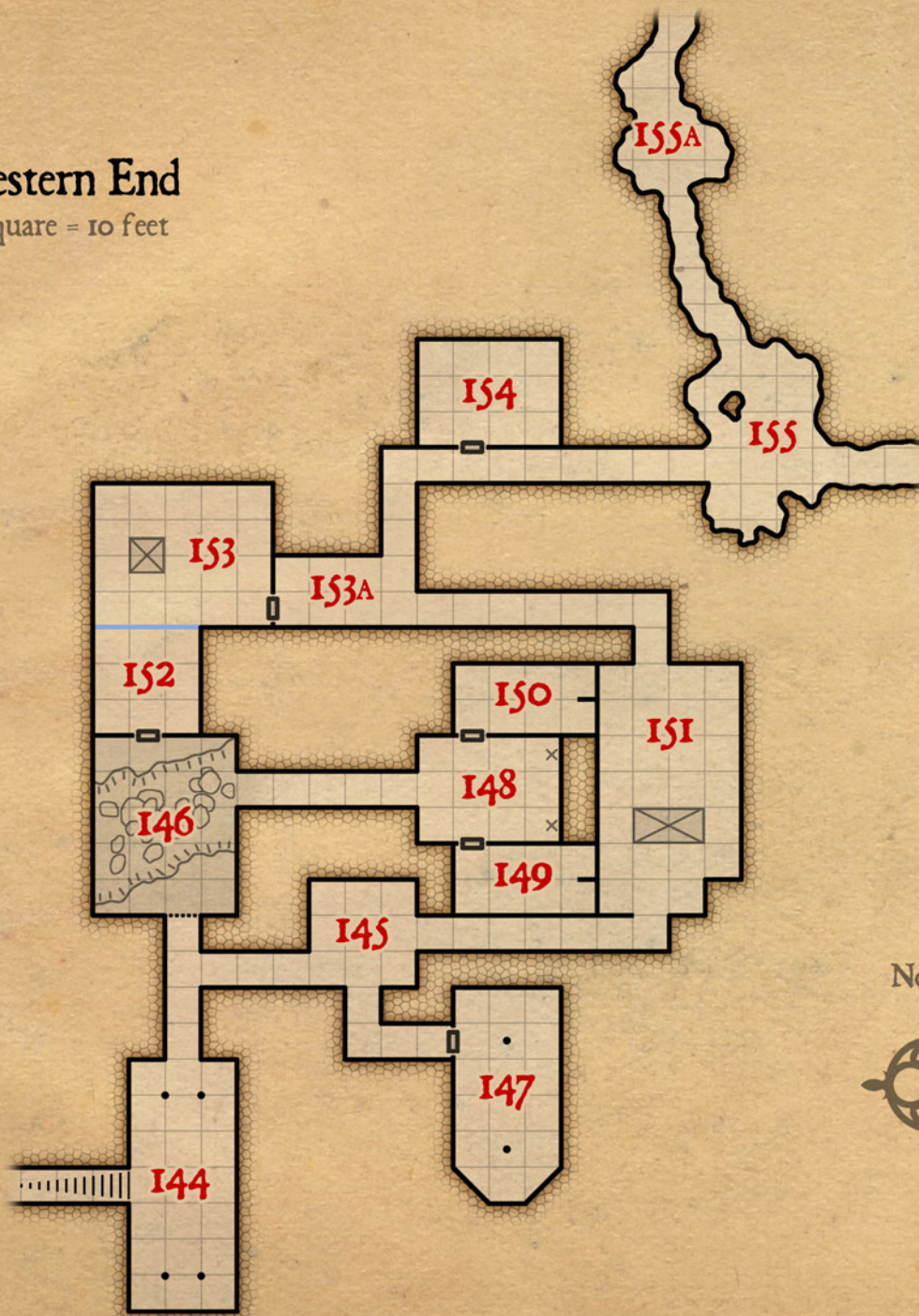




DRAGON'S DELVE      LEVEL 6: DOMAIN OF THE  
VENOM CULT

Western End

1 square = 10 feet





# DUNGEON A DAY

## LEVEL 6: DOMAIN OF THE VENOM CULT

Level 6 of Dragon's Delve has two distinct parts, the western, and the eastern. The two are connected by a long tunnel. The western portion is mostly abandoned. Long ago, it was utilized by followers of Master Mui Yan, a legendary expert in martial arts of all kinds. It has since been ravaged by fire, although portions of it are intact. Undead remnants of those killed in the fire still haunt the region, however.

The eastern, larger portion of the level gives it its name. This is the section of the dungeon closest to the town of Brindenford, and in fact is connected to secret catacombs that lie beneath the community. Today it is the domain of the Venom Cult, a devious, evil, and clandestine group of followers of the dark god Nag. The cultists will do whatever they can to keep themselves secret from the prying eyes of dungeon explorers who might expose them to the town above.

Doors in the western part of the dungeon are all iron, with a hardness of 10, 60 hp, and a Break DC of 28. Doors in the eastern portion, unless otherwise specified, are strong

wooden doors, with a hardness of 5, 20 hp, and a Break DC of 25 if locked.

There are 40 rooms in Level 6.



## LEVEL 6 RANDOM ENCOUNTERS

### WESTERN PORTION

Use this chart for determining random encounters for the western portion of Level 6 of Dragon's Delve. Check once per hour or major portion of an hour in the dungeon. For example, if the PCs rest for half an hour, make a check then as well.

Die Roll	Result
01-70	No encounter
71-75	2d6 Dire Rats
76-80	1d2 Gray Oozes
81-87	Troll
88-91	1d6 Fire mephits
92-95	1d2 Wraiths
96	Belker
97	Cloaker
98	Spectre
99	1d4+2 Venom Cultist Warriors
00	1d3+1 Venom Cultist Rogues

Wandering encounters typically have no treasure, although the intelligent creatures on the list, such as the troll will have 3d6 gp per HD.

### EASTERN PORTION

Use this chart for determining random encounters for the eastern portion of Level 6 of Dragon's Delve. Check once per hour or major portion of an hour in the dungeon. For example, if the PCs rest for half an hour, make a check then as well.



Die Roll	Result
01-60	No encounter
61-65	Troll
66-68	1d4 Fire mephits
69-75	1d2 Wraiths
76-88	Venom Cultist Warrior
89-95	1d6 Venom Cultist Commoners
96	Lamia
97	1d4+2 Venom Cultist Warriors
98	Spectre
99	Annis Hag
00	1d3+1 Venom Cultists Rogues

Wandering encounters typically have no treasure, although the intelligent creatures on the list, such as the hag or the troll will have 2d6 gp per HD.

### Venom Cultist Commoner

Male or Female Human (Neutral Evil)

Commoner 2 **CR** 1

**HD** 2d6+4 **hp** 11

**Init** +0 **Speed** 30 feet

**Languages** Common, Elvish

**AC** 10, touch 10, flat-footed 10

**BAB/Grapple** +1/+1

**Attack/Full Attack** +2 melee (1d4 plus poison, dagger) or +2 ranged (1d4 plus poison, thrown dagger)

**Fort** +2 **Ref** +0 **Will** +2

**Str** 11, **Dex** 10, **Con** 15, **Int** 12, **Wis** 14, **Cha** 10

**Crucial Feats** N/A

**Other Feats** Skill Focus (Hide), Weapon Focus (dagger)

**Crucial Skills** Climb +5, Jump +5, Listen +7, Hide +8

**Other Skills** Knowledge (religion) +3

**Possessions** dagger, 1 dose of greenblood oil poison (DC 13 1 Con/1d2 Con), cultist robes, 12 sp, 14 cp

**Notes:** These are just people of Brindenford who are secretly members of the cult, visiting the temple. They probably flee if attacked.

### Venom Cultist Warrior

Male or Female Human (Neutral Evil)

Warrior 3 **CR** 2

**HD** 3d10+6 **hp** 26

**Init** +1 **Speed** 20 feet

**Languages** Common

**AC** 17, touch 11, flat-footed 16

**BAB/Grapple** +3/+5

**Attack/Full Attack** +7 melee (1d8+2 plus poison, battle axe) or +5 ranged (1d8 plus poison, light crossbow)

**Fort** +5 **Ref** +2 **Will** +1

**Str** 14, **Dex** 13, **Con** 15, **Int** 11, **Wis** 10, **Cha** 9

**Crucial Feats** Dodge, Point Blank Shot

**Other Feats** Weapon Focus (battle axe)

**Crucial Skills** Climb +1, Jump +0, Hide -1

**Other Skills** Knowledge (religion) +1

**Possessions** Masterwork chainmail, masterwork light wooden shield, masterwork battle axe, dagger, masterwork light crossbow, 12 bolts, 4 doses of greenblood oil poison (DC 13 1 Con/1d2 Con), cultist robes, 22 gp, 12 sp, 14 cp

**Notes:** These are guards and defenders of the temple who rarely leave the dungeon.

### Venom Cultist Rogue

Male or Female Human (Neutral Evil)

Rogue 3 **CR** 3

**HD** 3d6+3 **hp** 17

**Init** +3 **Speed** 30 feet

**Languages** Common, Abyssal

**AC** 17, touch 13, flat-footed 14

**BAB/Grapple** +2/+3

**Attack/Full Attack** +4 melee (1d6+1 plus poison, rapier) and +4 melee (1d6+1 plus poison, short sword) or +5 ranged (1d4+1 plus poison, thrown dagger)

**SA** +2d6 Sneak Attack

**Fort** +2 **Ref** +6 **Will** +1

**Str** 13, **Dex** 17, **Con** 13, **Int** 12, **Wis** 11, **Cha** 12

**Crucial Feats** N/A

**Other Feats** Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

**Crucial Skills** Balance +9, Bluff +4, Disable Device +6, Disguise +3, Hide +8, Intimidate +7, Listen +2, Move Silently +9, Spot +5, Tumble +8

**Other Skills** Appraise +4, Gather Information +5, Knowledge (Local) +2, Knowledge (religion) +1, Search +4

**Possessions** +1 *studded leather*, masterwork short sword, masterwork rapier, 3 daggers, *potion of cure light wounds*, 6 doses of medium spider venom (DC 14 1d4 Str/1d4 Str), cultist robes, 18 gp, 11 sp, 16 cp.

**Notes:** These are scouts and spies for the temple who occasionally go to Brindenford (but conceal their profession and religion).



## 144. PILLARED HALL

**Summary:** This fire-scorched room hides a few surprises to those who search it carefully.

**Sights and Sounds:** This room is dark and quiet.

*Obviously, a terrible fire once raged in this room. The walls, floor, and ceiling are blackened with soot. Four thick, round pillars rise from the floor to the vaulted ceiling, and they are also scorched and burned.*

*The room was likely once well-furnished, but all that remains today are small bits of charred wood scattered across the floor.*

**Stairs:** The stairs descend down to area 142. They are also blackened and burned.

**Pillars:** Each of the four pillars is hollow and has a secret door providing access to the inside. (Search DC 20 to find.) These doors are all at about chest height and are

about 2 feet tall and one foot across. All push in slightly and then slide to one side, turning within the curve of the pillar. Each pillar contains something different.

**Northwest Pillar:** The door slides open to reveal what appears to be a compartment inside the pillar. On the inside of this compartment there are three small hooks. On one, a gold necklace hangs. This is a necklace of the neophyte with no gems.

**Southwest Pillar:** The door opens to reveal an empty compartment inside the pillar, similar to the southwest pillar (without the necklace), complete with empty hooks.

**Southeast Pillar:** When a PC slides the door open, a magic mouth inside speaks, saying, "Follow the path of the Master, and all will be revealed. Red, Green, and Yellow are the colors you seek, in that order."

**Northeast Pillar:** This is similar to the southwest pillar, with three empty hooks in the compartment. However, unlike that one, a small blue crystal lies at the bottom of the compartment. It fits into the necklace of the neophyte, but if it is placed within, the wearer suffers 4d6 points of negative energy damage and must make a DC 16 Fort save to avoid being sickened for 1d100 minutes. The crystal has a magical aura, is worth 100 gp, and turns to worthless powder if placed within the necklace.

**Background:** Like so much of the western end of this level, a fire raged in this room about 12 years ago when someone created a faulty portal to the plane of fire in area 151.

**Development:** If anyone makes a great deal of noise in this room, the two heatwraiths in area 145 come here and attack.

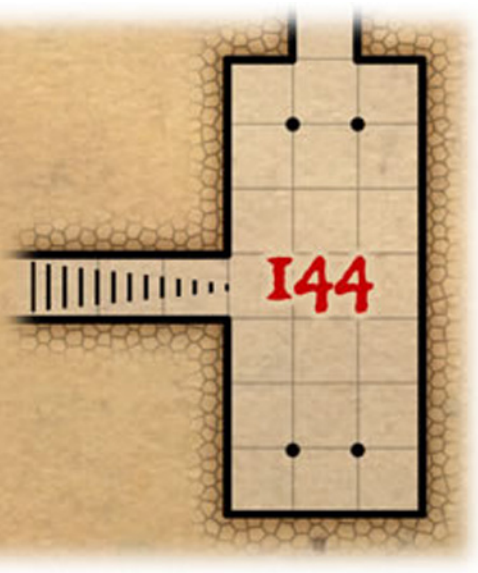
**Connections:** This chamber connects to areas 142, 145, and 146.

See the Map of Level 6.



### New Item

**Necklace of the Neophyte** This gold necklace is typically found with an empty setting in which a three gemstones could be placed. Without special magical crystals in those settings, the necklace has no power, although it retains its magical aura. There are three specific crystals, red, green, and





yellow intended to be placed within the necklace. The powers of the necklace are based on what gems are placed within the settings. There must be three crystals placed within it before there are any abilities gained. It is a full round action to place a crystal in a setting, or to remove one.

**Red:** If a red crystal is in the setting, the wearer gains a +1 bonus to melee damage. If two red crystals are in the setting, the bonus is +3, but the wearer suffers a -1 penalty to AC. If three red crystals are in the setting, the bonus is +5, but the wearer suffers a -2 penalty to AC.

**Green:** If a green crystal is in the setting, the wearer gains a +1 deflection bonus to AC. If two green crystals are in the setting, the AC bonus is +2, but the wearer suffers a -1 penalty to Will saves. If three green crystals are in the setting, the bonus is +3, but the wearer suffers a -2 penalty to Will saves.

**Yellow:** If a yellow crystal is in the setting, the wearer can pass through the force fields in area 149 and area 150. Multiple yellow crystals do no change anything.

Strong transmutation; CL 14; Craft Wondrous Item, bull's strength, cat's grace, etherealness; Price: 20,000 (price includes three red crystals, three green crystals, and one yellow crystal)

## 145. HEATWRAITHS (EL 7)

**Summary:** Two undead spirits, slain in fire, wait here for living victims to take out their anger upon.



**Sights and Sounds:** This room is dark. Those making a successful Listen check (DC 18) can hear distant crackling sounds, like something burning. This is a ghostly effect, and not a real noise. It disappears if the wraiths are destroyed.

*The fire damage extends into this room as well. At the confluence of three passages heading east, west, and south, the open room stands empty aside from a few bits of charred wood on the floor. The northern wall likely once held a fresco, but the fire has obscured it forever.*

*Suddenly, there is a flash of heat and flickering orange light. Hovering in the middle of the room are two ghastly looking figures, each appearing to have been horribly burned. Scar tissue and peeling, burned flesh covers their translucent bodies. These once-human creatures are now clearly ghostly undead, and their faces, burned free of flesh altogether, leer with angry, hungry grimace.*

**Inhabitants:** Two wraiths wait in this room forever, killing any living creature that enters. These two died here in the fire, and as such are imbued with special abilities that differ from those of regular wraiths. They have the Fire subtype, are immune to fire, and their touch inflicts incredible heat (3d6 fire damage). Each time they inflict heat damage (or suffer heat damage), they are healed 1d6 hit points. They do not drain Constitution, although those that are slain by their touch do become heatwraiths like these two.

**Heatwraiths (wraiths):** hp 39, 33

**The Fresco:** Curious and resourceful PCs who use magic to restore or otherwise view the fresco find that it depicts a scene of combat between two warriors, one with a sword and the other with a short glaive. Those making a successful Knowledge (history) check (DC 15) recognize this as a famous battle between Stronil Emilad and Holmast Larr, two noted experts of all things martial that reported lasted for a day and a half. Each is depicted as wearing a necklace similar to that which may have been found in area 144. Each image bears an actual single red crystal for the necklace of the neophyte that can be easily pried out. To find the tiny crystals (covered in soot and char) otherwise, PCs will need to make Search checks (DC 24).

**Upping the Ante (EL 9):** Give the heatwraiths their normal Constitution drain ability as well as the heat damage. This would make each a CR 7 challenge.



## REVISIT (EL 0)

If the PCs destroy the undead, the next time they come through this chamber (assuming at least some time has passed), there are large moths here. These moths are harmless although they are about three inches across. On one side, the moths are the exact color of soot, so when they land on the walls or floors and remain very still they are almost impossible to see (Spot check DC 25). Once they alight, however, their pale white underside is easily seen. The moths follow the PCs around, attracted to their light but careful usually not to get so close that they can be swatted. These moths will trail the PCs around this level of the dungeon wherever they go, providing a nuisance, but not a threat.

**Connections:** This chamber connects to areas 144, 146, 147, and 151.

See the Map of Level 6.



## 146. COLLAPSED FLOOR (EL 4)

**Summary:** The fire caused the floor to collapse here, revealing a chamber beneath. More undead threats wait in the lower chamber, however.

**Sights and Sounds:** The room is dark. Those making a successful Listen check (DC 15) can hear the skeletons moving around in the lower area.

*It appears that the fire burned so hotly here that it weakened the floor, which collapsed. The center part of the room is a gaping hole, revealing a lower chamber almost 20 feet below. Unlike the upper chamber, this lower area does not appear to have been ravaged by fire. Perhaps the floor collapsed after the fire went out. It is, however, filled with rubble and loose debris, both stone and wood.*

*Across the upper portion of the room, there is an exit leading south and a metal door on the north wall. There appears to be no way to easily get from one to the other, however.*

*Something glowing red, like the embers of a fire, moves in the darkness below.*

**The Broken Floor:** Standing on the edge is dangerous, as the floor crumbles beneath one's feet. PCs standing on the edge must make Balance checks (DC 10) or fall 20 feet into the lower chamber.

**Inhabitants:** There are a dozen skeletons in the lower area. These skeletons, slain in the fire, are imbued with the heat of that fire,



and inflict 1d6 additional points of fire damage with any attack--even a ranged attack. They have the fire subtype and area immune to fire. Each bears a javelin (+1 attack, 1d6+1 plus 1d6 fire damage) as well as the traditional scimitar. They also wear chain mail armor glowing faintly red with heat, giving them AC 20. Once a skeleton is destroyed, it crumples to soot and dust, including its armor and weapons.

**Skeletons (12):** hp 12, 12, 11, 10, 9, 8, 8, 6, 4, 4, 4, 2

**Tactics:** These skeletons are adept climbers (+3 bonus) and will climb in either the southwest or northeast corners (DC 18) to get at foes. However, if it suits the situation, they will remain in the pit and make ranged attacks. If they use their javelins, they pick up stones from the floor which become superheated (+1 attack, 1d4+1 plus 1d6 heat damage).





**The North Door:** This iron door is blackened but still very much intact. It is not locked, but the great heat that once burned here has caused it to become stuck.

**The Lower Area:** PCs can search the rubble. They will find a number of broken and rusty weapons as well as a masterwork glaive and a masterwork quarterstaff if they succeed at a Search check DC 18. However, if they succeed at a harder (DC 25) check, they find a red crystal for the *necklace of the neophyte*.

**Background:** Like so much of the western end of this level, a fire raged in this room about 12 years ago when someone created a faulty portal to the plane of fire in area 151. This room was originally a dormitory and the skeletons were followers of Master Mui Yan who died here. The lower area was accessed by a hatch and served as a practice room for fighting.

**Development:** If anyone makes a great deal of noise in this room, the two heatwraiths in area 145 come here and attack.

**Connections:** This chamber connects to areas 144, 145, 148, and 152.

See the Map of Level 6.



## 147. THE MARTIAL SHRINE

**Summary:** This sealed chamber provides a safe haven and a boon to those who engage in physical combat.

**The Door:** The iron door leading into this room is blackened but still very much intact. An arcane lock (caster level 8) seals it. If it is opened and then closed again, the arcane

lock goes back into effect unless removed by dispel magic (as opposed to a knock).

**Sights and Sounds:** This room is lit by continual flames and is quiet.

*This room has been spared from the flames. The east and western walls bear elaborately painted frescoes of huge battles with hundreds, if not thousands, of combatants. Two slender pillars rise from floor to ceiling, sporting large hooks upon which hang lit brass lanterns. Between the pillars lies a carpet woven of red and gold fibers. A large wooden cabinet, beautifully crafted, sits at the south end of the room. An incense burner rests atop it.*

**Frescoes:** These are famous battles from history, but the details are not important.

**Lanterns:** These two lanterns can be taken and removed, their flames never going out. However, removing the lanterns permanently disrupts the subtle supernatural aura of the place, and the bonus for resting here is gone.

**Cabinet:** The cabinet doors swing open to reveal that the piece is actually a sort of shrine. Knowledge (religion) checks (DC 14) suggest that the shrine is not dedicated to a god, but rather to the very ideal of martial prowess.





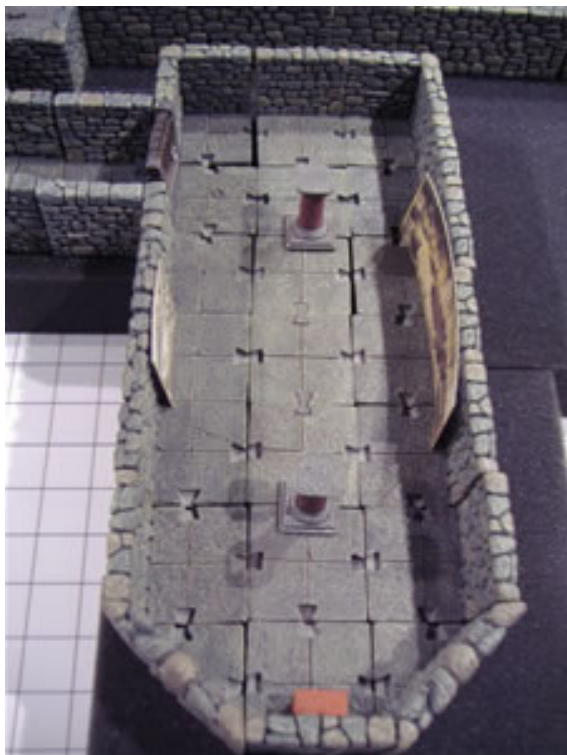
Those who created this place clearly revered the skill and mastery of martial arts in all their forms. The shrine, if removed, would be worth 850 gp for its craftsmanship, but like the lanterns, removing or disturbing it dispels the magic in the chamber.

**Resting in the Room:** Wise PCs will realize this is an ideal place to rest in the dungeon. Not only is the room easily sealed, there an almost supernatural calm here, granting restful sleep. Further, those who spend a full eight hours in the room are granted a +1 luck bonus to attack and damage rolls the following day, as long as the room and its contents are left in their original condition.

**Background:** This chamber was built as a shrine by the followers of Master Mui Yan. Since its creation, it has served as a waystation for those who attempt to make their way to the training dojo of Mui Yan, said to lie much deeper in the dungeon. A Knowledge (history) check (DC 18) reveals these details.

**Connections:** This chamber connects to area 145.

See the Map of Level 6.



## 148. THE WATCHERS (EL 6)

**Summary:** The statues in this chamber are the key to its secrets. You will need Master Mui Yan's Book handout (see Appendix C).

**Sights and Sounds:** This room is dark and quiet.

*Plaster covers the walls and ceiling of this rectangular chamber. Marble tiles of blue and white line the floor. A mosaic of small tiles stretches across the entire ceiling, displaying two conflicting patterns, one of rigidly straight lines and right angles, the other of uncontrolled swoops and curves.*

*An iron door stands closed on both the north and south walls. Against the eastern wall, two life-size bronze statues of warriors--one male, one female--perch upon round pedestals 10 inches tall and 25 inches across.*

*Near the western entrance, a book lies discarded upon the floor.*

**The Doors:** Each of these doors is locked (DC 40 to open) and trapped so that anyone standing in front of the doors when opened is attacked from above by a torrent of iron spikes. The statues, however, are the key for opening the doors safely.

**Torrent of Iron Spikes Trap:** CR 6; mechanical;

repair reset; Attack +21 ranged (1d8, spear); multiple targets (1d6 spears per target in a 10 ft.-by-10-ft. area); Search DC 26; Disable Device DC 24.



**The Statues:** The northern statue is a woman with a breastplate, an imposing helm, and a greataxe. The southern a man with loose fitting garments and a quarterstaff. Both are in a battle-ready pose. A successful Search check (DC 22) reveals that each statue can be turned on its base. If this is done so that a statue points at a door, anyone standing near the door can attempt a Listen check (DC 17) to hear a click. If the woman is pointed so that she looks at a door, the door unlocks. If the man is pointed so that he looks at a door, the trap is disarmed.

**The Book:** The book describes the teaching and history of Mui Yan. It is so old that it falls apart in the hands of anyone picking



it up, but most of the pages are still legible. Give the players the Master Mui Yan's Book handout which is a summary of the book's contents. If the players have questions about something in the book that isn't in the summary, it's probably not in the book, either.

**Background:** The followers of Master Mui Yan built this room to protect some of their treasures.

**Connections:** This chamber connects to areas 146, 149, and 150.

See the Map of Level 6.



## 149. THE FIRST ROOM OF TREASURES

**Summary:** This is the first of two rooms containing treasures important to the followers of Master Mui Yan.

**The Door:** As described in area 148, the iron door leading into this chamber is locked (DC 40 to open) and trapped so that anyone standing in front of the door when opened is attacked from above by a torrent of iron spikes. The statues in area 148, however, are the key for opening the door safely.

**Torrent of Iron Spikes Trap:** CR 6; mechanical; repair reset; Attack +21 ranged (1d8, spear); multiple targets (1d6 spears per target in a 10 ft.-by-10-ft. area); Search DC 26; Disable Device DC 24.

**Sights and Sounds:** This chamber is dark and silent.

*This long room's plastered walls are painted light green. The floor is tiled in white. The chamber appears mostly empty. Only a pair of alcoves in the eastern portion of the room provides anything of interest. Each of the alcoves bears a shelf upon which lie various items.*

**The Force Field:** A particular invisible wall of force cuts this room in half on a north-south axis. In other words, the PCs can explore the western half, but they can't reach the eastern. The wall of force is somewhat different than others. It doesn't feel so much like a solid wall as a force that pushes and shoves people back. DMs should not allow this flavorful change to give the wall more or less power than it should have, however.

It doesn't push characters down or inflict damage. Likewise, there's no way to sneak past the shoving or anything of the kind. Let the PCs work against it for a while, but eventually it should be clear there's no getting past it.



PCs can use the traditional means of bringing down the wall, which is to say a *disintegrate* spell, but the other means is to use the *necklace of the neophyte* with a yellow crystal in it. Anyone wearing the device can simply walk through the force field as if it does not exist.

**The North Alcove:** This alcove holds three things: First is a sword wrapped in a sash. The sword is a +1 sword with etched runes filled with gold. The hilt is set with three small pearls. (The sword's value is 600 gp over its normal value.) The sash is purple silk with gold embroidery that reads, "A GIFT FROM LORD SARAL." The second is a small hinged box made of silver and wood (55 gp) that contains a green crystal for the *necklace of the neophyte*. Third is a crystal phial containing *oil of magic weapon* +4.





**The South Alcove:** This alcove holds only one thing: a bundle of three thin wooden dowels, about 12 inches long. Each is engraved with runes. If broken, the character holding the dowel and up to six allies

chosen by him or her are transported (as *greater teleport*) to area 147. Once broken, the wooden stick is useless.

**Connections:** This chamber connects to area 148.

See the Map of Level 6.

## 150. THE SECOND ROOM OF TREASURES

**Summary:** This is the second of two rooms containing treasures important to the followers of Master Mui Yan. You will need the Dojo Clue Handout (See Appendix C).

**The Door:** As described in area 148, the iron door leading into this chamber is locked (DC 40 to open) and trapped so that anyone standing in front of the door when opened is attacked from above by a torrent of iron spikes. The statues in area 148, however, are the key for opening the door safely.

**Torrent of Iron Spikes Trap:** CR 6; mechanical; repair reset; Attack +21 ranged (1d8, spear); multiple targets (1d6 spears

per target in a 10 ft.-by-10-ft. area); Search DC 26; Disable Device DC 24.

**Sights and Sounds:** This chamber is dark and silent.

*This long room's plastered walls are painted pale blue. The floor is tiled in green and white. The chamber appears mostly empty. Only a pair of alcoves in the eastern portion of the room provides anything of interest. Each of the alcoves bears a shelf upon which lie various items.*

**The Force Field:** An invisible wall of force cuts this room in half on a north-south axis. In other words, the PCs can explore the western half, but they can't reach the eastern. The wall of force is somewhat different than others. It doesn't feel so much like a solid wall as a force that pushes and shoves people back. DMs should not allow this flavorful change to give the wall more or less power than it should have, however. It doesn't push characters down or inflict damage. Likewise, there's no way to sneak past the shoving or anything of the kind. Let the PCs work against it for a while, but eventually it should be clear there's no getting past it.

PCs can use the traditional means of bringing down the wall, which is to say a *disintegrate* spell, but the other means is to use the *necklace of the neophyte* with a yellow crystal in it. Anyone wearing the device can simply walk through the force field as if it does not exist.

**The North Alcove:** The north alcove holds a single weapon: a +1 ooze-bane *falchion*. The weapon's blade always seems slightly wet.

It cannot be damaged by the caustic nature of any ooze.

**The South Alcove:** There are two objects in this alcove. The first is a single stick of incense. This incense must be burned in the burner on top of the shrine in area 147. If it is, everyone in the room (maximum 10 characters) is affected by a *bear's endurance* spell with its duration extended to 24 hours. The second is a *manual of gainful exercise* +1. However, this particular book is enchanted with a final test. Before the bonus can be gained, the reader must defeat a trio of owlbeats, one right after the next, in solo combat. Each owlbeats is magically summoned to wherever the reader is, starting with the moment the reader finishes the book, although there is enough time for the reader to ready himself (don armor, quaff a potion, etc.) There is but a single round between when one dies and the next appears, and the reader knows that any personal magic items and whatnot can be used, but any aid from an ally will void the bonus.







Lastly, the book has a piece of paper tucked into it. Give the players the Dojo Clue Handout. This slip of paper provides a clue to how to find Master Mui Yan's dojo.

**Connections:** This chamber connects

to area 148. See the Map of Level 6.

## 151. THE SOURCE OF FIRE (EL 7)

**Summary:** This room is where the conflagration on this level started. A pit in the room still conceals a half-open portal to the plane of fire.

**Sights and Sounds:** This room is dimly lit by the fire in the pit. Those making Listen checks (DC 14) as they approach this room hear the crackling of flames and distant, muffled growls.

*Soot covers this large chamber and the passageways that lead up to it. In places, it seems that the stone of the walls and floors was blasted smooth with tremendous heat. The room itself holds a pit 10 feet across and 20 feet wide. Flames flicker deep within the pit, and the floor all around the pit is scored and melted more than anywhere else.*

**The Pit:** The pit is 20 feet deep. The fire at the bottom burns but there is no obvious

source of fuel--no coals, no wood, etc. This is a clue that it is actually a very slight gate to the plane of fire. The gate is only partially open. That is to say, only creatures with the fire subtype can pass through it, and even then only slowly. After its initial burst, which caused so much of this section of the dungeon to burn, only a small amount of fire and heat escapes through the magical "tear."

Anyone at the bottom of the pit suffers 2d6 points of fire damage (no save) each round unless the gate is somehow closed.

The gate can be *dispelled*. The caster level is 10. This will close it forever.

**Inhabitants:** Six hellhounds wait on the other side of the planar gate in the pit. They are producing the muffled growls the PCs may hear as they approach this room. (Describe the growls as seeming strange, like there's a thick barrier between whatever it is that is growling and the PCs.) They wait with a single wight that was killed in the initial blast of fire--it is, in fact, the wizard/fighter that created the gate in the first place, although he has lost all his class levels and is now a standard wight, other than the fact that he has the fire subtype, is immune to fire, and his attacks inflict an additional +1d6 fire damage.



**Hellhounds (6):** hp 26, 25, 24, 22, 20, 19

**Wight:** hp 25

**Tactics:** The hounds come through the gate two per round, leaping up out of the pit and standing at its edge. This is a move action for them, which the first two will accomplish on their surprise round. The wight comes last, on its own. The hellhounds and the wight work together to attempt to achieve flanks, and all fight until destroyed.

**Background:** One of the followers of Master Mui Yan attempted to create a teleporter here that would lead directly to the Master's dojo. This wizard/fighter failed, and instead created a partial gate to the elemental plane of fire. The initial creation blasted much of this region of the dungeon with unimaginable heat, but those flames receded to the flickering seen now.

**Treasure:** At the bottom of the pit, jammed in between two stones, lies a yellow crystal for the *necklace of the neophyte*. It can only be found by someone searching in the pit (Search DC 20), however, so either they need to be fire resistant or the gate needs to be closed.

**Upping the Ante (EL 8):** The EL of the standard encounter is reduced because the hellhounds only come out of the pit two per round. If they all came up at once, the encounter would be more challenging.

**Connections:** This chamber connects to area 145 and area 153.

See the Map of Level 6.





## 152. THE WINDOW (EL 3)

**Summary:** This difficult to reach room bears a huge stained glass window that looks into the next room. You will need the Master Mui Yan's Book handout and the Stained Glass Window handout (see Appendix C).

**Sights and Sounds:** This room is dimly lit by the light in area 153 coming through the window. Characters making successful Listen checks (DC 15) can hear the troll in area 153 moving about.

*This chamber is like the inside of a giant cube, with the 30-foot ceiling matching the 30-foot walls. The northern wall is made of stained glass,*

*a massive window illuminated from behind by some unknown light source. The image of a serene bald man floating crosslegged in mid-air dominates the window. Is that something moving around behind the window?*

**The Window:** Show the players the Stained Glass Window handout. Those getting close to the window and peering through can see into area 153. However, if the PCs bring light into this chamber, the troll can also see them. (The stained glass is enough to obscure darkvision.) The window has a hardness of 1, 5 hit points, and a Break DC of 15.

**Loose Tile:** Those searching the floor (Search DC 24) find a loose tile. Beneath it is a small niche, in which is an iron box, about twenty inches by 10 inches by 10 inches. If the box is removed, the change in weight triggers both an arrow trap hidden in the east wall and a falling block from the ceiling. These are targeted at the character picking up the box.



**Block from Ceiling:** CR 2; mechanical; no reset; Attack +12 melee (3d6, block); Search DC 20; Disable Device DC 20.

**Arrow Trap:** CR 2; mechanical; no reset; Attack +15 ranged (1d8+4/x3, arrow); Search DC 20; Disable Device DC 20.

The box is locked (DC 25 to open). Inside is another copy of Master Mui Yan's book, just as in area 148. Show the players Master Mui Yan's Book handout. Also in the box are two keys. The first unlocks the locked door in area 154. The second unlocks the hidden chest in that same room.



## REVISIT (EL 3)

If the PCs revisit this chamber, they find a fire elemental has wandered in, having come through the gate in area 151. It is more curious than aggressive, but the slightest threat or provocation causes it to attack.

Note that the PCs may actually have this encounter in area 153, looking through the stained glass window and seeing a bright light moving around in this room.



**Medium Fire Elemental:** hp 36

**Connections:** This chamber connects to area 146 and area 153 (through the window).

See the Map of Level 6

## 153. THE TROLL AND THE PIT (EL 7)

**Summary:** A troll working for the Venom Cult tortures a prisoner here. You will need the Blade Troll Illustration handout (see Appendix C).

**Sights and Sounds:** This room is dimly lit by torches. Characters listening at the door or in 153A making successful Listen checks (DC 15) can hear the troll moving about.

A dark pit yawns menacingly below a bound man suspended from the ceiling by a chain. In the dim torchlight, you can ascertain that the man appears to have been tortured by his captor, a lumbering troll with blades, hooks, and metal plates imbedded into its limbs and torso. These terrible implements have been a part of the troll's body for a long time, for its flesh has grown around them, accepting them as a

part of itself. The troll grins at you with murder in its eyes.

**Inhabitants:** The creature here is a blade troll, a variant kind of troll, working for the Venom Cult as a mercenary. He patrols the western end of the level and even up into Level 5, looking for those that might cause the cult trouble. He captured an adventurer and is torturing him to find out what he knows.

This troll wears a *necklace of the neophyte* with a red, green, and yellow crystal in it. This gives it +1 damage and +1 AC (AC 24).

Show the players the Blade Troll Illustration handout.

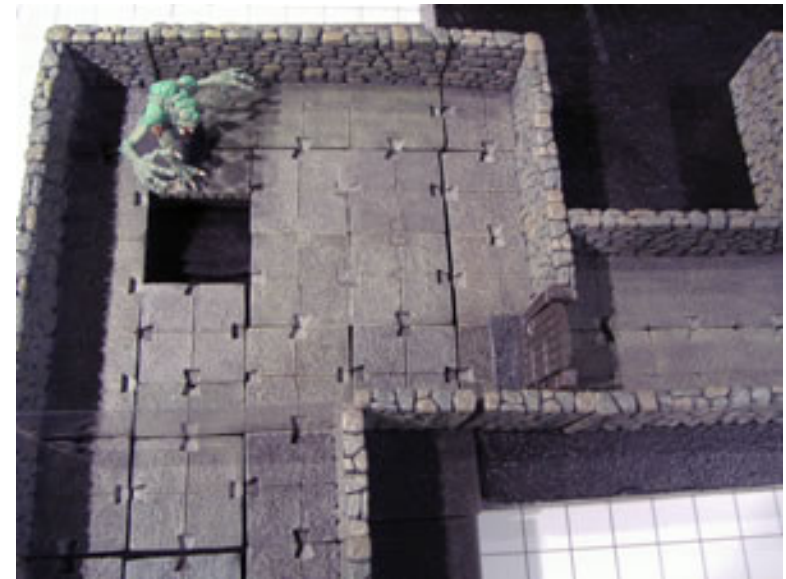
**Blade troll:** hp 75

**Tactics:** The troll stands next to the pit and attempts to grab anyone that comes within reach, tossing them down into it after they've been ripped up by the blades and hooks. It fights to the death in its lust for battle.

**The Pit:** The smelly pit is 20 feet deep and is filled with refuse and dung. The prisoner's masterwork longsword is in the pit.

**The Prisoner:** The man's name is Bradock Fess and he is an adventurer who found the Old Man's Tunnel (see area 155) and came down it to explore. He and his friends encountered the troll in area 155, where the others died.

Bradock is a kindhearted fellow with broad shoulders, brown hair and a scar on his cheek. If rescued, Bradock



will gratefully serve the PCs as a cohort or follower, even just as a porter or lantern bearer.

### Bradock Fess

Male Human (Neutral Good)

Fighter 3 CR 3

Init +6 Speed 30 feet

HD 3d10+6 hp 26 (currently 2)

AC 15, touch 12, flat-footed 13

Languages Common, Elven

BAB/Grapple +3/+6

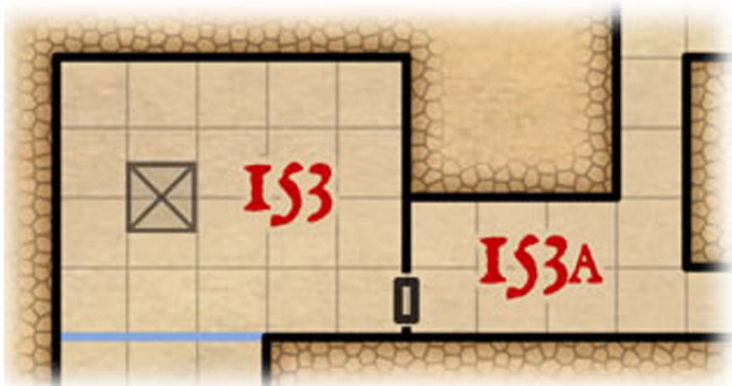
Attack +8 melee (1d8+3, longsword)

Fort +5 Ref +5 Will +2

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

Crucial Feats Dodge, Combat Expertise

Other Feats Improved Initiative, Lightning Reflexes, Weapon Focus (longsword)





**Crucial Skills** Climb +8, Intimidate +5, Jump +7

**Other Skills** Handle Animal +4, Ride +8, Search +3.

**Possessions** masterwork studded leather

**Treasure:** In the northwest corner of the room lies Braddock's backpack, containing a vial of holy water, a potion of cure light wounds, two day's of iron rations, 53 gp, 49 sp, and 15 cp. Next to the backpack is a burlap bag with some dried meat, 188 gp, and three battered silver platters, each worth 20 gp.

**153A:** As the troll dragged his prisoner through this room, he dropped the man's longbow, quiver of 16 arrows, and a coil of 50 feet of rope attached to a grappling hook.

**Connections:** This chamber connects to area 151, 152 (through the window), 154, and 155.

See the Map of Level 6.

## 154. STOREROOM

**Summary:** A simple storeroom untouched for years holds more than simple supplies.

**Door:** This iron door is locked (DC 28 to open). The key for this door can be found in area 152. It is obvious that over the years, multiple attempts were made to open this door, all in failure.

**Sights and Sounds:** This room is dark and very quiet.

*The stench of rotting wood and moldy straw fill this room, as well as other odors of decay. The well-locked door appears to have been*



*safeguarding vital supplies, but they stopped being vital years ago. Now the room holds rotten wooden crates and barrels, a small collection of tools hanging on pegs on the walls, and a pile of sacks of grain and flour, many broken open and having spilled their rotten contents on the floor.*

**Crates, Barrels, Etc.:** Nothing in this room is of any value. A few useful tools or other mundane supplies can be found, however.

**Hidden Chest:** Within a crate filled with straw and what appear to be clay mugs is a chest. To find this chest, a thorough search is required (Search DC 25). The DM may require that the searching players actually state that they open up the crates and barrels in the room.

The smallish iron and wood chest is locked with a complex lock (DC 30 to open). Inside, the PCs can find ten potions in glass vials: Four bull's strength potions, four bear's endurance potions, and two cat's grace potions. (If smashed open, all the contents are destroyed and the PCs have nothing but a pile of wet broken glass.)

## REVISIT (EL 0 AND THEN 6)

If the PCs open this door and do not relock it, within a week some cultists have come from the east and searched through its contents. Should the PCs pass by the room yet another time after encountering the Venom Cultists to the east, three Venom Cult Rogues hide here, waiting in ambush for them.

### Venom Cultist Rogue

Male or Female Human (Neutral Evil)

Rogue 3 CR 3

HD 3d6+3 hp 17

Init +3 Speed 30 feet

Languages Common, Abyssal

AC 17, touch 13, flat-footed 14

BAB/Grapple +2/+3

**Attack/Full Attack** +4 melee (1d6+1 plus poison, rapier) and +4 melee (1d6+1 plus poison, short sword) or +5 ranged (1d4+1 plus poison, thrown dagger)

SA +2d6 Sneak Attack

Fort +2 Ref +6 Will +1

Str 13, Dex 17, Con 13, Int 12, Wis 11, Cha 12

Crucial Feats N/A

**Other Feats** Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

**Crucial Skills** Balance +9, Bluff +4, Disable Device +6, Disguise +3, Hide +8, Intimidate +7, Listen +2, Move Silently +9, Spot +5, Tumble +8

**Other Skills** Appraise +4, Gather



Information +5, Knowledge (Local) +2, Knowledge (religion) +1, Search +4

**Possessions** +1 studded leather, masterwork short sword, masterwork rapier, 3 daggers, *potion of cure light wounds*, 6 doses of medium spider venom (DC 14 1d4 Str/1d4 Str), cultist robes, 18 gp, 11 sp, 16 cp.

**Notes:** These are scouts and spies for the temple who occasionally go to Brindenford (but conceal their profession and religion).

**Connections:** This chamber connects to area 153 and area 155.

See the Map of Level 6.



## 155. NATURAL CAVE AND THE OLD MAN'S TUNNEL

**Summary:** When digging out the passage connecting the western and eastern sections

of Level 6, the builders found a natural cave connected to a tunnel leading to the surface.

**Sights and Sounds:** The cave is dark. Somewhere in the distance, PCs can hear water dripping.

*A cold draft greets you as you come upon a natural, damp cave, smelling distinctly of limestone. The cave is blackened like the passage to the west, as if burned long ago in a fire. Distinct footprints in the old soot run from the natural tunnel to the north to the worked passage to the east and back again.*

*Near a limestone column rising from the floor to the ceiling lie two corpses, one a human the other perhaps an orc. Dried blood stains the stone around them.*

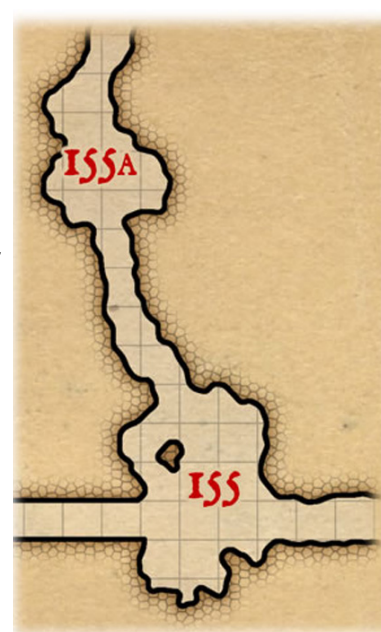
**Corpses:** These are the companions of Braddock (area 153) slain by the blade troll. The corpses appear to have been slain no more than a day ago, each sliced and ripped by blades and hooks in a grisly manner.

The human is a female wearing a long coat with many pockets, each containing odds and ends that most can see are spell components. In a small leather bag she still has a scroll of invisibility, and another of magic

weapon and truesrike.

The orc is actually a male half-orc, wearing masterwork banded mail. A masterwork greataxe lies nearby.

**Footprints:** Made over the years by cultists using the Old Man's Tunnel to go from town to the temple, the tracks come from both a



wearing away of the soot stains and the tracking of soot from the cave (where the fire mostly stopped) down the passage to the east. Mainly, they indicate that a lot of activity went from north to east and east to north, but virtually none when west.

Those with the tracking feat making a Survival check (DC 20) can determine that the tracks range from being years old to being merely days old.

**155A (The Old Man's Tunnel):** This damp, dark tunnel winds its way generally north for just under two miles, gently sloping up. It emerges in a cave on the side of a tree covered slope southwest of Brindenford. Anyone with the tracking feat making a Survival check (DC 20) can follow tracks to and from this cave to Gardok's house.

**Special Note to DMs:** If you wished to add an extensive section of your own to the dungeon, one place to do so would be in this tunnel. Rather than having it be a single passage, it might be a long series of natural caves with various inhabitants and dangers (perhaps darkmantles, dire bats, rockfalls, and so forth). Of course, there would need

to be a believable way for Gardok and the other cultists to make it through this cave system and its challenges on a fairly routine basis. With that in mind, it would perhaps be better to have this additional cave system be found on a natural passage branching off from the Old Man's Tunnel.

**Passage East:** The man-made passage headed east continues straight for 800 feet beyond the point marked on the map, where it joins with the map of the Eastern End of Level 6.



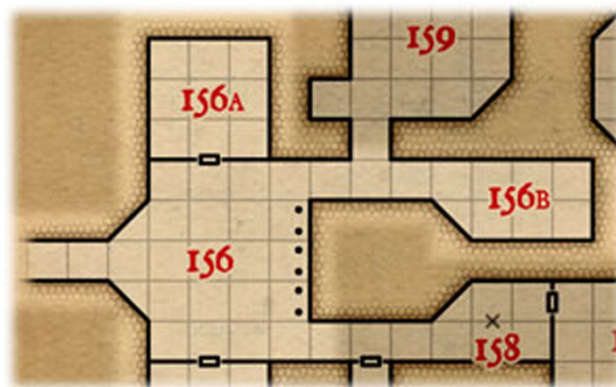
**Connections:** This chamber connects to areas 153, 154, 156 and the surface.

See the Map of Level 6.

## 156. GUARD ROOM (EL 4)

**Summary:** Two temple guards stand vigil here, watching for intruders coming from the west. This chamber marks the beginning of Venom Cult's well-used temple complex.

**Sights and Sounds:** Torches in sconces on the north and south walls light this room, along with a lit lantern hanging from a hook on the centermost two pillars along the eastern wall. PCs making a listen check (DC 12) from outside the range of the light can hear the two guards idly chatting while they stand another boring watch.



*Two guards dress in chainmail and black cloaks stand ready with crossbows in this well-lit room. A high ceiling with decorative lacunars rises 30 feet above the black and yellow tiled floor. Plastered walls—with a few cracks and water stains here and there showing some age—bear brass sconces for torches on either side of an oak door, one leading north, the other south. Pillars painted gray and yellow stand in a colonnade along the eastern wall, flanked by archways on either end with passages leading away to the east. Another, wider passage leads west.*

**Inhabitants:** Two guards stand in this room, watching down the hallway with loaded crossbows. They are not particularly alert, and thus make Spot and Listen checks with a total -2 modifier.

### Venom Cultist Warrior

Male or Female Human (Neutral Evil)

Warrior 3 CR 2

HD 3d10+6 hp 26

Init +1 Speed 20 feet

Languages Common

AC 17, touch 11, flat-footed 16

BAB/Grapple +3/+5

**Attack/Full Attack** +7 melee (1d8+2 plus poison, battle axe) or +5 ranged (1d8 plus poison, light crossbow)

**Fort** +5 **Ref** +2 **Will** +1

**Str** 14, **Dex** 13, **Con** 15, **Int** 11, **Wis** 10, **Cha** 9

**Crucial Feats** Dodge, Point Blank Shot

**Other Feats** Weapon Focus (battle axe)

**Crucial Skills** Climb +1, Jump +0, Hide -1

**Other Skills** Knowledge (religion) +1

**Possessions** Masterwork chainmail, masterwork light wooden shield, masterwork battle axe, dagger, masterwork light crossbow, 12 bolts, Nag medallion, 4 doses of greenblood oil poison (DC 13 1 Con/1d2 Con), golden serpent-shaped horn (25 gp) 20 gp, 9 sp, 6 cp

**Tactics:** If given the chance, one of the guards will shout a warning as a free action. If a guard has an action and is not adjacent



to a foe, he will draw his serpent-shaped horn and sound it (drawing and sounding is a full round action). If able, a guard may also open the door to area 157 to let the snake inside loose upon foes.

Taking these guards out quickly and quietly will make a huge difference to how difficult dealing with the temple will be. If these guards are able to call out a warning, the guards from 156A and the cultists in area 159 will come running. If they are able to blow their horns, it can draw the priests from area 167 and 168, and the assassin from area 161, with word spreading throughout the complex that the cult is under attack.

**Treasure:** Each guard wears a Nag medallion--a symbol of cult affiliation with a black, coiled serpent. These have a faint magic aura about them because they allow the wearer to enter area 178 but have no other powers. They are worth 5 gp.

**156A:** This is the guards' living quarters, with room to billet seven guards. Currently, there are just two warriors here (same stats as above, although they do not have Nag medallions). The guards are awake but relaxing, and will take 1d2 rounds to respond to shouts or sounds of combat in the room to the south.

Aside from cots, there are a few boxes and trunks with clothing and standard gear inside. A few additional standard weapons (spears and axes) hang on the walls.

**156B:** Another room for guards to sleep, this room houses five guards. Like 156A, there is a supply of mundane gear and some

weapons here, but nothing of great value. Currently, no one is present.

**Development:** If anyone shouts a warning, or the sounds of combat continue for more than two consecutive rounds, the cultists in area 159 come running here. If a horn sounds, the priests from area 167 and 168, and the assassin from area 161 come here. If the door to area 157 is left open, the large fiendish viper will come out and attack intruders.

**Upping the Ante (EL 6 and 4):** Have the guards from 156A come to the sounds of combat in the main room immediately, and put two relaxing guards in area 156B.

## REVISIT (EL 6)

If the PCs kill the guards here and then return at a later time, they will find four guards posted in the chamber, who will be particularly alert (+2 total Spot and Listen modifiers). These guards have the same stats as those presented above.



**Connections:** This chamber connects to areas 155, 157, 158, 159 and 160.

See the Map of Level 6.

## 157. GUARD CAPTAIN'S QUARTERS (EL 4)

**Summary:** The leader of the temple's guards lives here. Although she is not currently present, her pet snake is on guard. You will need the Naralliki's Assessment handout and the Naralliki's Assessment handout (part 2) (see Appendix C).



**Sights and Sounds:** This room is dark and quiet. PCs making a listen check (DC 17) here can hear the guards in area 156 idly chatting while they stand another boring watch, assuming they are still alive.

*This room appears to be the living quarters of a single individual. The bed is particularly large and the place smells of animal hair. Against one wall is a table that seems to serve as a writing desk covered with papers, ink bottles, and pens. The room also has a small wardrobe and what appears to be a stout wooden chest*

bound in iron, with a large lock. A round red rug covers much of the floor, and the plaster-covered walls, painted light blue, are decorated with small shelves with bric-a-brac.

**Inhabitant:** Although Naralliki, the lamia captain of the guards of the temple, is not currently here, her pet, a fiendish giant viper, is. It hides under the bed and attacks (perhaps with surprise) anyone who comes into the room.

### Fiendish giant viper

Large magical beast  
(extraplanar) (Neutral  
Evil) **CR 2** **HD** 3d8  
**hp** 13 **Init** +7  
**Spd** 20 ft, climb 20 ft,  
swim 20 ft

**AC** 15, touch 12, flat-  
footed 12

**BAB/Grapple** +2/+6

**Attack/Full Attack** +4  
melee (1d4 plus poison,  
bite)

**Space/Reach** 10 feet/5 ft

**SA** Poison (DC 11,  
1d6/1d6 Con), *Smite* good  
1/day (+3 attack against  
good foe)

**SQ** Darkvision 60 feet,  
Resistance to cold and  
fire 5, SR 8, Scent

**Fort** +3 **Ref** +6 **Will** +2

**Str** 10, **Dex** 17, **Con** 11, **Int** 3, **Wis** 12, **Cha** 2

**Crucial Feats** N/A

**Other Feats** Alertness, Improved Initiative,  
Weapon Finesse

**Crucial Skills** Balance +11, Climb +11, Hide  
+8, Listen +7, Spot +8, Swim +8

**Other Skills** N/A

**Table:** Amid a few half-written notes  
of unimportance is a single page where  
Naralliki assesses the defenses of the temple.  
Show the players the Naralliki's Assessment  
handout.



**Chest:** The chest in the  
room is locked (DC 27 to  
open). The lock is trapped  
with a poison needle trap.

**Poison Needle Trap:** CR 2  
mechanical; touch trigger;  
repair reset; lock bypass  
(Open Lock DC 30);  
Attack +14 melee (1 plus  
poison, needle); poison  
(giant viper poison, DC  
11 Fortitude save resists  
(poison only), 1d6/1d6  
Con); Search DC 22;  
Disable Device DC 17.

The chest contains 299  
gp, a silver mirror (15 gp),  
a gold necklace (75 gp),  
and a lantern with jewel-  
studded screens (450 gp).

Also in the box is a Nag  
medallion--a symbol of cult affiliation with  
a black, coiled serpent. It has a faint magic  
aura about it because it allows the wearer to  
enter area 178 but has no other powers. It is  
worth 5 gp.

Lastly, at the bottom of the chest, a piece  
of paper--the second page of Naralliki's  
defense assessment--lies face down. (Search  
DC 15 to find it and realize its significance.)  
Show the players the Naralliki's Assessment  
handout (part 2).

**Shelves:** Small wooden carvings of animals  
of all kinds rest upon the tiny shelves  
hanging on the walls. They are crude and  
worthless.

### REVISIT (EL 7)

If the PCs return to this room but have not  
yet encountered Naralliki, she is here. See  
area 174 for more information.

**Connections:** This chamber connects to area  
156 and area 162.

See the Map of Level 6.





## 158. MINOR SHRINE (EL 5)

**Summary:** Visitors to the temple must pass through this shrine and swear allegiance to the forces of darkness and murder.

**Sights and Sounds:** Four hanging brass lamps light the room. It is quiet. PCs making a listen check (DC 12) here can hear the guards in area 156 idly chatting while they stand another boring watch, assuming they are still alive.

*Four brass lamps hang from thin chains from the ceiling, each about eight feet off the floor of white marble. The walls are paneled with black wood. In the middle of the room stands a statue of a bearded man entwined with serpents. A large brass-framed mirror engraved with black letters hangs on the south wall. There is a sickly sweet odor in this room that is difficult to find as anything but unpleasant.*

**The Statue:** The man with the pointed beard is relatively life-sized, and the statue is made of marble. It shows some cracks, and one of the serpents' heads has broken off. However, it still has a moderate magical aura of conjuration.



This magic kicks in only when someone passes across the room from west to east (going past the statue) without saying aloud the words engraved on the mirror. If this happens three times--three people walking past, or one person walking back and forth--the statue makes an angry hissing sound and 1d6 toxic zombies appear in the room and attack.

Toxic zombies look like normal human zombies but are bloated with skin the color of a bruise. They use troglodyte zombie stats, plus every time they are struck by a piercing or slashing weapon, or any time one is destroyed (by any means) they spray poison on all adjacent foes. When this occurs, as an automatic, free action, the zombie makes a +0 ranged touch attack on each drawing no attack of opportunity. Those struck must make a Fort save (DC 13, 1d3 Con primary and secondary damage). Each is considered CR 2.

**Toxic zombies:** hp 29 each

**The Mirror:** The mirror is eight feet long and three feet high. The inscription is in Draconic, and it reads:

*O friend and companion of night, thou who rejoices in the hissing of snakes and spilt blood, who murders and steals to get all that is desirable, who thirsts for blood and brings terror to mortals, Nag, Nagaina, thousand-faced serpent, look favorably on our sacrifices!*

**Background:** This small shrine was the first part of the temple complex dedicated to Nag, years ago.

**Connections:** This chamber connects to areas 156, 160, and 165.

See the Map of Level 6.



## 159. COMMON ROOM

**Summary:** Even an evil cultist needs to kick back and relax sometimes. You will need the Black Book of Venom handout (see Appendix C).

**Sights and Sounds:** This room is lit by three lanterns on tables. PCs making a listen check (DC 12) before entering the room can hear a few people talking in subdued tones on strange religious matters.

*An incense burner on a table fills this room with a thick, cloying scent. Long tables covered in the remains of what appears to have been a feast stretch across the center of the room. The tables are flanked by oak benches, but comfortable, padded chairs and divans ring the edges of the room. In the southwestern corner of the room, a small niche*



holds robes and cloaks on wooden pegs. A few pairs of shoes are on the floor there as well.

Three people in dark hooded robes gather around one of the tables. They do not appear friendly.

**Inhabitants:** There are three cultists here, two male and one female, all human. Like most of the cultists here, they are fanatical devotees of a religion based around murder and death, so they do not flee even though they likely have no hope of surviving the encounter with the PCs. If a PC has been to Brindenford, allow him or her to make a Spot check (DC 15). Success means that he or she recognizes one of the cultists--not by name, but as someone he or she has passed on the street or seen in a shop.

### Venom Cultist Commoner

Male or Female Human (Neutral Evil)

Commoner 2 CR 1

HD 2d6+4 hp 11

Init +0 Speed 30 feet

Languages Common, Elvish

AC 10, touch 10, flat-footed 10

BAB/Grapple +1/+1

Attack/Full Attack +2 melee (1d4 plus poison, dagger) or +2 ranged (1d4 plus poison, thrown dagger)

Fort +2 Ref +0 Will +2

Str 11, Dex 10, Con 15, Int 12, Wis 14, Cha 10

Crucial Feats N/A

Other Feats Skill Focus (Hide), Weapon Focus (dagger)

Crucial Skills Climb +5, Jump +5, Listen +7, Hide +8

Other Skills Knowledge (religion) +3

Possessions dagger, 1 dose of greenblood oil poison (DC 13 1 Con/1d2 Con), cultist robes, 15 sp, 10 cp

Treasure: One of the cultists holds a copy of the Black Book of Venom, the holy text of the cult. Show the players the Black Book of Venom handout.



**Development:** The cultists here will go to area 156 if they hear a warning or the sounds of combat. Likewise, if the guards in 156 are alive and hear shouts or sounds of combat here, they will come, as will the priests in area 167 and 168.

**Connections:** This chamber connects to areas 156, 167, and 168.

See the Map of Level 6.

## 160. STUDY

**Summary:** This library/meditation room is for cult members and priests to study about or meditate on the grisly glory of murder, poison, and other dark topics.

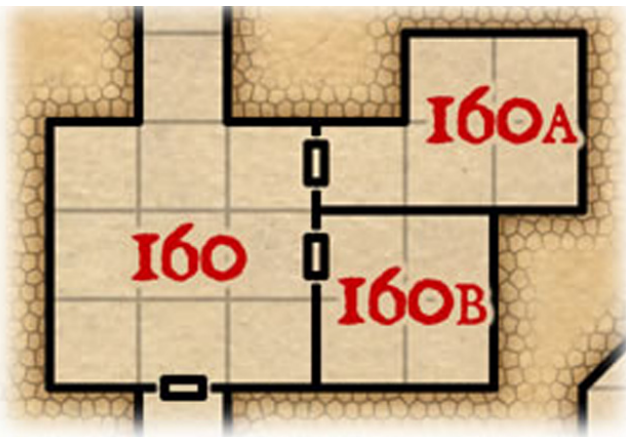
**Sights and Sounds:** This chamber is dark, although there are numerous oil-lamps throughout the room. It is quiet.

Wooden bookshelves stand against one wall, and a table with a large iron box sets in the middle of the room. A few chairs and a decorative urn complete the room. Two oaken doors provide exits on the east wall, as do a passage leading north and another leading south through an archway decorated with carved stone heads of men and women with grim expressions.

**The Bookshelves:** The books and scrolls stored here are all nonmagical, handwritten tomes on varied topics such as poisons, dangerous animals and beasts, religion, the outer planes, and botany. Nothing here is particularly valuable.

**The Box on the Table:** The box bears a label written in chalk on the front reading "miscellaneous papers." It is locked (DC 24 to open) but not trapped. Inside are indeed a





miscellany of handwritten notes on religion and philosophy, random entries from a personal journal with numerous references to Gardok ("Talked to Gardok today, and he told me of the layout of the catacombs beneath Brindenford." "Gardok came down to the temple yesterday to give us some news."), and some half-finished notes on several new spells or potion formulas (none of which work). However, amid all this relatively worthless stuff is a rolled up parchment that serves as a scroll for the spell poison blades. A Search check (DC 13) reveals with worthwhile treasure.

**The Urn:** This ceramic urn is decorated with painted images of serpents and nagas, and is in fact a gift from Kadru (see area 163) to the cult. It is empty, and worth about 50 gp.

**South Door:** The door in the south wall is locked (DC 25 to open).

**160A:** This library has a selection on books that all deal with Nag, poison, death, and various evil gods. A Search of the shelf (DC 24) reveals a false book, into which are tucked two scrolls, one of poison and the other of neutralize poison.

**160B:** This is a room for meditation. It has one large, comfortable chair and two small padded mats on the floor. The walls are decorated with abstract hangings of woven black and red strings.

**Development:** Any loud, suspicious noise here is likely to bring the assassin from area 161.

### REVISIT (EL 5)

One of the lesser priests is here, studying. If attacked, she immediately calls out for help, which likely brings the assassin in area 161 here in two rounds.

#### Darcien

Female Human (Lawful Evil)

Cleric 5 CR 5

Init +0 Speed 20 feet

HD 5d8 hp 32

AC 16, touch 10, flat-footed 16

Languages Common, Draconic

BAB/Grapple +3/+3

Attack +5 melee (1d6+1 plus poison, short sword)

SA rebuke undead 3/day

SQ +4 bonus to saving throws versus poison, handle poison safely

Fort +4 Ref +1 Will +10

Str 11, Dex 10, Con 11, Int 12, Wis 18, Cha 16

Crucial Feats Combat Reflexes

Other Feats Iron Will, Weapon Focus (short sword)

**Crucial Skills** Concentration +7, Diplomacy +9, Heal +8, Spot +7

**Other Skills** Knowledge (Religion) +4, Spellcraft +8.

**Spells** (CL 5, +3 melee touch, +3 ranged touch)

3rd--*animate dead*, *protection from energy*

2nd--*death knell* (DC 16/W), *enthrall* (DC 16/W), *hold person* (DC 16/W)

1st--*cause fear* (DC 15/W), *detect good*, *obscuring mist*, *summon monster I*

0--*cure minor wounds*, *guidance*, *inflict minor wounds*, *purify food and drink*, *resistance*

**Deity** Nag. Domains: Death, Evil

**Possessions** +1 *breastplate*, +1 *short sword*, *potion of owl's wisdom*, 3 doses of *greenblood oil poison* (DC 13 1 Con/1d2 Con), silver and onyx holy symbol (75 gp), 14 gp, 8 sp, 11 cp.

**Connections:** This chamber connects to areas 156, 167, and 168.

See the Map of Level 6.



## New Spell

### Poison Blades

Transmutation

**Level:** Cleric 3

**Components:** S, M

**Casting Time:** One action

**Range:** Close (25 feet + 5 feet/two levels)

**Targets:** One weapon/3 levels

**Duration:** One round/level or until used (D)

**Saving Throw:** None

**Spell Resistance:** No

Once cast, the weapons affected by this spell are envenomed with a single dose of whatever injury poison you hold in your hand. Each weapon must be either a slashing or piercing weapon.

**Material Component:** One dose of injury poison.

## 16L ASSASSIN'S QUARTERS (CL 7)

**Summary:** The cult has two assassins in their ranks, and they both live here.

**Door:** The door into this room is locked (DC 25 to open).

**Sights and Sounds:** This room is lit by a pair of oil lamps. Anyone listening at the door (Listen check DC 16) can hear Gyllid throwing daggers at the dummy.

*This large chamber has a single large bed in one corner, flanked by a pair of chest of drawers. A chest and a wardrobe, a table with a pair of chairs, and a coatrack with a few cloaks hanging from it complete the furnishing of the room.*



*However, much of the room is open and empty except for a straw-filled dummy with a dagger stabbed into its chest.*

*Iron bars form a lattice that lines the bare stone walls, curved into shapes amorphous and yet disturbing. There is only one exit out of the room, to the north.*

**Inhabitant:** This is the quarters of two assassins that belong to the Venom Cult, but only one is currently here, an assassin named Gyllid. Both of these assassins come from the far east and belong to an esoteric order known as the Leprous Warriors of Pu-jhong. Each of these assassins is afflicted with a disease (although not, as the name would suggest, leprosy) but learn to halt and even reverse any adverse affects the disease might have for them. Instead, they become willing carriers and learn to expose foes to their disease with every melee strike. This disease has a save DC of 15, an incubation period of 1 minute, and inflicts 1d4 points of Strength damage each day.

Gyllid has a sallow complexion, dark hair, and a regal nose. He wears all black and silver, and speaks in a hoarse, phlegmy voice, when he speaks at all.

## Gyllid

Male Human (Lawful Evil)

Rogue 5/Assassin 1      **CR** 7

**Init** +6      **Speed** 30 feet

**HD** 5d6+10 + 1d6+2      **hp** 40 (6HD)

**AC** 16, touch 12, flat-footed 14

**BAB/Grapple** +3/+4

**Attack** +6 melee (1d6+2 plus poison/18-20, rapier) or +5 ranged (1d8 plus poison, light crossbow)

**Full Attack** +4 melee (1d6+2 plus poison plus disease/18-20, rapier) and +4 melee (1d4+2 plus poison plus disease/19-20, dagger) or +5 ranged (1d8 plus poison, light crossbow)

**SA** death attack (DC 14), disease attack (DC 15) sneak attack +4d6

**SQ** evasion, poison use, trap sense +1, trapfinding, and uncanny dodge

**Fort** +3 **Ref** +8 **Will** +2

**Str** 12, **Dex** 15, **Con** 14, **Int** 17, **Wis** 13, **Cha** 13

**Feats** Combat Reflexes, Improved Initiative, Two-Weapon Fighting, Weapon Finesse

**Skills** Bluff +7, Climb +7, Diplomacy +12, Disguise +10, Escape Artist +11, Forgery +11, Hide +11, Knowledge (Local) +7, Listen +7, Move Silently +10, Open Lock +10, Sense Motive +9, Spot +2, Tumble +9, Use Rope +9.

**Spells** CL 1, +4 melee touch, +5 ranged touch  
1st (1/day)--disguise self, true strike



**Possessions** +1 studded leather, +1 rapier, +1 dagger, two potions of invisibility, potion of cure light wounds, 6 doses of medium spider venom (DC 14 1d4 Str/1d4 Str), light crossbow and 12 bolts, key to the door in this room, 12 gp, 8 sp.

**Tactics:** Gyllid is practicing throwing daggers into the dummy. However, if he hears an intruder coming (picking the lock to the door, for example), he will drink a potion of invisibility and then wait for intruders to come to him, hopefully giving him time to study them for a death attack.

**Treasure:** The chest is not locked, but is in fact fake--a trap for unwanted snoops. When opened, the 10 square upon which is rests drops like a trapdoor, dumping those in that area down into a pit with whirling poisonous blades at the bottom.

**Pit with Whirling Poison Blades:** CR 7; mechanical; no reset; DC 25 Reflex save avoids; 40 ft. deep (4d6, fall); Atk +10 melee (1d4+4/19-20 plus poison, whirling blade); poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); all targets in the pit; Search DC 26; Disable Device DC 25.

The chests of drawers contain clothing and mundane items. The wardrobe, however, in addition to more clothing, contains a hidden bottom compartment (Search DC 22) that contains a single dose of wyvern poison and a potion of poison.

**Development:** If Gyllid hears the sound on combat or a shout of alarm, he will go toward the sound, but probably after drinking a potion of invisibility.

**Upping the Ante (EL 9):** Simply having Gyllid wait invisibly until the PCs are in the midst of dealing the trap on his fake chest and then make his initial attack--when at least one member is perhaps in the pit, another is in the middle of helping them get out (lowering a rope or whatnot), and so on--makes this a much deadlier encounter.

## REVISIT (EL 7)

If they have not yet encountered the other assassin (see area 171), the PCs could encounter her here, should they return. She's likely out for vengeance against those that killed her partner.

**Connections:** This chamber connects to area 160. See the Map of Level 6.



## 162. TRAPPED CAVE (EL 4)

**Summary:** While excavating this level, the builders dug their way into some natural caves. Now it is trapped and warded by the naga that dwells in the cavern to the south.

**Sights and Sounds:** This cave is dark and quiet.

The northern end of this area has walls of worked stone, smooth and flat. The rest of the chamber, however, is a natural cave. The walls and floor are slick with moisture and the air is thick with the smell of earth. A tunnel winds away from this cave at its southern end. On the floor in front of this exit something appears to be carved into the stone floor.

**Alarm Spell:** Kadru the dark naga (see area 163) has cast an alarm spell in this cave to alert her of intruders.

**Engraved Message:** The message, scribed by Kadru, is written in Common, and says:

NONE WHO PASS  
SHALL SEE THE LIGHT OF DAY  
NONE SO CRASS  
SHALL HAVE THEIR WAY  
INTRUDERS TAKE HEED: VENOMOUS  
DEATH AND SERPENTINE COILS  
AWAIT YOU!



**Crimson Snake Sigil:** Kadru has also cast crimson snake sigil, a variant of sepia snake sigil. This variant works similar to the original, creating a symbol hidden amid at least 25 words--in this case in the engraving on the stone floor--that activates when the text is read. A snake of red magical energy appears and strikes the reader unless they succeed at a Reflex saving throw (DC 15). A creature struck is encased in scintillating red energy that lasts for 1d6 minutes. The victim is immobile and suffers great pain for that period in the form of 1 point of damage per round (thus, 10-60 points of damage).



**Development:** When Kardu is alerted by her alarm spell, she takes five rounds to cast preparatory spells and then comes here to investigate if no one has come to her first.

**Connections:** This chamber connects to area 160.

See the Map of Level 6.

## 163. KADRU (EL 8)

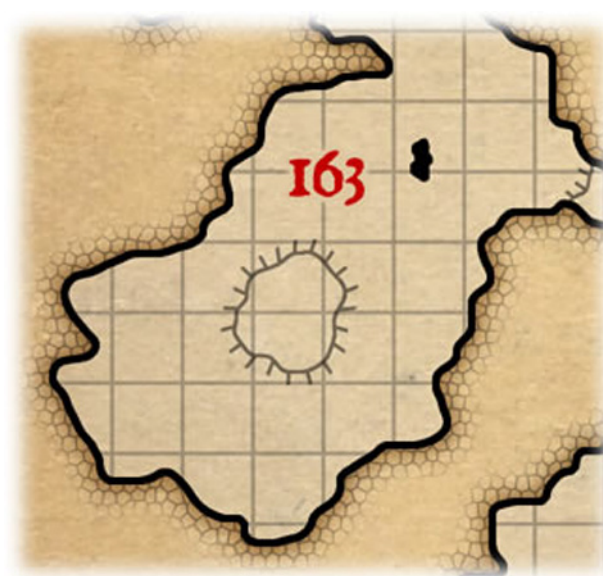
**Summary:** A dark naga has recently joined the Venom Cult. She dwells here now.

**Sights and Sounds:** The cave is dark. Anyone attempting a Listen check (DC 14) can hear the naga moving around.

*A very large cavern stretches from northeast to southwest here, with limestone draperies forming the walls and a large stone configuration rising up near the center of the chamber, its relatively flat top being almost 12 feet off the floor. The ceiling here is nearly 30 feet. Every surface is slick, and some odd fungi in bright red and yellow hues grows along the southeastern wall.*

**Ledge with Passage to the East:** It's important to note that the ledge is 32 feet off the floor and won't be noticed with a casual look around. Only a Search check (DC 15) allows a character to notice it. Climbing up to it is not difficult (DC 15)--in fact, a barely noticeable path has been artificially carved into the wall to enable a large snake to wend its way up.

**Inhabitant:** Kadru the dark naga dwells here. Her spell list is standard except she knows alarm rather than silent image.



**Dark Naga:** hp 62

**Tactics:** If alerted by the noise of intruders or her alarm spell in area 162, she casts *expeditious retreat* (+30 to speed), *shield*, *cat's grace* (+2 to AC, Reflex saves, ranged attacks and Dex skills; total AC 20 with *shield* (+4 to AC for a total of AC 18), *invisibility*, and *displacement* and then goes to investigate. She casts the spells in that order, so if she has less than five rounds to prepare, the DM can determine what she has cast. If possible, she gets close while invisible and then looses a *lightning bolt*. She's not afraid of melee thanks to her *displacement* and enjoys taking down foes with her poison stinger.

Alternatively (particularly if she didn't get a chance to cast all her defensive spells), the naga crawls up to the top of the central rock formation here and casts ranged spells down on foes.

**Treasure:** Kadru's belongings are secreted behind a loose rock on the south side of the

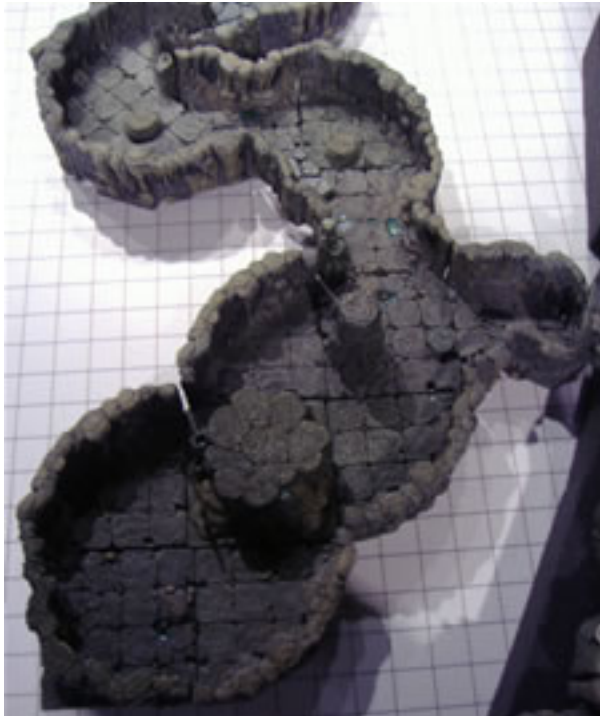


large rock formation in the cave (Search DC 18 to find). A large leather sack holds three smaller silk bags. One of the bags holds 255 gp. Another contains an assortment of 23 small or crude gemstones, each worth, on average, about 5 gp. The third contains three magical scrolls, each with one spell: *crimson snake sigil* (see area 162), *lightning bolt*, and *fly*.

The third bag also contains a Nag medallion--a symbol of cult affiliation with a black, coiled serpent. It has a faint magic aura about it because it allows the wearer to enter area 178 but has no other powers. It is worth 5 gp.

**Connections:** This chamber connects to area 162 and area 164.

See the Map of Level 6.



## 164. UPPER CAVERNS (EL 4)

**Summary:** A pair of caverns, both difficult to find and reach, provides a connection between two areas of Level 6.

**Serpent Ambush:** There are two fiendish giant vipers here, one at the top of each ledge (connecting to area 163 and area 169). They attempt to make a surprise attack against anyone attempting to come up. If one hears the other one in combat, it moves to aid.

### Fiendish Giant Viper

Large magical beast (extraplanar) (Neutral Evil)

CR 2 HD 3d8 hp 13

Init +7 Spd 20 ft, climb 20 ft, swim 20 ft

AC 15, touch 12, flat-footed 12

BAB/Grapple +2/+6

**Attack/Full Attack** +4 melee (1d4 plus poison, bite)

**Space/Reach** 10 feet/5 feet

**SA** Poison (DC 11, 1d6/1d6 Con), Smite good 1/day (+3 attack against good foe)

**SQ** Darkvision 60 feet, Resistance to cold and fire 5, SR 8, Scent

**Fort** +3 **Ref** +6 **Will** +2

**Str** 10, **Dex** 17, **Con** 11, **Int** 3, **Wis** 12, **Cha** 2

**Crucial Feats** N/A

**Other Feats** Alertness, Improved Initiative, Weapon Finesse

**Crucial Skills** Balance +11, Climb +11, Hide +8, Listen +7, Spot +8, Swim +8

**Other Skills** N/A

**Sights and Sounds:** These caves are dark and quiet.

*A pair of natural caverns hides out of the normal traffic patterns, well above other portions of the dungeon level. Here and there across the cave floor lie cast off bits of molted snakeskin from creatures of great size. Eerie limestone twists run down from the ceiling, like writhing and coiling serpents, stone scales glistening wet.*



**Snakes and Ledges:** It's worth noting that the snakes can move easily from this area to area 163 and back. They can drop down to area 169, but cannot get back up without travelling all the way around the dungeon level.

**164A:** This is a storage cave used by Kadru in area 163. Currently in the corner farthest from the entrance there is a flat stone slab, on which are three clay jugs and a bowl. Each jug contains one dose of an alchemical mixture, basically the opposite of antitoxin, called toxin enhancer. This concoction increases the potency of a poison so that the saving throw DC of the poison increases by +2, but it loses potency after 24 hours. This will even work on natural poisons, so for example Kadru can soak her stinger in the

mixture and enjoy the benefits, but only for the first attack. Each dose is worth 130 gp.

**Secret Cache:** Under the stone slab lies a hidden cache (Search DC 20 to find) that contains a potion of cure moderate wounds and a large gold amulet on a heavy gold chain (120 gp). The medallion bears the image of a wyvern on one side, and the name “Baralast,” which has particular significance on Level 9.

**Connections:** This chamber connects to area 163 and area 169.

See the Map of Level 6.



## 165. CLEANSING ROOM

**Summary:** This room is used by cultists to perform preparatory rituals before heading into the temple to the east. You will need the Snake Carving Illustration handout (see Appendix C).

**Sights and Sounds:** This room is very dimly lit with a single torch in a sconce in the southern portion of the room. It is quiet.

*The walls of this L-shaped chamber are covered in painted frescoes. Stylized images of entwined serpents and spiders in webs with oversized, leering eyes cavort amid more abstract black and red shapes. The vaulted ceiling is also painted, resembling a night sky where all the constellations form serpentine shapes with glaring eyes. All of the doors in the room are wooden and painted red. The door to the east bears a painted black coiled serpent symbol on it.*

*In the center of the northern portion of the room, a thick stone table holds two large ceramic basins with high sides, one black and the other red, each carved in an elaborate snake motif. Along the eastern wall, south of the door with the snake symbol, a cabinet made of stone with swinging stone doors, is built flush with the wall. An iron sconce holds a torch just above it.*

**Table:** The stone table holds two basins. The top of the table is engraved with these words, in Common:

TO KNOW THE ESSENCE OF  
MURDER, YOU MUST WASH AWAY  
ALL ELSE  
CLEANSE YOURSELF OF THE  
IMPURITIES OF LIFE

Beneath the table, an iron brace affixed to the table holds a sword slid into it. (Search DC 14 to find.) There is room for four more such blades in the brace. The longsword is masterwork, has a faint magical aura (conjunction), and even bears a sheen that only a magical sword can have. However, it has no magical enhancement bonus, and there is no way for the PCs to determine what magical property it possesses until

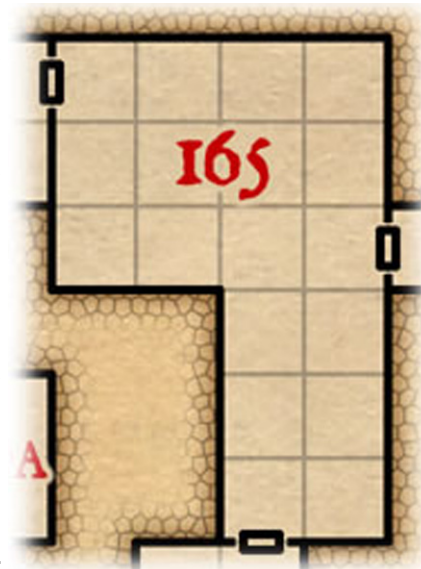
they find its four matching mates. (It helps power a specific summoning effect in area 177.)

**Basins:** Show the players the Snake Carving Illustration handout to indicate the designs on each vessel. Each of

these basins holds a faint aura of necromantic magic. Any character of evil alignment touching the water in either basin gains a +1 luck bonus to their next skill or ability check. Anyone of non-evil alignment touching the water in the black basin suffers a -1 penalty to their next saving throw. Anyone of non-evil alignment touching the water in the red basin must make a Will saving throw (DC 18) to avoid becoming shaken for the next 5 minutes.

Cultists ritually clean their hands and even sometimes their face in these basins, but despite this, the water is always crystal clear and fresh. The basins have no power or real value if removed from this room.

**Stone Cabinet:** Stuffed into the cabinet is a huge, black serpent costume made of leather, cloth, and a painted plaster head. It requires at least three people to “wear” it. This costume is a part of certain cult rituals, and has no real value.





**Hallway to the East:** The door is not locked. However, no character without a special Nag medallion can pass through it to the east. The hallway itself is round, and the bare stone is painted black.

**Door to the South:** This door is locked (DC 20 to open). Anyone listening at the door (Listen check DC 16) can hear Eredish moving around in area 166.

**Connections:** This chamber connects to areas 158, 166, and 178.

See the Map of Level 6.



## 166. EREDISH AND KOTHAN'S ROOMS (EL 6)

**Summary:** Two special cultists use the two chambers here as their personal chambers. You will need the Kothan's Unfinished Note handout (see Appendix C).

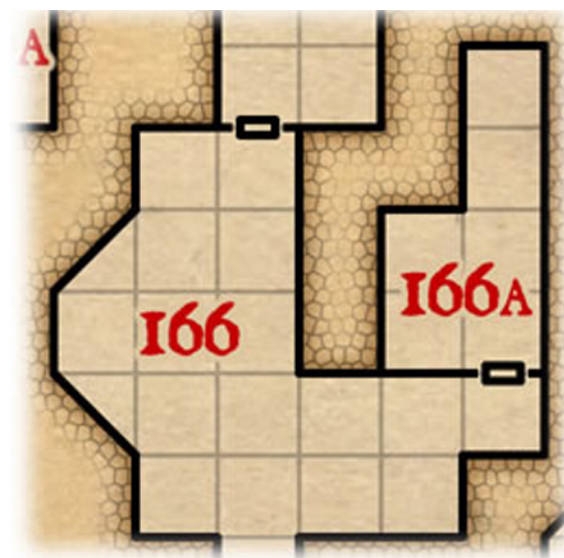
**Door From the North:** This door is locked (DC 20 to open). Kothan and Eredish have keys.

**Sights and Sounds:** These rooms are lit by braziers and oil lamps. Anyone listening at the door (Listen check DC 20) or from the room to the south (DC 18) can hear Kothan moving around.

*This room is well-lit and comfortable. Braziers provide light and warmth, and the oak furnishings include a few tables, chairs, a cabinet full of dishes, and large cauldron full of stew, which actually smells quite good.*

**Inhabitants:** Kothan is present, but Eredish is in area 176. Kothan is a half orc barbarian. He's also secretly a spy for the demonic forces on Level 7. Unless he's been alerted to danger, he is at the table in the south end of the room, using the fact that Eredish is gone to write a quick note to his demonic master, Czarzem. He's a beefy half orc with a permanent scowl and a shock of black hair. His axe has a red blade and always smells of blood.

He wears a Nag medallion--a symbol of cult affiliation with a black, coiled serpent. It has a faint magic aura about it because it allows the wearer to enter area 178 but has no other powers. It is worth 5 gp.



### Kothan

Male Half-Orc (Chaotic Evil)

Barbarian 6 CR 6

Init +2 Speed 40 feet

HD 6d12+12 hp 62

AC 17, touch 12, flat-footed 15

Languages Common, Orc, Gnoll

BAB/Grapple +6/+10

Attack +11 melee (1d12+7, great axe)

Full Attack +11/+6 melee (1d12+7, greataxe)

SA rage 2/day (7 rounds)

SQ darkvision 60 feet, fast movement, improved uncanny dodge, trap sense +2

Fort +7 Ref +4 Will +6

Str 19, Dex 15, Con 15, Int 13, Wis 15, Cha 11

Crucial Feats Power Attack, Quick Draw

Other Feats Iron Will

Crucial Skills Jump +16.

**Other Skills** Knowledge (Religion) +5, Handle Animal +8, Intimidate +7, Ride +10, Survival +9, Read/Write Common

**Possessions** +2 studded leather, +1 human bane greataxe, Nag medallion, 8 sp.

The following changes are in effect as long as Eredish rages:

**AC** 15, touch 10, flat 13

**hp** 74 **Fort** +9 **Will** +8

**Attack** +13 melee (1d12+9, greataxe)

**Full Attack** +13/+8 melee (1d12+9, greataxe)

**BAB/Grapple** +6/+12

**Abilities** Str 23, Con 19

**Skills** Jump +18

**Tactics:** Kothan is the traditional barbarian (although he's smarter than most, and can read and write). He grabs his axe and charges into the fight. Rage first, ask questions later.

**Treasure:** In the china cabinet there is a pair of large silver spoons of elegant design worth 10 gp each. A large pot painted gold sits atop one table which appears to be worth something, but an Appraise check (DC 15) indicates that it is actually worthless. On the southern table one can find some paper, writing implements, and a few worthless books on the rules of various games. If they look at the table, show the players Kothan's Unfinished Note handout.

**166A:** This is the bedchamber for both cultists. There is little of value here other than another Nag medallion in a chest otherwise filled with clothes and mundane gear.

**Upping the Ante (EL 8):** Give Kothan a special one-use item (a gem that he crushes) that he uses immediately to summon a babau demon that attacks his enemies for 6 rounds.

## REVISIT (EL 6)

If the PCs return here later and Eredish is alive, he is here. Look for his stats in area 176.

**Connections:** This chamber connects to area 165 and area 169.

See the Map of Level 6.



## 167. POISON LAB (EL 6)



**Summary:** This is where the priests of the Venom Cult use herbalism, biology, alchemy, and magic to create new and terrible poisons.

**Sights and Sounds:** This room is lit by many candles around the room.

*This is clearly a laboratory of some kind. Shelves filled with all manner of bottles, jars, and vessels line the walls, while workbenches and tables covered in alchemical equipment clutter the rest of the room. The place stinks of a miasma of foul chemical odors, some acrid, some sour, some greasy, and others sickly sweet.*

**Inhabitant:** A Venom Cult priest named Franin is here. She is hard at work in the lab unless she hears someone coming, in which case she prepares for trouble. Franin is thin-faced, wiry, and bookish. She even wears spectacles while she works. She also wears a Nag medallion--a symbol of cult affiliation with a black, coiled serpent. It has a faint magic aura about it because it allows the wearer to enter area 178 but has no other powers. It is worth 5 gp.

### Franin

Female Human (Lawful Evil)

Cleric 5

**CR** 5

**Init** +5

**Speed** 20 feet

**HD** 5d8+5

**hp** 40

**AC** 18, touch 11, flat-footed 17



**Languages** Common, Draconic, Elven

**BAB/Grapple** +3/+3

**Attack** +4 melee (1d6 plus poison, short sword)

**SA** rebuke undead 3/day

**SQ** +4 to all saves versus poison, can handle poisons safely

**Fort** +5 **Ref** +2 **Will** +7

**Str** 10, **Dex** 13, **Con** 12, **Int** 14, **Wis** 16, **Cha** 11

**Crucial Feats** Combat Reflexes

**Other Feats** Alertness, Improved Initiative

**Crucial Skills** Concentration +8, Heal +6, Listen +8, Spot +8

**Other Skills** Craft (alchemy) +10, Knowledge (Nature) +5, Knowledge (Religion) +6, Spellcraft +6.

**Spells** (CL 5, +3 melee touch, +4 ranged touch)

3rd--*animate dead*, *magic vestment*

2nd--*cat's grace*, *death knell* (DC 15/W), *enthrall* (DC 15/W)

1st--*cause fear* (DC 14/W), *detect good*, *obscuring mist*, *sanctuary* (DC 14/W)

0--*cure minor wounds*, *guidance*, *inflict minor wounds* (DC 13/W), *purify food and drink*, *resistance*

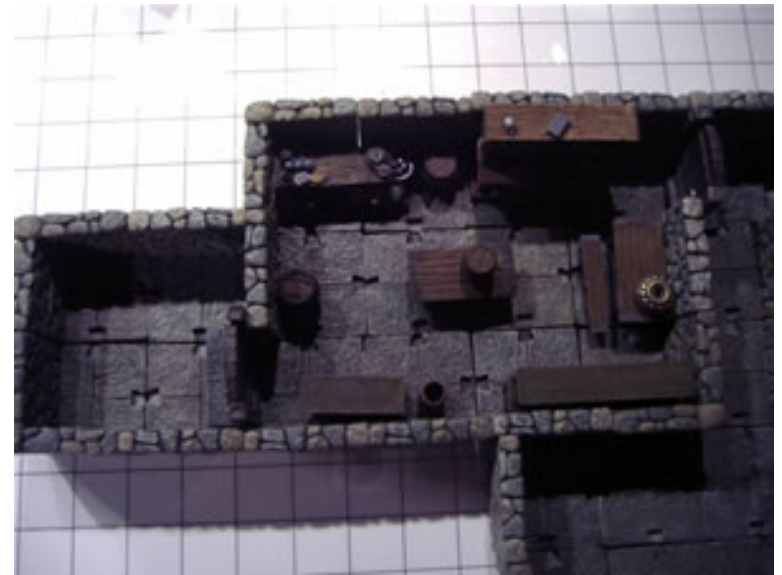
**Deity** Nag. Domains: Death, Evil

**Possessions** masterwork breastplate, masterwork short sword, heavy steel shield, *wand of hold person* (21 charges), 3 doses of greenblood oil poison (DC 13 1 Con/1d2 Con), Nag medallion, silver and onyx holy symbol (75 gp), 10 gp, 24 sp.

**Tactics:** Franin uses the trap above the door to her advantage, activating it as soon as anyone hostile enters. If she has time, she casts the following spells, in this order: *magic vestment* (+1 AC for a total of 19), *cat's grace* (+2 Initiative, Reflex saves, and AC, for a total AC of 21), and resistance. In a fight, she uses her wand mainly. If in trouble, she'll try sanctuary and/or obscuring mist to get away, running all the way to area 180. If that doesn't work, she'll surrender. However, she is a compulsive liar. She will lie regarding just about any important topic--even if her life is threatened--she can't help herself.

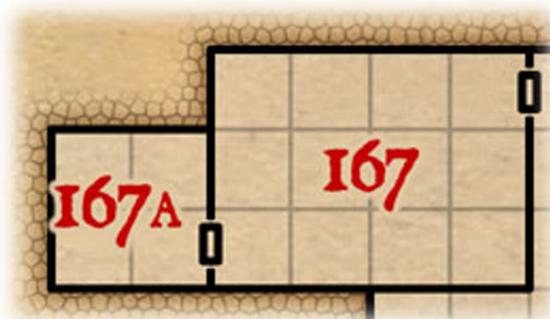
**Trap:** Above the door, three globes filled with contact poison wait to drop on anyone coming through. The globes are made of pigs' bladders and burst when they come down. The trap is activated by a switch on one of the tables (where Franin is).

**Poison Bladder Trap:** CR 4; manual trigger; manual reset; poison (DC 13 Fortitude save resists, 1d6 Con/1d6 Con); Search DC 25; Disable Device DC 19.



**Treasure:** The lab itself has 1,000 gp worth of equipment and ingredients, although transporting them may be a challenge. Those searching the lab (Search check DC 18) find two doses of Sassone leaf residue (DC 16, 2d12 hp/1d6 Con, 300 gp), and a dose of large scorpion venom (DC 18, 1d6 Str/1d6 Str, 200 gp), as well as a potion of neutralize poison. There's also a crystal and silver flask worth 50 gp.

**167A:** This strange room has three miniature trees floating in midair, about six feet off the ground, encased in transparent globes. The trees look like tiny elms, but their leaves are a very dark green--almost black. These are creations of potent spells that produce magical poisons. If any of the globes is touched, the tree secretes the poison, which oozes through the magical membrane that surrounds it. This poison (DC 18 Fortitude save resists, 1d4 Con/1d4 Con) causes



any victim that it slays to be animated as a toxic zombie (see area 158). The globes and the miniature trees can be destroyed by inflicting just 6 points of damage upon them. However, striking them does cause them to secrete poison (so the weapon that strikes them comes away envenomed, and a natural weapon forces the attacker to make a save).

**Connections:** This chamber connects to area 159 and area 168.

See the Map of Level 6.

## 168. LESSER PRIEST'S CELLS (EL 6)



**Summary:** The priests of the temple (other than the high priest) all live here.

**Sights and Sounds:** The corridor is lit with a few torches in sconces. One of the rooms (Hachul's, the one with the open door) is lit with an oil lamp. Anyone nearby can hear Hachul singing.

*This long corridor is decorated with frescoes of lurid scenes of murder and betrayal in between small wooden doors, one of which hangs open and leads into a Spartan bedchamber. From the door,*

*you hear a man singing a well known ballad of a famous battle. What he lacks in talent he makes up for in volume.*

**Inhabitants:** Only one of the priests is currently in his room. Hachul is a dark-skinned man in his 30s with a large build and a cruel sneer. He is proud of his magic armor and sword and is hopelessly overconfident.

He wears a Nag medallion - a symbol of cult affiliation with a black, coiled serpent.

It has a faint magic aura about it because it allows the wearer to enter area 178 but has no other powers. It is worth 5 gp.

### Hachul

Male Human (Lawful Evil)

Cleric 6                      CR 6  
Init +0                      Speed 20 feet  
HD 6d8+6                      hp 45  
AC 21, touch 10, flat-footed 21  
Languages Common, Draconic, Elven  
BAB/Grapple +4/+7  
Attack +9 melee (1d6+4 plus poison, short sword)

SA rebuke undead 3/day

SQ +4 to all saves versus poison, can handle poisons safely

Fort +5 Ref +3 Will +7

Str 16, Dex 11, Con 13, Int 10, Wis 17, Cha 13

Crucial Feats Power Attack

Other Feats Lightning Reflexes, Weapon Focus (short sword)

**Crucial Skills** Concentration +10, Diplomacy +7, Heal +6, Listen +5, Spot +6

**Other Skills** Knowledge (Religion) +6, Spellcraft +5.

**Spells** (CL 5, +7 melee touch, +4 ranged touch)

3rd--*animate dead*, *cure serious wounds*, *magic vestment*

2nd--*bear's endurance*, *bull's strength*, *cure moderate wounds*, *death knell* (DC 15/W)

1st--*cure light wounds*, *detect good*, *divine favor*, *shield of faith*

0--*cure minor wounds*, *guidance*, *inflict minor wounds* (DC 13/W), *purify food and drink*, *resistance*

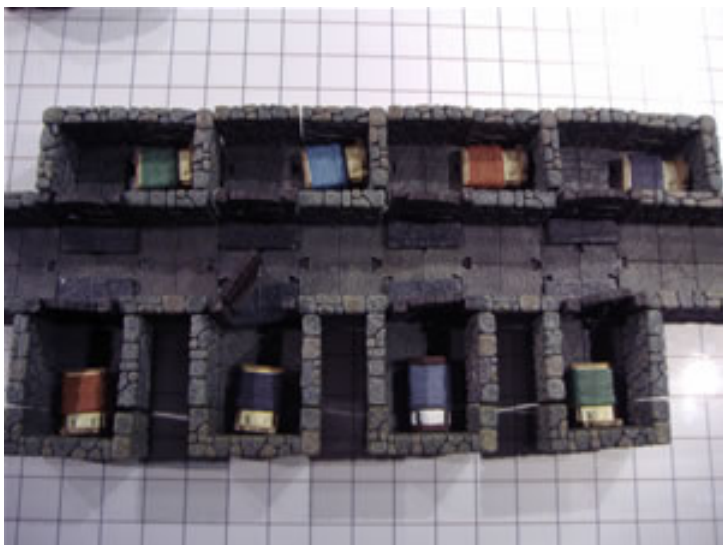
**Deity** Nag. Domains: Death, Evil

**Possessions** +1 full plate, +1 short sword, masterwork heavy steel shield, scroll of poison, 3 doses of greenblood oil poison (DC 13 1 Con/1d2 Con), Nag medallion, silver and onyx holy symbol (75 gp), 10 gp, 24 sp.

**Tactics:** Hachul casts the following spells if he has the prep time: *bear's endurance* (+12 hp and +2 Fort saves and Concentration checks), *bull's strength* (+2 attack and damage), *magic vestment* (+1 AC), *divine favor* (+2 attack and damage) and *shield of faith* (+1 AC). If he gets all these spells off, his AC is 23, he has 57 hit points, and his melee attack is +13 (1d6+8 plus poison). Once engaged, he focuses primarily on engaging in melee, happily using at least 3 points of Power Attack to bash foes all the harder (+10 attack, 1d6+11 damage).







**The bedchambers:** Each of the small doors off the hall lead into a bedchamber with a single bed. The smaller chambers on the south end have little other than the bed and an iron coiled cobra symbol nailed into the plastered wall. The somewhat larger chambers have slightly more furnishings (a chair, a small bedside table, a small trunk with clothes, a few books). Each also has a black mask and hood in the form of a cobra that fits over the entirety of the wearer's head.

## REVISIT (EL 7)

Two of the lesser priests are here. They are resting, and likely do not have their armor on (AC 12 with just their shields, but their speed is 30 feet). Malloch is a fanatic and fights to the death, but Bursel will surrender and tell the PCs anything he can if seriously threatened.

## Malloch and Bursel

Male Human (Lawful Evil)

Cleric 5 CR 5

Init +0 Speed 20 feet

HD 5d8+10 hp 42

AC 18, touch 10, flat-footed 18

Languages Common, Draconic

BAB/Grapple +3/+3

Attack +5 melee (1d6 plus poison, short sword)

SA rebuke undead 3/day

SQ +4 to all saves versus poison, can handle poisons safely

Fort +6 Ref +1 Will +10

Str 11, Dex 10, Con 14, Int 12, Wis 18, Cha 12

Crucial Feats Combat Reflexes

Other Feats Iron Will, Weapon Focus (short sword)

Crucial Skills Concentration +7, Diplomacy +7, Heal +8, Spot +7

Other Skills Knowledge (Religion) +4, Spellcraft +8.

Spells (CL 5, +3 melee touch, +3 ranged touch)

3rd--*animate dead*, *protection from energy*

2nd--*detect thoughts* (DC 16/W), *enthrall* (DC 16/W), *hold person* (DC 16/W)

1st--*cause fear* (DC 15/W), *cure light wounds*, *divine favor*, *shield of faith*

0--*cure minor wounds*, *guidance*, *inflict minor wounds*, *purify food and drink*, *resistance*

Deity Nag. Domains: Death, Knowledge

**Possessions** masterwork banded mail, masterwork large shield, masterwork short sword, *potion of owl's wisdom*, *scroll of dispel magic* and *cure serious wounds*, 4 doses of medium spider venom (DC 14 1d4 Str/1d4 Str), silver and onyx holy symbol (75 gp), 90 gp.

**Connections:** This area connects to areas 159, 167, and 170. See the Map of Level 6.



## 169. PRISON (EL VARIES)

**Summary:** This place offers a magical “prison” for holding potential sacrifices for the temple.

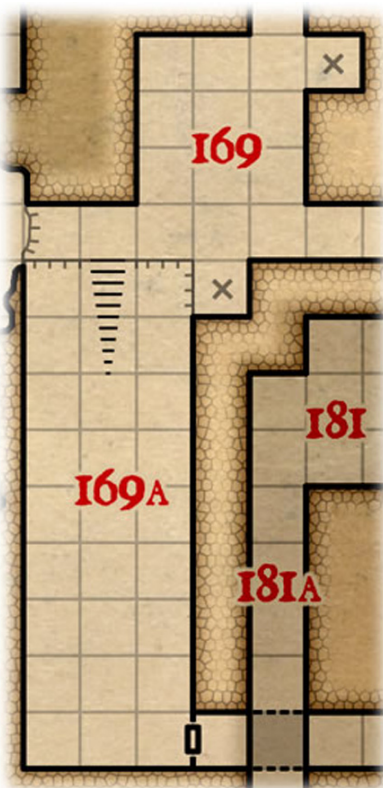
**Sights and Sounds:** Glowing gems in the snake statues’ eyes light the room in a blue glow. It is quiet.

*An oddly shaped room with strange nooks, this room’s plaster-covered walls are painted white but the glow in the room makes them appear blue. This glow comes from a pair of statues, each in one of the strange nooks. These stone figures are coiled serpents of great size painted black. A woman dressed in typical commoner’s garb stands motionless in the center of the room.*

*To the south, a staircase descends into a dark, sunken area.*

**Statues:** These magical statues have a gaze attack. Anyone within sight of them must make a Will save (DC 15) or be held motionless, as if with a *hold person* spell. This effect lasts until the figure is touched by another living creature not held. Because it is a gaze attack, the save is required each round, but PCs can choose to avert their gaze or close their eyes.

Worshippers of Nag are immune to this effect.



**Prisoner:** The woman is Narla Devertis (female human Com1), a farmer from outside of Brindenford kidnapped on the road and brought here. She has 1 hit point and is not a combatant. If brought back to her family, they will reward her rescuers with an old ring the family patriarch (Dushal) wears. This ring is a ring of climbing. Further, award PCs who return Narla experience points as if they had overcome a CR 5 challenge.

**Ledge Up to Area 164:** It’s important to note that the ledge is 20 feet off the floor and won’t be noticed with a casual look around. Only a Search check (DC 15) allows a character to notice it. Unlike the ledge in area 163, there are no easy handholds to get up to this one, so climbing up the smooth wall is challenging (DC 25).

**169A:** Prisoners are thrown down the stairs into this lower area where they must fight for their lives, and even if they live they are likely anointed (poisoned) and ready for sacrifice. Each living creature that touches the floor of this lower area causes a venom devil to appear. A venom devil is similar in appearance and stats to a lemure devil, except that its flesh is black and oozing, and its touch also carries with it a contact poison (DC 14, 1d4 Con/1d4 Con). Each is a CR 2 challenge.

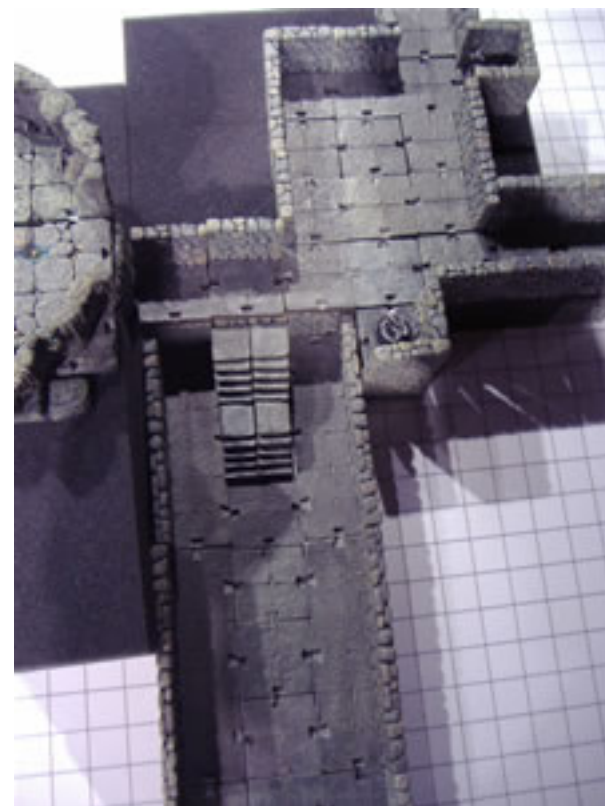
**Venom Devils (lemures):** hp 9 ea.

**Door to Area 173:** This door is locked (DC 20 to open).

**Passage to Area 180:** This short corridor is painted black. However, unlike the passages into area 178, no magic prohibits entry here. It is merely tradition and ritual that keeps cultists from using this passage other than to bring prisoners to the temple for sacrifice.

**Connections:** This chamber connects to areas 164, 166, 173, and 180.

See the Map of Level 6.





## 170. CREEPY ROOM

**Summary:** Giant moths in cages, severed heads on shelves, and other disturbing things make this a very creepy room.

**Sights and Sounds:** This room is dark. Characters making a Listen check (DC 15) can hear the moths fluttering in their cages.

*Red curtains hang in from of some of the walls here, which themselves have been painted black. A table rests against the north wall, and upon it are a collection of long knives of all shapes and sizes. Shelves above the table and along that half of the room, inset into the wall, hold heads in various states of decay. Some are fairly well preserved in sealed glass jars. Others rest out in the open, dried flesh peeling away from yellowed skulls. Wire cages of various sizes hang from the ceiling at seemingly random heights. Within them are creatures that at first seem to be birds, but then reveal themselves to in fact be shockingly large moths fluttering with white, black, and gray wings.*



**Knives:** This collection of 34 blades is exquisitely maintained. While none are magical, two are pearl-handled and

elegantly designed (100 gp each), one is a dagger with a clip-point blade, gold thread inlay throughout the hilt and even in the fuller of the blade, with tiny emeralds on the tips of the cross-guard (260 gp), two are masterwork (one counts as a dagger, the other a short sword), and one particularly long blade (a masterwork short sword) has a black pommel in the shape of a cobra with ruby eyes (total value, including masterwork, is 600 gp).

The polished boxwood table itself has an elaborate floral marquetry top, and anyone with Knowledge (nature) can attempt a check (DC 15) to recognize the flowers in the pattern as being black lotuses.

**Heads:** Closer examination reveals that each head has a parchment label in Common, with a field of study, area of knowledge, or type of expertise by it. For example, one might say, "Duchy of Chordille history," while another might say, "Arcane Artifacts." Other labels include: The Undead, Architecture, The Abyss, Conjuraton, Botany Secrets, and Human Physiology. Anyone making a Spellcraft check (DC 19) can determine that these heads have all been ritually prepared for the speak with dead spell. These heads serve as a potential research resource for the temple.

**Moths:** Anyone making a Knowledge (nature) check (DC 16) can determine that these are

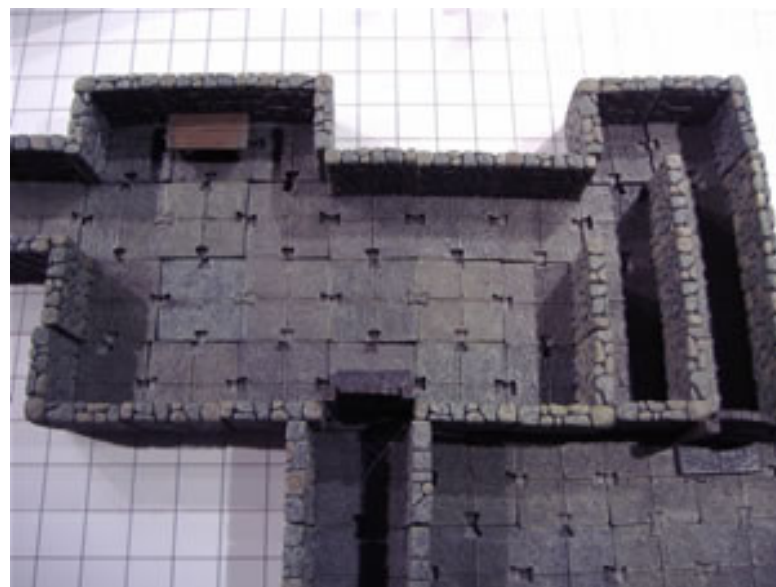
natural, but rare moths. Another check, or a Craft (alchemy) check, either with a DC of 20, allows a character to know that these particular types of moths can be encouraged to secrete a substance which is a virulent contact poison when properly prepared that weakens and then kills (DC 17, 1d4 Strength/2d4 Con).

**Hallway to 171:** The walls of this hallway are painted in frescoes of dark colors and strange design, with tiny men peering out of windows and slightly open doors, or from behind rocks or walls. It is disturbing.

**Door to 171:** The door at the end of the hallway is locked (DC 20 to open). It has a secret peephole allowing anyone in area 171 to look out without being seen.

**Connections:** This chamber connects to areas 168, 171, and 172.

See the Map of Level 6.



## 171. THE HAG'S ROOM (EL 8)

**Summary:** An annis hag that works with the cult lives here, and is currently plotting with Aeraki, an assassin.

**Door:** The door is locked (DC 20 to open). It has a secret peephole allowing anyone to look out without being seen.

**Sights and Sounds:** This room is lit by an iron chandelier with many candles hanging above the middle of the chamber. Anyone listening at (either) door can possibly hear (Listen check DC 18) the inhabitants quietly talking.

*This chamber clearly serves as a bedroom and personal quarters of a single, large creature judging by the size of the bed, the chairs, and other furnishings. In the room you see a wooden chest bound in iron, fashioned to look like a giant frog's head, a wooden bookcase filled with books and scrolls, a copper cauldron embossed with images of cavorting monsters and fell beasts, and a pair of large ceramic vessels painted with skulls and bones and symbols of death. A black iron chandelier filled with dripping candles hangs above the cauldron, which appears to be empty but stained a weird blue-green on the inside.*



**Inhabitants:** This is the personal chamber of one of the cult's more prominent members, an annis hag named Takshaka. Unless they are alerted of danger, she talks quietly here with a human assassin named Aeraki. Takshaka is the hag mentioned in the adventure hook *The Paladin's Sword*. Likewise, Aeraki and her partner Gyllid were also a part of that story. In fact, Aeraki and Takshaka are plotting how to get the sword back just at this moment.

Aeraki hails from the far east and belongs to an esoteric order known as the Leprous Warriors of Pu-jhong. She is afflicted with a disease (although not, as the name would suggest, leprosy) but has learned to halt and even reverse any adverse affects the disease might have for her. Instead, she has become a willing carrier and has learned to expose foes to the disease with every melee strike. This disease has a save DC of 15, an incubation period of 1 minute, and inflicts 1d4 points of Strength damage each day.

Takshaka wears +1 bracers of armor. Aeraki wields the rapier of the venom lord, a +1 rapier with the powers of a dagger of venom. The wounds it leaves always take the shape of a coiling cobra.

**Takshaka (annis hag):** hp 53; AC 21

### Aeraki

Female Human (Lawful Evil)

Rogue 5/Assassin 1      **CR** 7

**Init** +6      **Speed** 30 feet

**HD** 5d6+10 + 1d6+2      **hp** 40 (6HD)

**AC** 16, touch 12, flat-footed 14

**BAB/Grapple** +3/+4

**Attack** +6 melee (1d6+2 plus poison/18-20, rapier) or +5 ranged (1d8 plus poison, light crossbow)

**Full Attack** +4 melee (1d6+2 plus poison plus disease/18-20, rapier) and +3 melee (1d6+1 plus poison plus disease/19-20, dagger) or +5 ranged (1d8 plus poison, light crossbow)

**SA** death attack (DC 14), disease attack (DC 15) sneak attack +4d6

**SQ** evasion, poison use, trap sense +1, trapfinding, and uncanny dodge

**Fort** +3 **Ref** +8 **Will** +2

**Str** 12, **Dex** 15, **Con** 14, **Int** 17, **Wis** 13, **Cha** 13

**Feats** Combat Reflexes, Improved Initiative, Two-Weapon Fighting, Weapon Finesse

**Skills** Bluff +7, Climb +7, Diplomacy +12, Disguise +10, Escape Artist +11, Forgery +11, Hide +11, Knowledge (Local) +7, Listen +7, Move Silently +10, Open Lock +10, Sense Motive +9, Spot +2, Tumble +9, Use Rope +9.

**Spells** CL 1, +4 melee touch, +5 ranged touch  
1st (1/day)--disguise self, true strike

**Possessions** masterwork studded leather, +1 rapier of the venom lord, short sword, two potions of invisibility, 3 doses of medium spider venom (DC 14 1d4 Str/1d4 Str), light crossbow and 12 bolts, key to the door in 161.

**Tactics:** If they hear someone trying the door or picking the lock, Takshaka peeks out the peephole. Depending on how much time they have, they may simply leave through the secret door and either try to come around and attack the PCs from behind or go get help, perhaps in area 176.



Both of the evil women here leap right into the fray if confronted, trying flank foes and take them out one by one. They work well together. However, if given the chance, Aeraki uses a *potion of invisibility* to sneak up on foes and try a death attack.

**Bookcase:** The books in the case cover plants, animals, and strange creatures of the wild and the sea. One, an innocuous looking book on fish, is actually quite rare and valuable (150 gp) but one must make a Knowledge (nature) check (DC 12) to recognize it as such.

**Chest:** The wooden chest is locked, and there is no key. Instead, one must say “frog” in Giant (the language hags speak) in order to open it. Breaking into it by force requires a Strength check DC 30, and if the PCs want to smash it open it has a hardness of 7 and 30 hp. Inside one can find 547 gp and two potions, both with their durations doubled: *bull’s strength* and *spider climb*. Smashing into the chest breaks both potions.

**Background:** Takshaka, Aeraki, and Glynnis killed the paladin Baine Strongbow in Brindenford and took the holy sword that held his soul. They brought it here (area 170, actually), but it was stolen soon after by a thief hired by Setaraghos and Ilithstra, who worked in the service of the demon lord Rivenyk who wanted Baine’s soul. That plan, in turn, was foiled by Drathos, who slew

Setaraghos and forced Ilithstra to work with him on Level 5.

Takshaka knows and hates Esmona and her sisters (see The Peddler bonus encounter). If she sees a PC with their hag’s eye, she recognizes it for what it is and attacks that PC before all others.

**Secret Door:** The secret door here hinges silently near the floor, and thus opens down, into area 172.

**Connections:** This chamber connects to area 170 and area 172.

See the Map of Level 6.

### The Paladin’s Sword

When the PCs come to the Temple of Vune needing healing, advice, or just to worship, a priestess named Sillitta Ederus speaks to them confidentially. She explains that about two years ago, a noble knight dedicated to

the cause of righteousness named Baine Strongbow came to Brindenford and befriended the clerics of Vune. They were impressed with his sincerity and altruism. One day, a hideous hag appeared in the town and demanded a young girl to be given to her or she would curse the entire town. The hag’s spells and summoned demons showed that she was nothing to trifle with. Baine took up his sword and confronted her, claiming that no innocent would be sacrificed. He battled her and her conjured beasts, and eventually drove her off.

However, a month and a day later, deadly assassins attacked and killed the heroic paladin while he slept. His belongings were all taken, of course. However, Baine had confided in Sillitta that his sword was enchanted so that if he were to ever die as the result of a good deed, his spirit would not pass on but instead would inhabit his sword. With the proper ritual, he could be restored to life.

Sillitta now believes that both the assassins and the hag dwell in the dungeons of Dragon’s Delve. If the paladin’s sword could be recovered, she could bring him back. She tells the PCs that should they ever find the sword and bring it to the Temple of Vune, she would reward them with 8,000 gp worth of spellcasting services or clerical magic items (such as healing potions or wands).

The hag and the assassins are a part of the Venom Cult, but the sword now lies on Level 5. A clue to that fact, however, can be discovered on Level 3.



## 172. RITUAL PREPARATION ROOM (EL 1)

**Summary:** This room contains objects important to Venom Cult rituals.

**Sights and Sounds:** A faint light comes through the stained glass window. The room is quiet, although anyone listening at the secret door can possibly hear (Listen check DC 18) the inhabitants in the room beyond quietly talking.

*This rectangular room has a door in the western wall and an arch in the north wall leading to a passage. The south wall is dominated by a massive stained glass window that stretches almost floor to ceiling. The window depicts a number of coiled serpents, scuttling spiders and scorpions, and other venomous beasts swarming around a pair of swords. The room itself contains a copper gong of large size etched with all manner of religious symbols, flanked by two skeletons in chainmail and cult robes. The skeletons stand upright and hold mallets, but do not appear animate.*

**Inhabitants:** To the surprise of no seasoned adventurer, the skeletons are animate and are “playing possum” as only an undead can. If anyone steps into the room (as opposed to just looking in), they strike the gong, which reverberates throughout most of the level. They draw scimitars and fight if attacked. Otherwise, they do nothing.



**Skeleton (human warrior):** hp 12 each

**Gong:** The gong is worth only 50 gp, probably not worth the trouble it would be to move. The symbols all belong to the Venom Cult: curved knives, dripping blades, coiled serpents, and so on. Its sounding is supposed to signal the beginning of a long ritual procession that goes through areas 178, 179 and 180.

**Window:** Anyone examining the window can see (no check needed) that the swords are real, set into depressions in the thick glass panes. Further, there is room for three more swords. The swords cannot be easily removed--a magic similar to an arcane lock holds them in place. Only speaking the following phrase allows a sword to be removed: “O friend and companion of night, thou who rejoices in the hissing of snakes and spilt blood, who murders and steals to get all that is desirable, who thirsts for blood and brings terror to mortals, Nag, Nagaina, thousand-faced serpent, look favorably on our sacrifices!” This phrase can be found in the mirror in area 158. It is also inscribed on the wall in area 176.

These swords are identical to the sword found in area 165: they are masterwork, have a



faint magical aura (conjunction), and even bear a sheen that only a magical sword can have. However, they have no magical enhancement bonus, and there is no way for the PCs to determine what magical property they possess until they find the three matching mates. (They help power a specific summoning effect in area 177.)

Those getting close to the window and peering through can see into area 176. However, if the PCs bring light into this chamber, those in 176 can also see them. The window has a hardness of 1, 5 hit points, and a Break DC of 15.

**Secret Door:** The secret door here hinges silently near the floor, and thus opens down, into this room.

**Development:** If the skeletons ring the gong, basically everyone on the level hears it. However, that doesn't mean that everyone comes running, although that's what the PCs will expect (and that's OK). The



skeletons ring the gong when anyone comes into the room, cultists and non-cultists alike. Thus, the gong sounding doesn't mean that there are intruders, necessarily. That said, some of the inhabitants are smart enough and in-tune enough with the goings-on in the temple that they'll know that no one was supposed to be in the room when the PCs go in. The inhabitants of areas 168, 171, 174, 176, and 180 will be more on their guard and suspicious if the gong is rung, and perhaps (DM option) a lesser cleric--see area 168 for stats--will come and investigate in 2d6 rounds.

**Connections:** This chamber connects to areas 170, 171, 176 (through the window), 178, and 179.

## 173. STATUE GALLERY (EL 7)

**Summary:** A hall of statues and spiders proves that all venomous creatures are sacred to the Venom Cult, not just snakes.

**Sights and Sounds:** This room is dark and quiet.

*A sixty foot long hall with eight statues--four to a side, in rows along the north and south*

*walls--stretches before you. On the western end, there is a door. On the eastern end, a spiral staircase going up. A red and gold carpet runs the length of the hall.*

*The statues themselves appear to be of men and women but are greatly obscured by thick sheets of cobwebs. Wait. What's the black thing scuttling across them! Yug, a spider!*

**Inhabitants:** Two medium monstrous spiders live in this room. These spiders have been bred, pampered, and experimented upon by the cultists for some time. Due to treatments performed by the cultists, their venom is more virulent, with a DC of 15 rather than 12. Other than that, they are standard monstrous spiders. However, the cultists have used magic to enable them to do still more. Each spider has woven a magical symbol in its web.

**Medium monstrous spiders (2):** hp 13 and hp 12

**North Web:** This web has a symbol of pain (DC 19) in between the middle two statues, triggered whenever someone looks at the rune. The spiders and all the cultists are attuned to the symbol and thus do not trigger it.

**South Web:** This web has a symbol of sleep (DC 19) in between the westernmost two statues, triggered whenever someone looks at the rune. The spiders and all the cultists are attuned to the symbol and thus do not trigger it.



**Statues:** The statues in the room are carved with only moderate skill from granite and marble. They depict various (in)famous murderers, backstabbers, and assassins from history. A successful Knowledge (history) check (DC 18) allows a PC to recognize them as such.

**Treasure:** Hidden and lost within the north web is a rare and rather old book of poetry by an ancient poet named Griffin Del Brenna worth 150 gp (even rarer than the one found in area 42). It was dropped there long ago by mistake by one of the cultists, and has since been forgotten. Of course, if the web is burned, the book is destroyed.

**Development:** If Naralliki in area 174 hears sounds of combat here, she will come down the stairs and investigate, attacking the PCs immediately. It takes her two full rounds to get here.

**Upping the Ante (EL 8):** Double the number of spiders and give them 24 hit points each with an additional +2 bonus to attack and damage rolls.

**Connections:** This chamber connects to areas 169 and 174. See the Map of Level 6.



## 174. UPPER GALLERY (EL 7)

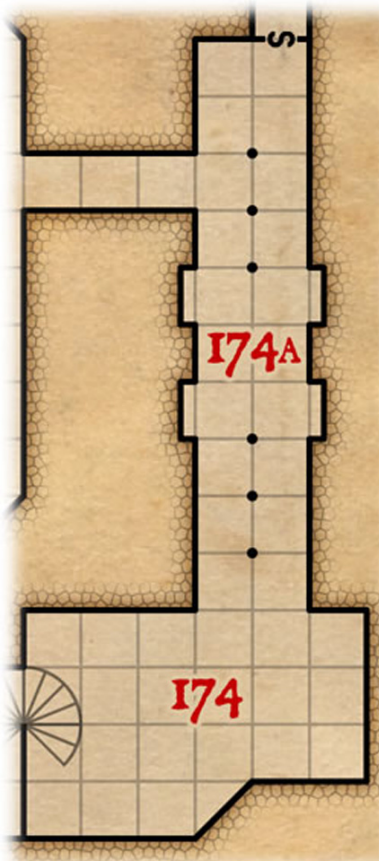
**Summary:** This chamber is where the PCs finally meet the captain of the temple guard, a lamia. You will need the Naralliki Illustration handout (see Appendix C).

**Sights and Sounds:** This room is dark. PCs making Listen checks (DC 12) from the stairs or the hallway may hear Naralliki walking though the area.

*A large room stands mostly empty here. A spiral staircase descends to the west, and a long, pillared hall stretches north from here, with what might be some odd alcoves farther down its length.*

*A creature stands in this chamber, however, plate armor covering her upper torso and part of her leonine lower body. Although she wears a helmet, you still see her dark eyes flare with malevolence. In a human-like hand, she bears a sturdy axe, and her clawed, cat-like feet paw the ground.*

**Inhabitant:** The captain of the temple guards, Naralliki the lamia is passing through this area on her way back to her chamber. She routinely patrols the entire temple complex just to check on things. Show the players the Naralliki Illustration handout.



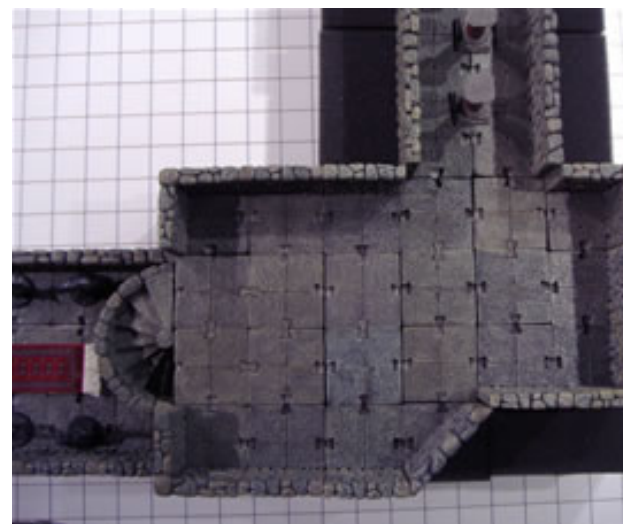
Naralliki wears a masterwork breastplate, giving her AC 23, and a +1 battle axe. Unlike most of her kind, she is Lawful Evil, not Chaotic Evil.

In addition to her armor and axe, she carries a small leather pouch that contains the key to the chest in her room (area 157) and 87 gp.

**Naralliki (lamia):** hp 62; AC 23; Attack: Touch +12 melee (1d4 Wisdom drain) or axe +13 melee (1d8+5)

**Tactics:** Naralliki is an intelligent and wise combatant using her abilities to their fullest. She always uses mirror image right away in an encounter, and if there is a target obviously susceptible to enchantments (a big burly looking barbarian, for example), she'll use suggestion or deep slumber. She'll also use charm monster to neutralize summoned monsters arrayed against her.

That said, she doesn't hesitate to go into melee combat. She won't bother with her Wisdom draining touch unless facing a cleric or a foe that seems to have a Wisdom so low that a couple of drains could take them out of the fight. Rather, she'll use her axe and--in a full attack action--her claws as well, all at once. If she does use her Wisdom drain ability, she'll be sure to follow it up with a suggestion or other power, taking advantage of her foe's lowered Will save bonus.



**174A:** This long hallway has six pillars running up the middle, each a different shade of gray, with the lightest in the south and the darkest in the north. The four alcoves each contain a small shelf with a human skull on it. Each skull has gems placed into the eyesockets, worth 100 gp each (8 gems total).

**Secret Door:** The secret door in the north wall is very well hidden (Search DC 25 to find). It slides into the wall to the east, which is slow and difficult (Strength check DC 15, takes a full round action), but it is not locked.

**Passage to Area 180:** This corridor is painted black. However, unlike the passages into area 178, no magic prohibits entry here. Tradition and ritual necessitates that cultists use this passage to go from area 180 to here, but not the reverse. That is, in part, why they have the secret passage (area 175).

**Development:** If Naralliki hears sounds of combat in area 173, she will come down the stairs



and investigate, attacking the PCs immediately. It takes her two full rounds to get here.

**Upping the Ante (EL 9):** Naralliki has a squad of eight of her guards with her. If you want to up it even further to EL 10, you could allow Naralliki to make her touch attack as a part of her full attack action: hack with the axe, touch with the other hand, and still make two claw attacks. Nasty.

### Venom Cultist Warrior

Male or Female Human (Neutral Evil)

Warrior 3 CR 2

HD 3d10+6 hp 26

Init +1 Speed 20 feet

Languages Common

AC 17, touch 11, flat-footed 16

BAB/Grapple +3/+5

**Attack/Full Attack** +7 melee (1d8+2 plus poison, battle axe) or +5 ranged (1d8 plus poison, light crossbow)

**Fort** +5 **Ref** +2 **Will** +1

**Str** 14, **Dex** 13, **Con** 15, **Int** 11, **Wis** 10, **Cha** 9

**Crucial Feats** Dodge, Point Blank Shot

**Other Feats** Weapon Focus (battle axe)

**Crucial Skills** Climb +1, Jump +0, Hide -1

**Other Skills** Knowledge (religion) +1

**Possessions** Masterwork chainmail, masterwork light wooden shield, masterwork battle axe, dagger, masterwork light crossbow, 12 bolts, 3 doses of greenblood oil poison (DC 13 1 Con/1d2 Con), 22 gp, 9 sp, 6 cp

## REVISIT (EL 6)

The next time the PCs come this way, there are four cultist warriors here, talking amongst themselves or perhaps on patrol (searching for the PC invaders in the temple!). Use the stats above.

**Connections:** This chamber connects to areas 173, 175, and 180.

See the Map of Level 6.

## 175. MIRRORED HALLWAY AND SECRET ROOM (EL 9)

**Summary:** A secret passage bears a magical trap--it also conceals the temple's considerable treasury.

**Sights and Sounds:** The hall is dark and quiet.

*The secret door gives way to a narrow hallway about eight feet across. The walls and floors are covered with mirrored glass tiles, about one foot square. When you look closely, however, while some of the mirrors display an accurate reflection, some instead hold a deathly, skull-like visage.*

**Secret Door to Area 174:** The secret door in the south wall is not hidden on this side. It slides into the wall to the east, which is slow and difficult (Strength check DC 15, takes a full round action), but it is not locked.

**Secret Door to Area 177:** The secret door in the north wall is not hidden on this side. It pivots easily on the eastern side and it is not locked.

**Secret Doors to 175A:** Each of these well concealed doors (Search check DC 25) is also deviously locked (DC 30 to open), but to open the locks one has to find the secret panels where the keys go (another Search check DC 25). Once unlocked, they slide down rather easily into the floor.

**Mirrors:** The mirrors are a magical trick with dangerous consequences. Most intruders will likely be afraid to touch the mirrors that show deathly reflections and will attempt to avoid touching them as they make their way down the hall. A few will think that since this belongs to a cult of murder and death, they should touch only the mirrors with frightening visages as they make their way down the hall. Neither is correct. If anyone passes 10 feet down the hall without touching at least one mirror of both types, they are suddenly shocked for 4d6 points of electrical damage. This means that anyone crawling along the (mirror-free) ceiling or flying down the corridor is also in trouble. The shock happens every ten feet traveled without touching one of each kind of mirror.

The irony is that anyone simply walking down the hallway without paying any attention can be assumed to touch one of each mirror and will be fine.



**175A:** This is the treasury room of the Venom Cult. It can be entered from either secret door, but if both doors are not opened at the same time, entering the room is dangerous. One round after any pressure is put on the floor, if both doors are not open, whichever door is open slams shut and seals with an arcane lock for 10 rounds. For those 10 rounds, the room fills with poison gas.

Gas in the Locked Room Trap: CR 8; mechanical; location trigger; repair reset; gas; multiple targets (all targets in room); onset delay (1 round); poison (burnt othur fumes, DC 18 Fortitude save resists, 1 Con drain/3d6 Con); Search DC 21; Disable Device DC 21.

The room contains four chests. Each chest is made of iron and is bolted to the floor. None, however, are locked.

- \* The first chest contains 1,945 gp.

- \* The second chest contains 5,830 sp and a small wooden box inlaid with ivory (worth

75 gp) that contains 10 various pieces of jewelry, each worth 100 gp.

- \* The third chest contains sixty gold ingots (each worth 25 gp) and a long dress made of silk and cloth of gold, studded with small gemstones (worth 500 gp).

- \* The fourth chest contains a set of silver dishes (worth 200 gp), a gold-bound book of lineages (120 gp), an onyx jaguar statue with pearl eyes (275 gp), and two feathers dipped in gold (worth 25 gp each).

**Connections:** This chamber connects to area 174 and area 177.

See the Map of Level 6.

## 176. CHAPEL OF NAGAINA (EL 7)

**Summary:** A pair of evil cultists prepare to make a sacrifice in this chamber. You will need the Priestess Illustration handout (see Appendix C).

**Sights and Sounds:** This room is lit by hanging braziers and burning candles all along the walls. Anyone listening at either door (or at the window) can hear the sounds of ritualistic chanting (Listen DC 10).

*A long chamber with a vaulted ceiling, plaster covered walls, and a dark marble floor is marked on the north end by a massive stained glass window with images of coiled serpents, scuttling scorpions and similar creatures, and an altar on a black dais on the south end. In between, an alcove with a font is recessed*

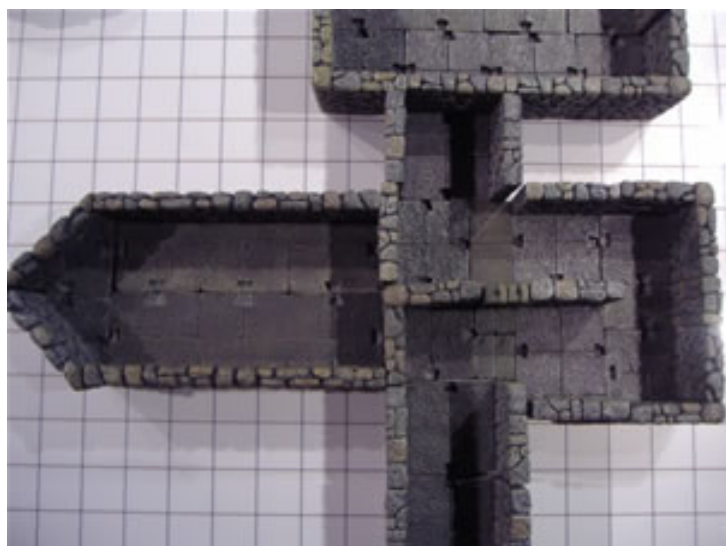
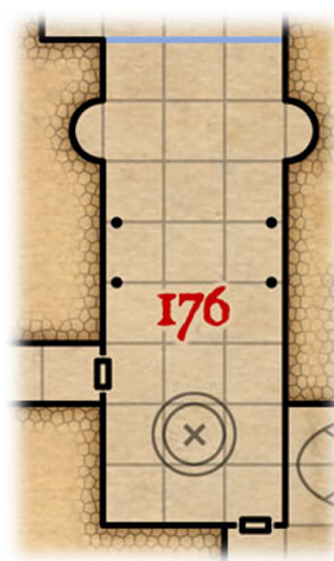
*into both the east and west walls. South of each alcove, a pair of pillars, each carved with strange faces, some human, others more demonic.*

*You seem to be interrupting a ritual around the altar. A masked priestess appears about to plunge a massive dagger, dripping with venom, into the heart of a bound sacrifice while others look on.*

**Inhabitants:** Four figures stand around the altar while the ritual is performed. One is a male elf wizard named Eredish. Two are toxic zombies. One is the priestess herself, named Bashra. Show the players the Priestess Illustration handout.

Eredish is a tall, dark-haired elf with a coiled serpent tattoo on his arm. He spends much of his time roaming the countryside, abducting victims for sacrifice here. Eredish is devious and ruthless.

Toxic zombies look like normal human zombies but are bloated with skin the color of a bruise. They use troglodyte zombie stats, plus every time they are struck by a piercing or slashing weapon, or any time one is destroyed (by any means) they spray poison on all adjacent foes. When this occurs, as an automatic, free action, the zombie makes a +0 ranged touch attack on each drawing no attack of opportunity. Those struck must





make a Fort save (DC 13, 1d3 Con primary and secondary damage). Each is considered CR 2.

Bashra is a priest of the Venom Cult that specializes in rites directed toward Nagaina. She is muscular with skin the color of milk and long brown hair. Bashra wears a large bronze mask with imposing features. Bashra is almost insane in her fanaticism.

Both Eredish and Bashra wear Nag medallions--a symbol of cult affiliation with a black, coiled serpent. The medallions have a faint magic aura because they allow the wearer to enter area 178. They have no other powers and are worth 5 gp.

### Eredish Mallini

Male Elf (Neutral Evil)

Wizard 5 CR 5

Init +4 Speed 30 feet

HD 5d4+5 hp 22 (33 with *false life*)

AC 20, touch 16, flat-footed 16 (AC includes *mage armor* and *shield of faith*)

**Languages** Common, Elven, Orc, Gnome, Sylvan, Gnoll

**BAB/Grapple** +2/+2

**Attack** +2 melee (1d4, dagger)

**SQ** low-light vision, immunity to sleep, elf traits and low-light vision

**Fort** +2 **Ref** +5 **Will** +8

**Str** 11, **Dex** 18, **Con** 12, **Int** 19, **Wis** 15, **Cha** 10

**Crucial Feats** Combat Casting

**Other Feats** Alertness, Craft Wand, Iron Will, Scribe Scroll

**Crucial Skills** Balance +6, Concentration +6, Listen +8, Spot +9.

**Other Skills** Decipher Script +9, Knowledge (Arcana) +11, Knowledge (History) +7, Search +7, Spellcraft +13

**Spells** (CL 5, +2 melee touch, +6 ranged touch)

3rd--*lightning bolt* (DC 17/R), *suggestion* (DC 17/W)

2nd--*gust of wind* (DC 16/F), *false life* (already cast), *invisibility*

1st--*expeditious retreat*, *hypnotism* (DC 15/W), *mage armor* (already cast), *silent image* (DC 15/W)

0--*dancing lights*, *daze* (DC 14/W), *ray of frost*, *read magic*

**Possessions** *wand of acid arrow* (13 charges), *potion of darkvision*, Nag medallion, 7 pp, 19 gp, 13 sp, 15 cp, 2000 gp in other assets.

**Eredish's rat familiar:** hp 11

### Bashra

Female Human (Lawful Evil)

Cleric 5 CR 5

Init +3 Speed 30 ft

HD 5d8 hp 31

AC 15, touch 15, flat-footed 12 (AC includes *shield of faith*)

**Languages** Common, Draconic

**BAB/Grapple** +3/+3

**Attack** +5 melee (1d6+2 plus poison, short sword)

**SA** rebuke undead 3/day

**Fort** +4 **Ref** +4 **Will** +10

**Str** 11, **Dex** 17, **Con** 11, **Int** 12, **Wis** 18, **Cha** 9

**Crucial Feats** Combat Reflexes

**Other Feats** Iron Will, Weapon Focus (short sword)

**Crucial Skills** Concentration +7, Heal +8, Listen +5, Spot +7

**Other Skills** Knowledge (Religion) +8, Spellcraft +8.

**Spells** (CL 5, +3 melee touch, +3 ranged touch)

3rd--*animate dead*, *protection from energy* (DC 17/F)

2nd--*death knell* (DC 16/W), *hold person* (DC 16/W) (2)

1st--*cause fear* (DC 15/W), *detect good*, *obscuring mist*, *summon monster I*

0--*cure minor wounds* (DC 14), *guidance* (DC 14/W), *inflict minor wounds* (DC 14/W), *purify food and drink* (DC 14/W), *resistance* (DC 14/W)

**Deity** Nag/Nagaina. Domains: Death, Evil

**Possessions** masterwork short sword, *periapt of wisdom* +2, *wand of divine favor* (23 charges), *wand of shield of faith* (8 charges), *scroll of poison blades*, 2 doses of greenblood oil poison (DC 13 1 Con/1d2 Con), silver and onyx holy symbol (75



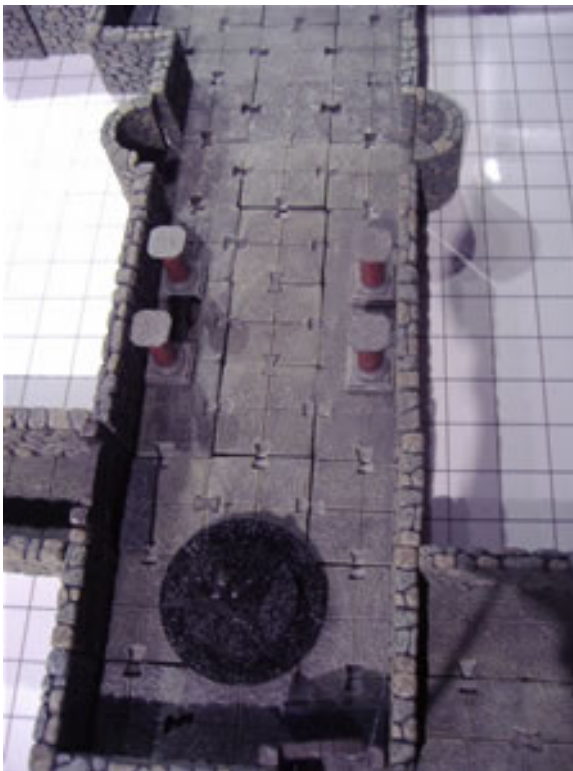
gp), bronze mask (15 gp), Nag medallion, gold ring (25 gp).

**Toxic zombies:** hp 29 each; AC 18; +1 attack and damage rolls; poison spray (see above)

**Tactics:** Eredish has already cast *mage armor* and *false life* on himself. Bashra has used her *wand of divine favor* on herself and the zombies, and her *wand of shield of faith* on all four of them. (Statistics are already changed. The charges have already been deducted.) In a fight, the zombies rush forward while the spellcasters hang back and cast. Eredish uses *lightning bolt* and *suggestion* right away. Bashra relies on *hold person*.

If Relosa happens to be with the PCs, Eredish may attempt to use the sacrifice, her brother, to his advantage--threatening to kill the elf with a dagger to his throat (coup de grace) if his foes don't do as he says.

**The Sacrifice:** A poorly treated male elf, hands and feet tied with rope, lies on the altar. This prisoner of the cult is named Lyratham Quardak (Expert 2). His sister Relosa seeks vengeance upon Eredish, although she believes her brother to be dead. Even if freed from his bonds, Lyratham is too weak and malnourished to do much. He can barely walk on his own. He currently has 2 hit points, but his total is 10.



**Window:** Those getting close to the window and peering through can see into area 172. However, unless there is light in that room, it's difficult to see very much--perhaps two figures (the skeletons) and something large and shiny (the gong). The window has a hardness of 1, 5 hit points, and a Break DC of 15.

**Alcoves:** Each alcove holds a font filled with mildly poisonous water (DC 11, damage 1 Con/1 Con).

**Altar:** The front of the altar is graved with the words (in Draconic): "Nagaina, Mate to Nag and Mother of Death."

**Hallway to the West:** The door is not locked. However, no character without a special Nag medallion can pass through it to the east. The hallway itself is round, and the bare stone is painted black.

#### Eredish's Spellbook:

Eredish has his spellbook with him. It has the following spells:

0--*acid splash*,  
*arcane mark*,  
*dancing lights*,  
*daze*, *detect magic*, *detect poison*, *disrupt*

*undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*

1st--*charm person*, *disguise self*, *erase*, *expeditious retreat*, *hypnotism*, *jump*, *mage armor*, *magic aura*, *magic weapon*, *silent image*

2nd--*acid arrow*, *false life*, *gust of wind*, *invisibility*, *protection from arrows*, *blindness/deafness*

3rd--*lightning bolt*, *suggestion*

**Development:** If Eredish or Bashra become aware of intruders either due to lights through seeing them in the window or hearing a fight nearby (such as in areas 172, 177 or 178) they leave the zombies to guard their sacrifice and move to investigate. If they merely hear the gong or see lights through the window, they remain on their guard, but attempt to finish the evil ritual, which takes another 5 minutes.

**Connections:** This chamber connects to area 172 (through the window), 177, and 178.

See the Map of Level 6.

## 177. CHAPEL OF SUMMONING (EL 7 AND 6)

**Summary:** Mucking around in this side chapel results in a terrible snake-creature being summoned that will attack the PCs. You will need the Serpentine Giant Illustration handout (see Appendix C).

**Sights and Sounds:** This room is dark and quiet.



An enormous black cobra made of stone, more than 15 feet high and 25 feet across, with glittering yellow eyes coils behind a dark altar in this chapel of evil. The ceiling is thirty feet high. Curtains of red, gold, and black drape the walls. Unlit braziers flank the altar, and incense burners rest cold on its black marble top, although the smell of their smoke clings to the air. The faint outline of a pentagram is etched before the altar on the gray marble floor.



**Summoning:** The cult has specially prepared this chapel for praying to its dark gods to send them servitors. This is where they summon evil creatures, and all evil creatures summoned in this chamber (after the proper rites are intoned) gain +1 to attack and damage

and 10 bonus hit points.

In addition, even just touching the altar or statue summons the “serpentine giant,” a being of pure evil that serves Nag. It appears before the altar. Show the players the Serpentine Giant Illustration handout.

This being is exactly like a hill giant except that it wears chain mail and carries a shield (giving it AC 24) and uses an appropriately sized scimitar as its weapon, inflicting 1d8+7 damage. It normally uses 5 points of Power Attack, however, making that 1d8+12 damage.

### Serpentine giant: hp 102

The serpentine giant is entirely uncontrolled unless five special swords (found in areas 165, 172, and 178) that form an interlocking pentagram are placed on the floor before the altar. If this is done before the creature is summoned, the snake giant--when it appears--will obey the commands of the first being it sees for 10 minutes or until it is slain. It will obey all commands, even those detrimental to itself or the cult. See The Five Swords.

**Secret Door to Area 175:** The secret door in the south wall is cleverly concealed (Search DC 25). It pivots easily on the eastern side and it is not locked.

**Secret Room Behind Statue:** This secret door is located 15 feet up the wall, behind the head of the serpent statue. If someone gets up to it, it’s not too difficult to find (Search DC 20) but from the floor it is much harder (DC 28).

The small room beyond has a low ceiling (only 6 feet). At the very rear of the narrow chamber a small iron and ebony box (worth 100 gp) trapped with a glyph of warding cast by the old high priest of the temple (now dead). It holds a number of powerful divine scrolls: *restoration*, *break enchantment*, *heal*, *summon monster V*, and *divine power*.

**Glyph of blasting (sonic):** CR 6; spell trigger; no reset; spell effect (glyph of warding [blast], 16th-level cleric, 8d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 feet); Search DC 28; Disable Device DC 28.

**Development:** If Eredish or Bashra hear sounds of a fight here they leave the zombies to guard their sacrifice and move to investigate.

**Connections:** This chamber connects to area 175 and area 176.

See the Map of Level 6.



### The Five Swords

In area 165, area 172, and area 178, PCs can find five special swords. Even just looking at two of the swords suggests that they interlock somehow, with the blade of one inserted at an angle into the hilt of another. It’s a small matter to determine, with all

five swords in hand, that they fit together to make a 5-pointed star. Should anyone in possession of all five swords cast identify or a similar spell, or make a Knowledge (arcana) or Knowledge (religion) check (DC 24) looking at all five swords, they learn of their magical use, as discussed in area 177. This determination is impossible, however, without all five swords present (although it need not be done in area 177.)

The swords are used in the least common ritual of all, where the cultists (usually just the priests, but sometimes others as well) proceed to area 177 to ask for the blessing of supernatural aid in a physical form after gathering the five swords. This enables them to conjure and control the serpentine giant.

The giant isn't a source for information. In fact, it cannot even speak. It exists only for fighting or acts of brute strength. The cult uses it very, very rarely now, but plans on using it to help gather sacrifices soon.

## 178. HALL OF YIG (EL 3)

**Summary:** Two cultists pay homage to their god in this processional hall leading to the heart of the Temple of Nag.

**Note:** It is impossible to enter this area from any direction other than the south without wearing a special Nag medallion found throughout the level.

**Sights and Sounds:** This hall is lit by candles and a few torches in sconces. Sounds of the prayers of the cultists here and the larger ceremony in area 180 can't be missed.

*You come into a wide hallway here, thirty feet*

*wide and just as tall, with arches supporting the vaulted ceiling. The hall runs north and south, the black tiled floor smooth and reflective. Torches and candles burning here have stained the white plaster-covered walls gray. To each side of smaller, round passages leading both east and west stand malevolent shrines flanked by thin pillars painted red. There are four shrines in all.*

*Two hooded cultists kneel before one of the shrines, chanting foul prayers.*

**Inhabitants:** Two cultists pay homage at one of the four shrines. Each of them carries one of the five swords needed to make the pentagram in area 177. These swords are identical to the sword found in area 165 and those in area 172: they are masterwork, have a faint magical aura (conjunction), and even bear a sheen that only a magical sword can have. However, they have no magical enhancement bonus, and there is no way for the PCs to determine what magical property they possess until they find the three matching mates.

Both wear Nag medallions--a symbol of cult affiliation with a black, coiled serpent. The medallions have a faint magic aura because they allow the wearer to enter this area. They have no other powers and are worth 5 gp.



**Venom Cultist Commoner**  
Male or Female Human (Neutral Evil)

Commoner 2      CR 1  
HD 2d6+4      hp 11  
Init +0      Speed 30 feet

Languages Common, Elvish  
AC 10, touch 10, flat-footed 10

BAB/Grapple +1/+1

Attack/Full Attack +2 melee (1d4 plus poison, dagger) or +2 ranged (1d4 plus poison, thrown dagger)

Fort +2 Ref +0 Will +2

Str 11, Dex 10, Con 15, Int 12, Wis 14, Cha 10

Crucial Feats N/A

Other Feats Skill Focus (Hide), Weapon Focus (dagger)

Crucial Skills Climb +5, Jump +5, Listen +7, Hide +8

Other Skills Knowledge (religion) +3

Possessions dagger, masterwork ritual sword, 1 dose of greenblood oil poison (DC 13 1 Con/1d2 Con), cultist robes, Nag medallion, 15 sp, 10 cp

**Tactics:** These two flee immediately to area 180 if confronted, yelling warnings and calling for help. They will never use the ritual swords they carry as weapons. If the PCs just ignore them or act like they belong, however, these two continue with their



**The Four Shrines:** Each of these shrines is slightly different, sporting different symbols and imagery. Each has 1d6 small objects, idols, or other easily removed gold or jeweled trinkets worth about 20 gp each. The idea is that after cleansing themselves in area 165 but before proceeding to the main temple, worshippers pray here to ready themselves for the horrific rites ahead. Occasionally, cultists will proceed from here to area 176, or--like these two--177.



**Connections:** This chamber connects to area 175 and area 176.

## 179. THE DARK PATH

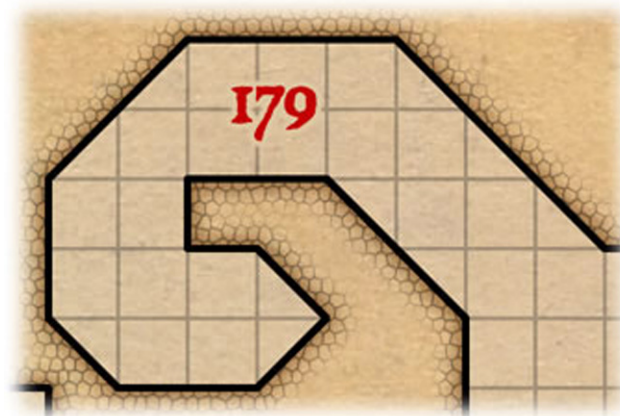
**Sights and Sounds:** This area is filled with magical darkness and silence.

**The Effect:** Starting at the point where the “snake’s tail” angles to the northwest, continual darkness and silence effects begin. These are absolute--no magical light will work here. The effects are CL 20 with respect to attempts to dispel or overcome the magic somehow. Further, once characters enter this effect, they must make Will saving throws (DC 17) to avoid losing all sense of direction. Further, those that fail can wander and wander, but never can find a wall. New saving throws are allowed each round, but five consecutive failures mean that the

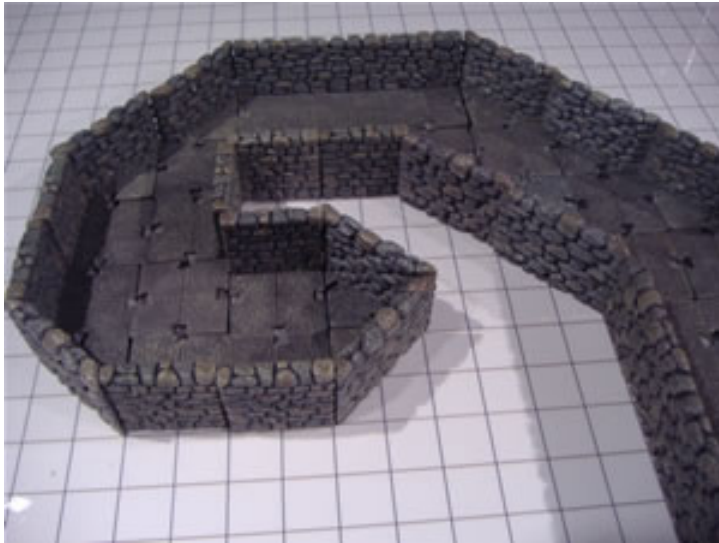
A successful saving throw, either at the beginning or eventually, allows a character to find his or her way out. This takes one round for each round spent in the darkness, however.

If someone makes a successful save, he or she can attempt to find and help his companions. To do so, such characters must make a Spot check (DC 15) to find a comrade by feeling around, and a melee touch attack to grab and drag them out of the darkness. Once a character is out of the darkness, all of the dark path's mind-affecting effects end.

**Development:** If the members of the Venom Cult know that the PCs have blundered into this area, they use it to their advantage, standing at the edge, waiting for those that make it out, and leaving those trapped for a



good long while, dragging them out one by one and subduing them so that they can be sacrificed.



**Background:** The Dark Path was created as a sort of side effect of the evil of the temple drawing on the powers of the chaos magic deep within the dungeon. Sometimes, a priest will go into the path to “commune” with the dark forces and gain visions (a plan which occasionally actually works), but eventually other cultists will likely have to come and drag them out.

**Connections:** This chamber connects to area 172 and area 178.

See the Map of Level 6.

## 180. THE POISON ALTAR (EL 12)

**Summary:** This is the big one (at least for Level 6). You will need the Venom Cult

Priestess Illustration handout and the Poison Altar Illustration handout (see Appendix C).

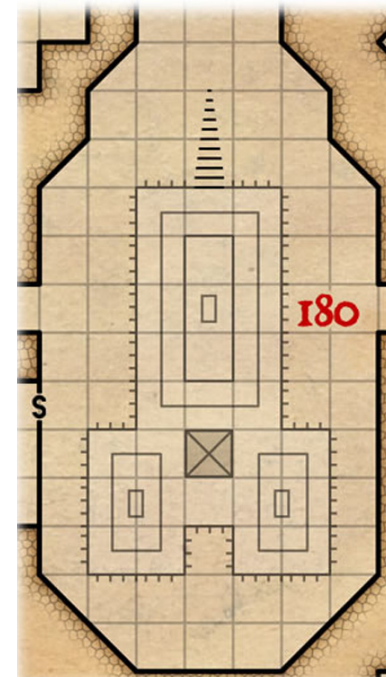
**Sights and Sounds:** This room is lit by many flickering torches and candles. The sound of chanting can be heard easily from quite far off.

*This monumentally sized chamber is 130 feet long, 70 feet wide, and 60 feet tall. The floor is white marble, but the walls and vaulted ceiling are painted black. Occupying most of the central portion of the chamber is a massive raised platform, with stairs at the north end leading up to the top of it. The sides of the stone platform are decorated with frescoes showing scenes from strange tales involving giant serpents and wicked men with pointed beards. The platform has through daises upon it, each holding its own marble altar. These altars are round, with what appears to be a massive cobra coiled around each.*

*A terrible ceremony seems to be taking place as you enter, with hooded cultists gathered around one of the altars. A priestess is flamboyant black and red garb leads them in an unholy chant that sends needles of pain into your mind just to hear the foul words. Another priest stands in the back, holding a red banner emblazoned with a black, coiled viper.*

**Effects:** A unhallow spell is in effect here. In addition to its affects on undead, all worshippers of Nag have medium viper poison (DC 13; 1d6/1d6 Con damage) on their bladed or piercing weapons as a default condition. In other words, even if the cultists do not poison their weapons,

they have venom on them. They cannot accidentally poison themselves, and gain a +4 bonus to saving throws versus poison while here. Further, the saving throw DCs of any poison brought or conjured into the area is increased by +2 while it remains here. This includes the magical medium viper poison--thus the increase of the DC from 11 to 13. All poison stats below have already been modified.



*Lastly,* any ongoing delay poison or neutralize poison effects have a dispel magic cast upon them immediately (caster level 10). Alchemical antitoxin, however, is not affected.

**Platform:** The platform is 10 feet high. There are three altars on it, each on raised daises.

**Inhabitants:** A significant portion of the cult (16 members) are present at a ritual ceremony here in the main sanctuary of the temple of Nag. Further, if there is combat here, reinforcements of a significant nature are nearby (see Development, below). In other words, a full-out PC assault on this



temple right at the moment would likely be a very big mistake.

There are eight temple guards here, four standard cultists (commoners), two cultist rogues, and two priests: Pergan and Ylissa. They are gathered around the Poison Altar, the northernmost of the three altars on the raised platform. Show the players the Venom Cult Priestess Illustration handout, which shows everyone gathered around Ylissa while Pergan stands in the back holding a sacred banner. Everyone here wears Nag medallions, symbols of cult affiliation with a black, coiled serpent. The medallions have a faint magic aura because they allow the wearer to enter area 178. They have no other powers and are worth 5 gp.



### **Venom Cultist Commoner**

Male or Female Human (Neutral Evil)

Commoner 2 **CR** 1

**HD** 2d6+4 **hp** 11

**Init** +0 **Spd** 30 ft

**Languages** Common, Elvish

**AC** 10, touch 10, flat-footed 10

**BAB/Grapple** +1/+1

**Attack/Full Attack** +2 melee (1d4 plus poison, dagger) or +2 ranged (1d4 plus poison, thrown dagger)

**SQ** +4 to all saves versus poison, can handle poisons safely

**Fort** +2 **Ref** +0 **Will** +2

**Str** 11, **Dex** 10, **Con** 15, **Int** 12, **Wis** 14, **Cha** 10

**Crucial Feats** N/A

**Other Feats** Skill Focus (Hide), Weapon Focus (dagger)

**Crucial Skills** Climb +5, Jump +5, Listen +7, Hide +8

**Other Skills** Knowledge (religion) +3

**Possessions** dagger, 1 dose of greenblood oil poison (DC 15; 1 Con/1d2 Con), Nag medallion, cultist robes, 28 sp, 16 cp

### **Venom Cultist Warrior**

Male or Female Human (Neutral Evil)

Warrior 3 **CR** 2

**HD** 3d10+6 **hp** 26

**Init** +1 **Speed** 20 feet

**Languages** Common

**AC** 17, touch 11, flat-footed 16

**BAB/Grapple** +3/+5

**Attack/Full Attack** +7 melee (1d8+2 plus poison, battle axe) or +5 ranged (1d8 plus poison, light crossbow)

**SQ** +4 to all saves versus poison, can handle poisons safely

**Fort** +5 **Ref** +2 **Will** +1

**Str** 14, **Dex** 13, **Con** 15, **Int** 11, **Wis** 10, **Cha** 9

**Crucial Feats** Dodge, Point Blank Shot

**Other Feats** Weapon Focus (battle axe)

**Crucial Skills** Climb +1, Jump +0, Hide -1

**Other Skills** Knowledge (religion) +1

**Possessions** Masterwork chainmail, masterwork light wooden shield, masterwork battle axe, dagger, masterwork light crossbow, 12 bolts, 4 doses of greenblood oil poison (DC 15; 1 Con/1d2 Con), Nag medallion, cultist robes, 2 gp, 31 cp

### **Venom Cultist Rogue**

Male or Female Human (Neutral Evil)

Rogue 3 **CR** 3

**HD** 3d6+3 **hp** 17

**Init** +3 **Speed** 30 feet

**Languages** Common, Abyssal

**AC** 16, touch 13, flat-footed 14

**BAB/Grapple** +2/+3

**Attack/Full Attack** +4 melee (1d6+1 plus poison, rapier) and +4 melee (1d6+1 plus poison, short sword) or +5 ranged (1d4+1 plus poison, thrown dagger)

**SA** +2d6 Sneak Attack

**SQ** +4 to all saves versus poison, can handle poisons safely

**Fort** +2 **Ref** +6 **Will** +1

**Str** 13, **Dex** 17, **Con** 13, **Int** 12, **Wis** 11, **Cha** 12

**Crucial Feats** N/A

**Other Feats** Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

**Crucial Skills** Balance +9, Bluff +4, Disable Device +6, Disguise +3, Hide +8, Intimidate +7, Listen +2, Move Silently +9, Spot +5, Tumble +8

**Other Skills** Appraise +4, Gather Information +5, Knowledge (Local) +2, Knowledge (religion) +1, Search +4

**Possessions** Masterwork studded leather, masterwork short sword, masterwork rapier, 3 daggers, *potion of cure moderate wounds*, 6 doses of medium spider venom (DC 16; 1d4 Str/1d4 Str), Nag medallion, cultist robes, 16 gp, 17 sp, 12 cp.

### Pergan

Male Human (Lawful Evil)

Cleric 5 **CR** 5  
**Init** +0 **Speed** 20 feet  
**HD** 5d8+10 **hp** 42

**AC** 19, touch 10, flat-footed 19

**Languages** Common, Draconic

**BAB/Grapple** +3/+4

**Attack** +6 melee (1d6+1 plus poison, short sword)

**SA** rebuke undead 3/day

**SQ** +8 to all saves versus poison, can handle poisons safely

**Fort** +6 **Ref** +3 **Will** +10

**Str** 12, **Dex** 11, **Con** 14, **Int** 13, **Wis** 16, **Cha** 12

**Crucial Feats** N/A

**Other Feats** Iron Will, Lightning Reflexes, Weapon Focus (short sword)

**Crucial Skills** Concentration +7, Diplomacy +7, Heal +8, Spot +7

**Other Skills** Knowledge (Religion) +4, Spellcraft +8.

**Spells** (CL 5, +3 melee touch, +3 ranged touch)

3rd--*clairvoyance/clairaudience, poison blades*

2nd--*detect thoughts* (DC 15/W), *enthrall* (DC 15/W), *hold person* (DC 15/W)

1st--*cause fear* (DC 14/W), *cure light wounds, divine favor, shield of faith*

0--*cure minor wounds, guidance* (DC 13/W), *inflict minor wounds* (DC 13/W), *purify food and drink, resistance* (DC 14/W)

**Deity** Nag. Domains: Death, Knowledge

**Possessions** +1 *banded mail*, masterwork large shield, masterwork short sword, *scroll of cat's grace* and *cure serious wounds*, 4 doses of medium spider venom (DC 16 1d4 Str/1d4 Str), Nag medallion, silver and onyx holy symbol (75 gp), pouch with 6 small gemstones (10 gp each).



### Ylissa

Female Human (Lawful Evil)

Cleric 7 **CR** 7  
**Init** +2 **Speed** 20 feet  
**HD** 7d8+7 **hp** 47

**AC** 19, touch 12, flat-footed 17

**Languages** Common, Draconic

**BAB/Grapple** +5/+5

**Attack** +7 melee (1d6 plus poison, short sword)

**SA** rebuke undead 3/day

**SQ** +8 to all saves versus poison, can handle poisons safely

**Fort** +6 **Ref** +6 **Will** +11

**Str** 11, **Dex** 15, **Con** 13, **Int** 13, **Wis** 18, **Cha** 15

**Crucial Feats** Combat Casting, Dodge

**Other Feats** Iron Will, Lightning Reflexes

**Crucial Skills** Concentration +9, Diplomacy +8, Heal +8, Spot +7

**Other Skills** Knowledge (Religion) +8, Spellcraft +8.

**Spells** (CL 5, +3 melee touch, +3 ranged touch)

4th--*cure critical wounds, unholy blight* (DC 18/W)

3rd--*animate dead, cure serious wounds, summon monster III*

2nd--*death knell* (DC 16/W), *enthrall* (DC 16/W), *hold person* (DC 16/W), *silence* (DC 16/W)

1st--*cause fear* (DC 15/W), *cure light wounds* (3), *shield of faith*



0--cure minor wounds (DC 14), guidance (DC 14/W), inflict minor wounds (DC 14/W), purify food and drink (DC 14/W), resistance (DC 14/W)

**Deity** Nag. Domains: Death, Evil

**Possessions** +2 breastplate, masterwork short sword, *potion of see invisibility*, *scroll of slay living*, *scroll of restoration*, wand of poison (15 charges), Nag medallion, silver and onyx holy symbol (75 gp), silver and onyx ring (100 gp).

**Tactics:** The key advantage the PCs have here is that if they don't do anything overtly aggressive, they're likely to be ignored. They could easily come in, turn around and leave, and no one would probably say or do anything to stop them, particularly if the PCs are dressed as cultists (if the temple is on particular alert, such as if the gong in area 172 has rung, or the guards in area 156 blew their horns, some kind of disguise would be essential to keep the cultists here from stopping their ritual and attacking). Even the guards are currently participating in the ritual. This also means that if the PCs really want to start a fight here, they're likely to get a surprise round to act against their foes.

When a fight does start, the warriors and rogues move right in to fight. The commoners are more reluctant, but do what they have to.

Pergan stays in the back, casting poison blades to benefit all his allies and then uses the next two rounds of the encounter to cast divine favor and shield of faith on himself (+1 to attack and damage, +2 to AC for a total of 21). Finally, he heads into combat.

Ylissa uses her wand of poison if anyone gets too close. Otherwise, she casts shield of faith on herself (+3 to AC for a total of 22) and then stays behind, using heal spells to support her fellow cultists. Once at least seven figures lay dead on the floor, she casts animate dead to raise them as zombies. Note the effects of the room's unhallow on this spell.

**The Ritual:** If left undisturbed, the ritual goes on for another 20 minutes, with chanting and singing and praises to Nag. Then the high priest comes in from area 181 and plays the flute. Finally, Pergan goes to area 169 to bring the sacrifice, who is killed on the altar in another 10 minute ritual.

**The Poison Altar:** Show the players the Poison Altar Illustration handout. This evil altar is made of marble, with iron shackles to bind sacrifices. Any non-evil creature touching the altar suffers 1d6 points of negative energy damage (no save). This is a one-time effect, not an ongoing one. Further, any delay poison or neutralize poison effects are automatically dispelled (no check needed). Lastly, the figure must make a Fortitude save (DC 18) or become sickened for 10 minutes.

The altar has a hardness of 8, 100 hit points, and a Break DC of 35. However, a consecrate or hallow spell destroys it outright, and a dispel magic spell cast by a good-aligned caster inflicts 50 points of damage upon it automatically and decreases the Break DC to 18 for one round. Good aligned characters in this room when the altar is destroyed are

all healed 20 hit points, have all poisons afflicting them neutralized, and gain the effects of a bless spell for 10 rounds.

The eyes of the marble cobra portion of the altar are each black pearls worth 500 gp each. However, they have a mystical effect as well. If used as a part of the creation of a periapt of proof versus poison, either of these gems negate any xp cost to create the item, and the value of the gem counts double toward the its gp cost. A Knowledge (arcana) check (DC 20) allows a character to recognize this.

**The Lesser Altars:** These altars look exactly like the poison altar except that they have no shackles. They are for sacrifices to Nag other than living humanoids. Each has a



hardness of 8, 60 hit points, and a Break DC of 28. Neither has any special effects for those who touch them or destroy them.

**The Pit:** The pit is 20 feet deep and filled with refuse and dead bodies of humans and animals in various states of decay.

**Going to Area 178:** It is possible to go from this area to area 178 without a Nag medallion.

**Secret Door:** The secret door into area 181 is not too difficult to find (Search check DC 20) and slides open easily once found.

**Development:** At the sounds of anything amiss here, the new high priest comes in from area 181. Also, Naralliki from area 174 will come at the sounds of fighting in about three rounds.

## REVISIT (EL O)

The next time the PCs come here, the place is empty. There's no ritual going on. The high priest in area 181 will still come at the sound of any thing untoward (like altar smashing) here.

If the inhabitants of this room still live but are no longer here, the DM should make sure to place them somewhere else in the level. For example, the clerics might be in area 181 talking with the high priest, the guards might be patrolling in area 170, and the commoners and rogues might be in area 165 or 178 preparing for a new ritual. Alternatively, the guards and clerics might be in their quarters (areas 156 and 168, respectively) and the others might be in Brindenford.

**Connections:** This chamber connects to area 169, 174, 178, and 181.

See the Map of Level 6.

## 181. SECRET ROOM (EL 7 AND 8)

**Summary:** The strange new high priest of the Venom Cult waits here to join in on the ceremony in area 180. You will need the New High Priest Illustration handout (see Appendix C).

**Sights and Sounds:** This room is lit with a brazier in each corner and a chandelier hanging from the middle of the ceiling. It is quiet.

*This room appears mostly empty. The walls are covered in plaster painted white, and the floor is black and white tile.*

**Inhabitant:** The new high priest is a 12 year old boy. Born once every 100 years, the venom-touched are particularly blessed by the dark gods of murder. The cult, knowing he had been born, built this hidden temple fortress for him so that they could protect him. His real name is unknown. He has no character class, and may not actually be considered truly human. He is an evil, awful beast of a boy, delighting in the pain and suffering of others far more than any other member of the cult. Show the players the New High Priest Illustration handout.

## The New High Priest

Male Outsider (Lawful Evil) CR 7

Init +4 Speed 30 feet

HD 5d8+5 hp 45

AC 19, touch 16, flat-footed 15

Languages Common, Infernal

BAB/Grapple +5/+4

Attack +4 melee touch (poison)

SA poison touch (DC 18 1d6 Con/1d6 Con), flute playing

SQ Immune to poison, SR 22

Fort +5 Ref +10 Will +10

Str 9, Dex 18, Con 13, Int 13, Wis 18, Cha 20

Crucial Feats N/A

Other Feats Iron Will, Lighting Reflexes

Crucial Skills Bluff +12, Diplomacy +12, Heal +11, Listen +11, Spot +11

Other Skills Knowledge (Religion) +8, Knowledge (Arcana) +8.

**Possessions** +2 ring of protection, silver flute (95 gp), Nag medallion, silver and onyx holy symbol (75 gp), silver and onyx ring (230 gp).

**Poison Touch (Ex):** This works whether he makes an attack or is attacked. The poison is so virulent that it runs down the blades and hafts of weapons and flows through gloves and gauntlets, thus, any melee strike hitting him forces the save. The saving throw DC is Con based, with a +5 divine bonus.





**Flute Playing (Su):** When the high priest plays the flute, all within 60 feet must make a Will save (DC 18) or be affected by either a confusion or charm monster spell (high priest's choice) as if cast by a 10th level caster. The saving throw DC is Charisma-based.

**Tactics:** The new high priest avoids combat if he can help it, preferring to let others protect him. However, if confronted, he will attempt to use his flute and allow his poison touch to be defensive.

He knows about the trap in 181A, and he knows that he's too light to trigger it. So he won't hesitate to run to area 182, leading pursuers right into the hallway trap.

Lastly, if he needs to, he will pretend that he is really just a victim in all this--an innocent boy forced or perhaps even magically compelled into this role. He will beg to be returned to the loving arms of his mother (who is, in fact, dead).

**Development:** Any member of the cult would die willingly before seeing the new high priest come to harm, so any and all would come if they thought he might be in danger.

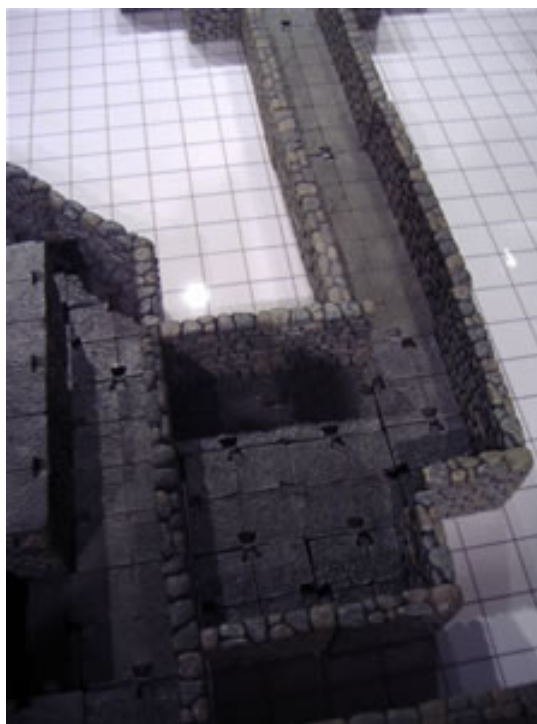
**Secret Door:** The secret door into area 180 is not too difficult to find (Search check DC 20) and slides open easily once found.

**181A:** This hallway is trapped. The north 30-foot section is a pit trap that dumps victims down into a 30 foot deep pit where they are impaled on poisoned spikes and then slashed with wall scythes. The trap door only opens if 100 pounds or more is placed upon it.

**Pit with Spikes and Blades Trap:** CR 8; mechanical; location trigger; repair reset; multiple targets; DC 25 Reflex save avoids; 30 ft. deep (3d6, fall); pit spikes (Attack +10 melee, 1d4 spikes per target for 1d4+5 each); poison (blue whinnis, DC 14 Fortitude save resists (poison only), 1 Con/unconsciousness); Attack +20 melee (2d4+8/×4, scythe); poison (blue whinnis, DC 14 Fortitude save resists (poison only), 1 Con/unconsciousness); Search DC 27; Disable Device DC 18.

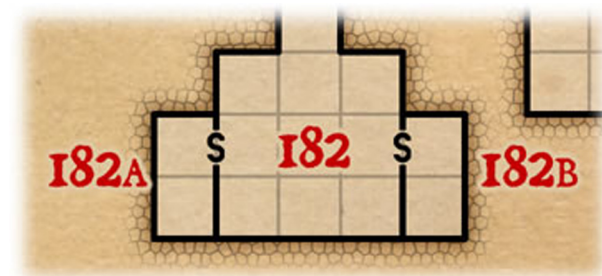
**Connections:** This chamber connects to area 180 and area 182.

See the Map of Level 6.



## 182. HIGH PRIEST'S QUARTERS (EL 5 AND 6)

**Summary:** The chambers of the new head of the temple contain many powerful and interesting treasures, but they are of course well warded.



**Sights and Sounds:** This room is dark and quiet.

*This large, sumptuous bedchamber has plaster walls with framed paintings, a thick black and white carpet on the floor, a large four-poster bed, and some very nice furnishings.*

**Table:** On the table are a variety of dishes and silverware (75 gp for the lot). One of the spoons is a sustaining spoon.

**Chest and Wardrobe:** These contain a variety of boys' clothing and broken toys.

**Paintings:** These paintings are comical and show clowns and big-nosed fools doing absurd things. They are worthless.

**Western Secret Door:** This door is well-concealed (Search DC 25) and trapped with a glyph of warding that activates when the door is opened.

**Glyph of Warding Trap:** CR 5; spell trigger; no reset; spell effect (glyph of warding)

[blast], 7th-level cleric, 3d8 acid, DC 14 Reflex save half damage); multiple targets (all targets within 5 feet); Search DC 28; Disable Device DC 28.

**Eastern Secret Door:** This door is also well-concealed (Search DC 25) and trapped so that when opened a poisoned arrow shoots out at the opener.

**Poison Arrow Trap:** CR 6; mechanical; proximity trigger; manual reset; Attack +14 ranged (1d8 plus poison, arrow); poison (wyvern poison, DC 17 Fortitude save resists, 2d6 Con/2d6 Con); Search DC 20; Disable Device DC 16.

**182A:** This room contains a single unlocked chest. It holds six scrolls, each with one spell: heal, summon monster V, spell resistance, divination, freedom of movement, and remove blindness/deafness. It also has a false bottom (Search DC 30 to find) containing a scroll of dictum.

**182B:** This room has a simple oak table with a deck of illusions on it in an ivory case (worth 80 gp). The deck is missing the female half-elf bard, the iron golem, and the bugbear cards. A flesh golem manual lies next to the deck. A small leather satchel is hidden on the underside of the table (Search DC 17 to find). Inside are two identical keys (these open the locked secret doors in area 175) and a flask with a single dose of elixir of sneaking.

**Connections:** This chamber connects to area 181.





## APPENDIX A: MONSTERS & NPCS

### Aeraki (Room 171)

Female Human (Lawful Evil)

Rogue 5/Assassin 1 **CR** 7

**Init** +6 **Speed** 30 feet

**HD** 5d6+10 + 1d6+2 **hp** 40 (6HD)

**AC** 16, touch 12, flat-footed 14

**BAB/Grapple** +3/+4

**Attack** +6 melee (1d6+2 plus poison/18-20, rapier) or +5 ranged (1d8 plus poison, light crossbow)

**Full Attack** +4 melee (1d6+2 plus poison plus disease/18-20, rapier) and +3 melee (1d6+1 plus poison plus disease/19-20, dagger) or +5 ranged (1d8 plus poison, light crossbow)

**SA** death attack (DC 14), disease attack (DC 15) sneak attack +4d6

**SQ** evasion, poison use, trap sense +1, trapfinding, and uncanny dodge

**Fort** +3 **Ref** +8 **Will** +2

**Str** 12, **Dex** 15, **Con** 14, **Int** 17, **Wis** 13, **Cha** 13

**Feats** Combat Reflexes, Improved Initiative, Two-Weapon Fighting, Weapon Finesse

**Skills** Bluff +7, Climb +7, Diplomacy +12, Disguise +10, Escape Artist +11, Forgery +11, Hide +11, Knowledge (Local) +7, Listen +7, Move Silently +10, Open Lock +10, Sense Motive +9, Spot +2, Tumble +9, Use Rope +9.

**Spells** CL 1, +4 melee touch, +5 ranged touch  
1st (1/day)--*disguise self*, *true strike*

**Possessions** masterwork studded leather, +1 rapier of the venom lord, short sword, two potions of invisibility, 3 doses of medium spider venom (DC 14 1d4 Str/1d4 Str), light crossbow and 12 bolts, key to the door in 161.

### Bashra (Room 176)

Female Human (Lawful Evil)

Cleric 5 **CR** 5

**Init** +3 **Speed** 30 ft

**HD** 5d8 **hp** 31

**AC** 15, touch 15, flat-footed 12 (AC includes *shield of faith*)

**Languages** Common, Draconic

**BAB/Grapple** +3/+3

**Attack** +5 melee (1d6+2 plus poison, short sword)

**SA** rebuke undead 3/day

**Fort** +4 **Ref** +4 **Will** +10

**Str** 11, **Dex** 17, **Con** 11, **Int** 12, **Wis** 18, **Cha** 9

**Crucial Feats** Combat Reflexes

**Other Feats** Iron Will, Weapon Focus (short sword)

**Crucial Skills** Concentration +7, Heal +8, Listen +5, Spot +7

**Other Skills** Knowledge (Religion) +8, Spellcraft +8.

**Spells** (CL 5, +3 melee touch, +3 ranged touch)  
3rd--*animate dead*, *protection from energy* (DC 17/F)

2nd--*death knell* (DC 16/W), *hold person* (DC 16/W) (2)

1st--*cause fear* (DC 15/W), *detect good*, *obscuring mist*, *summon monster I*

0--*cure minor wounds* (DC 14), *guidance* (DC 14/W), *inflict minor wounds* (DC 14/W), *purify food and drink* (DC 14/W), *resistance* (DC 14/W)

**Deity** Nag/Nagaina. Domains: Death, Evil

**Possessions** masterwork short sword, *peripart of wisdom* +2, *wand of divine favor* (23 charges), *wand of shield of faith* (8 charges), *scroll of poison blades*, 2 doses of greenblood oil poison (DC 13 1 Con/1d2 Con), silver and onyx holy symbol (75 gp), bronze mask (15 gp), Nag medallion, gold ring (25 gp).

### Bradock Fess (Room 153)

Male Human (Neutral Good)

Fighter 3 **CR** 3

**Init** +6 **Speed** 30 feet

**HD** 3d10+6 **hp** 26 (currently 2)

**AC** 15, touch 12, flat-footed 13

**Languages** Common, Elven

**BAB/Grapple** +3/+6

**Attack** +8 melee (1d8+3, longsword)

**Fort** +5 **Ref** +5 **Will** +2

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

**Crucial Feats** Dodge, Combat Expertise

**Other Feats** Improved Initiative, Lightning Reflexes, Weapon Focus (longsword)

**Crucial Skills** Climb +8, Intimidate +5, Jump +7

**Other Skills** Handle Animal +4, Ride +8, Search +3.

**Possessions** masterwork studded leather

**Darcien (Room 160)**

Female Human (Lawful Evil)

Cleric 5 CR 5

Init +0 Speed 20 feet

HD 5d8 hp 32

AC 16, touch 10, flat-footed 16

Languages Common, Draconic

BAB/Grapple +3/+3

Attack +5 melee (1d6+1 plus poison, short sword)

SA rebuke undead 3/day

SQ +4 bonus to saving throws versus poison, handle poison safely

Fort +4 Ref +1 Will +10

Str 11, Dex 10, Con 11, Int 12, Wis 18, Cha 16

Crucial Feats Combat Reflexes

Other Feats Iron Will, Weapon Focus (short sword)

Crucial Skills Concentration +7, Diplomacy +9, Heal +8, Spot +7

Other Skills Knowledge (Religion) +4, Spellcraft +8.

Spells (CL 5, +3 melee touch, +3 ranged touch)

3rd--*animate dead*, *protection from energy*2nd--*death knell* (DC 16/W), *enthrall* (DC 16/W), *hold person* (DC 16/W)1st--*cause fear* (DC 15/W), *detect good*, *obscuring mist*, *summon monster I*0--*cure minor wounds*, *guidance*, *inflict minor wounds*, *purify food and drink*, *resistance*

Deity Nag. Domains: Death, Evil

Possessions +1 *breastplate*, +1 *short sword*, *potion of owl's wisdom*, 3 doses of *greenblood oil poison* (DC 13 1 Con/1d2 Con), silver and onyx holy symbol (75 gp), 14 gp, 8 sp, 11 cp.**Eredish Mallini (Room 176)**

Male Elf (Neutral Evil)

Wizard 5 CR 5

Init +4 Speed 30 feet

HD 5d4+5 hp 22 (33 with *false life*)AC 20, touch 16, flat-footed 16 (AC includes *mage armor* and *shield of faith*)

Languages Common, Elven, Orc, Gnome, Sylvan, Gnoll

BAB/Grapple +2/+2

Attack +2 melee (1d4, dagger)

SQ low-light vision, immunity to sleep, elf traits and low-light vision

Fort +2 Ref +5 Will +8

Str 11, Dex 18, Con 12, Int 19, Wis 15, Cha 10

Crucial Feats Combat Casting

Other Feats Alertness, Craft Wand, Iron Will, Scribe Scroll

Crucial Skills Balance +6, Concentration +6, Listen +8, Spot +9.

Other Skills Decipher Script +9, Knowledge (Arcana) +11, Knowledge (History) +7, Search +7, Spellcraft +13

Spells (CL 5, +2 melee touch, +6 ranged touch)

3rd--*lightning bolt* (DC 17/R), *suggestion* (DC 17/W)2nd--*gust of wind* (DC 16/F), *false life* (already cast), *invisibility*1st--*expeditious retreat*, *hypnotism* (DC 15/W), *mage armor* (already cast), *silent image* (DC 15/W)0--*dancing lights*, *daze* (DC 14/W), *ray of frost*, *read magic*Possessions *wand of acid arrow* (13 charges), *potion of darkvision*, Nag medallion, 7 pp, 19 gp, 13 sp, 15 cp, 2000 gp in other assets.

Eredish's rat familiar: hp 11

**Fiendish Giant Viper (Room 157)**

Large magical beast (extraplanar) (Neutral Evil) CR 2

HD 3d8 hp 13 Init +7

Spd 20 ft, climb 20 ft, swim 20 ft

AC 15, touch 12, flat-footed 12

BAB/Grapple +2/+6

Attack/Full Attack +4 melee (1d4 plus poison, bite)

Space/Reach 10 feet/5 ft

SA Poison (DC 11, 1d6/1d6 Con), *Smite good* 1/day (+3 attack against good foe)

SQ Darkvision 60 feet, Resistance to cold and fire 5, SR 8, Scent

Fort +3 Ref +6 Will +2

Str 10, Dex 17, Con 11, Int 3, Wis 12, Cha 2

Crucial Feats N/A

Other Feats Alertness, Improved Initiative, Weapon Finesse

Crucial Skills Balance +11, Climb +11, Hide +8, Listen +7, Spot +8, Swim +8

Other Skills N/A



### Fiendish Giant Viper (Room 164)

Large magical beast (extraplanar) (Neutral Evil)

**CR** 2      **HD** 3d8      **hp** 13

**Init** +7      **Spd** 20 ft, climb 20 ft, swim 20 ft

**AC** 15, touch 12, flat-footed 12

**BAB/Grapple** +2/+6

**Attack/Full Attack** +4 melee (1d4 plus poison, bite)

**Space/Reach** 10 feet/5 feet

**SA** Poison (DC 11, 1d6/1d6 Con), Smite good 1/day (+3 attack against good foe)

**SQ** Darkvision 60 feet, Resistance to cold and fire 5, SR 8, Scent

**Fort** +3 **Ref** +6 **Will** +2

**Str** 10, **Dex** 17, **Con** 11, **Int** 3, **Wis** 12, **Cha** 2

**Crucial Feats** N/A

**Other Feats** Alertness, Improved Initiative, Weapon Finesse

**Crucial Skills** Balance +11, Climb +11, Hide +8, Listen +7, Spot +8, Swim +8

**Other Skills** N/A

### Franin (Room 167)

Female Human (Lawful Evil)

Cleric 5      **CR** 5

**Init** +5      **Speed** 20 feet

**HD** 5d8+5      **hp** 40

**AC** 18, touch 11, flat-footed 17

**Languages** Common, Draconic, Elven

**BAB/Grapple** +3/+3

**Attack** +4 melee (1d6 plus poison, short sword)

**SA** rebuke undead 3/day

**SQ** +4 to all saves versus poison, can handle poisons safely

**Fort** +5 **Ref** +2 **Will** +7

**Str** 10, **Dex** 13, **Con** 12, **Int** 14, **Wis** 16, **Cha** 11

**Crucial Feats** Combat Reflexes

**Other Feats** Alertness, Improved Initiative

**Crucial Skills** Concentration +8, Heal +6, Listen +8, Spot +8

**Other Skills** Craft (alchemy) +10, Knowledge (Nature) +5, Knowledge (Religion) +6, Spellcraft +6.

**Spells** (CL 5, +3 melee touch, +4 ranged touch)

3rd--*animate dead*, *magic vestment*

2nd--*cat's grace*, *death knell* (DC 15/W), *enthrall* (DC 15/W)

1st--*cause fear* (DC 14/W), *detect good*, *obscuring mist*, *sanctuary* (DC 14/W)

0--*cure minor wounds*, *guidance*, *inflict minor wounds* (DC 13/W), *purify food and drink*, *resistance*

**Deity** Nag. Domains: Death, Evil

**Possessions** masterwork breastplate, masterwork short sword, heavy steel shield, *wand of hold person* (21 charges), 3 doses of greenblood oil poison (DC 13 1 Con/1d2 Con), Nag medallion, silver and onyx holy symbol (75 gp), 10 gp, 24 sp.

### Gyllid (Room 161)

Male Human (Lawful Evil)

Rogue 5/Assassin 1      **CR** 7

**Init** +6      **Speed** 30 feet

**HD** 5d6+10 + 1d6+2      **hp** 40 (6HD)

**AC** 16, touch 12, flat-footed 14

**BAB/Grapple** +3/+4

**Attack** +6 melee (1d6+2 plus poison/18-20, rapier) or +5 ranged (1d8 plus poison, light crossbow)

**Full Attack** +4 melee (1d6+2 plus poison plus disease/18-20, rapier) and +4 melee (1d4+2 plus poison plus disease/19-20, dagger) or +5 ranged (1d8 plus poison, light crossbow)

**SA** death attack (DC 14), disease attack (DC 15) sneak attack +4d6

**SQ** evasion, poison use, trap sense +1, trapfinding, and uncanny dodge

**Fort** +3 **Ref** +8 **Will** +2

**Str** 12, **Dex** 15, **Con** 14, **Int** 17, **Wis** 13, **Cha** 13

**Feats** Combat Reflexes, Improved Initiative, Two-Weapon Fighting, Weapon Finesse

**Skills** Bluff +7, Climb +7, Diplomacy +12, Disguise +10, Escape Artist +11, Forgery +11, Hide +11, Knowledge (Local) +7, Listen +7, Move Silently +10, Open Lock +10, Sense Motive +9, Spot +2, Tumble +9, Use Rope +9.

**Spells** CL 1, +4 melee touch, +5 ranged touch  
1st (1/day)--disguise self, true strike

**Possessions** +1 studded leather, +1 rapier, +1 dagger, two potions of invisibility, potion of cure light wounds, 6 doses of medium

spider venom (DC 14 1d4 Str/1d4 Str), light crossbow and 12 bolts, key to the door in this room, 12 gp, 8 sp.

### **Hachul (Room 168)**

Male Human (Lawful Evil)

Cleric 6 **CR 6**

**Init** +0 **Speed** 20 feet

**HD** 6d8+6 **hp** 45

**AC** 21, touch 10, flat-footed 21

**Languages** Common, Draconic, Elven

**BAB/Grapple** +4/+7

**Attack** +9 melee (1d6+4 plus poison, short sword)

**SA** rebuke undead 3/day

**SQ** +4 to all saves versus poison, can handle poisons safely

**Fort** +5 **Ref** +3 **Will** +7

**Str** 16, **Dex** 11, **Con** 13, **Int** 10, **Wis** 17, **Cha** 13

**Crucial Feats** Power Attack

**Other Feats** Lightning Reflexes, Weapon Focus (short sword)

**Crucial Skills** Concentration+10, Diplomacy +7, Heal +6, Listen +5, Spot +6

**Other Skills** Knowledge (Religion) +6, Spellcraft +5.

**Spells** (CL 5, +7 melee touch, +4 ranged touch)

3rd--*animate dead, cure serious wounds, magic vestment*

2nd--*bear's endurance, bull's strength, cure moderate wounds, death knell* (DC 15/W)

1st--*cure light wounds, detect good, divine favor, shield of faith*

0--*cure minor wounds, guidance, inflict minor wounds* (DC 13/W), *purify food and drink, resistance*

**Deity** Nag. Domains: Death, Evil

**Possessions** +1 full plate, +1 short sword, masterwork heavy steel shield, scroll of poison, 3 doses of greenblood oil poison (DC 13 1 Con/1d2 Con), Nag medallion, silver and onyx holy symbol (75 gp), 10 gp, 24 sp.

### **Kothan (Room 166)**

Male Half-Orc (Chaotic Evil)

Barbarian 6 **CR 6**

**Init** +2 **Speed** 40 feet

**HD** 6d12+12 **hp** 62

**AC** 17, touch 12, flat-footed 15

**Languages** Common, Orc, Gnoll

**BAB/Grapple** +6/+10

**Attack** +11 melee (1d12+7, great axe)

**Full Attack** +11/+6 melee (1d12+7, greataxe)

**SA** rage 2/day (7 rounds)

**SQ** darkvision 60 feet, fast movement, improved uncanny dodge, trap sense +2

**Fort** +7 **Ref** +4 **Will** +6

**Str** 19, **Dex** 15, **Con** 15, **Int** 13, **Wis** 15, **Cha** 11

**Crucial Feats** Power Attack, Quick Draw

**Other Feats** Iron Will

**Crucial Skills** Jump +16.

**Other Skills** Knowledge (Religion) +5, Handle Animal +8, Intimidate +7, Ride +10, Survival +9, Read/Write Common

**Possessions** +2 studded leather, +1 human bane greataxe, Nag medallion, 8 sp.

The following changes are in effect as long as Eredish rages:

**AC** 15, touch 10, flat 13

**hp** 74 **Fort** +9 **Will** +8

**Attack** +13 melee (1d12+9, greataxe)

**Full Attack** +13/+8 melee (1d12+9, greataxe)

**BAB/Grapple** +6/+12

**Abilities** Str 23, Con 19

**Skills** Jump +18

### **Malloch and Bursel (Room 168)**

Male Human (Lawful Evil)

Cleric 5 **CR 5**

**Init** +0 **Speed** 20 feet

**HD** 5d8+10 **hp** 42

**AC** 18, touch 10, flat-footed 18

**Languages** Common, Draconic

**BAB/Grapple** +3/+3

**Attack** +5 melee (1d6 plus poison, short sword)

**SA** rebuke undead 3/day

**SQ** +4 to all saves versus poison, can handle poisons safely

**Fort** +6 **Ref** +1 **Will** +10

**Str** 11, **Dex** 10, **Con** 14, **Int** 12, **Wis** 18, **Cha** 12



### **Crucial Feats** Combat Reflexes

**Other Feats** Iron Will, Weapon Focus (short sword)

**Crucial Skills** Concentration +7, Diplomacy +7, Heal +8, Spot +7

**Other Skills** Knowledge (Religion) +4, Spellcraft +8.

**Spells** (CL 5, +3 melee touch, +3 ranged touch)

3rd--*animate dead*, *protection from energy*

2nd--*detect thoughts* (DC 16/W), *enthrall* (DC 16/W), *hold person* (DC 16/W)

1st--*cause fear* (DC 15/W), *cure light wounds*, *divine favor*, *shield of faith*

0--*cure minor wounds*, *guidance*, *inflict minor wounds*, *purify food and drink*, *resistance*

**Deity** Nag. Domains: Death, Knowledge

**Possessions** masterwork banded mail, masterwork large shield, masterwork short sword, *potion of owl's wisdom*, *scroll of dispel magic* and *cure serious wounds*, 4 doses of medium spider venom (DC 14 1d4 Str/1d4 Str), silver and onyx holy symbol (75 gp), 90 gp.

**Connections:** This area connects to areas 159, 167, and 170. See the Map of Level 6.

### **The New High Priest (Room 181)**

Male Outsider (Lawful Evil) **CR** 7

**Init** +4 **Speed** 30 feet

**HD** 5d8+5 **hp** 45

**AC** 19, touch 16, flat-footed 15

**Languages** Common, Infernal

**BAB/Grapple** +5/+4

**Attack** +4 melee touch (poison)

**SA** poison touch (DC 18 1d6 Con/1d6 Con), flute playing

**SQ** Immune to poison, SR 22

**Fort** +5 **Ref** +10 **Will** +10

**Str** 9, **Dex** 18, **Con** 13, **Int** 13, **Wis** 18, **Cha** 20

**Crucial Feats** N/A

**Other Feats** Iron Will, Lightning Reflexes

**Crucial Skills** Bluff +12, Diplomacy +12, Heal +11, Listen +11, Spot +11

**Other Skills** Knowledge (Religion) +8, Knowledge (Arcana) +8.

**Possessions** +2 *ring of protection*, silver flute (95 gp), Nag medallion, silver and onyx holy symbol (75 gp), silver and onyx ring (230 gp).

**Poison Touch (Ex):** This works whether he makes an attack or is attacked. The poison is so virulent that it runs down the blades and hafts of weapons and flows through gloves and gauntlets, thus, any melee strike hitting him forces the save. The saving throw DC is Con based, with a +5 divine bonus.

**Flute Playing (Su):** When the high priest plays the flute, all within 60 feet must make a Will save (DC 18) or be affected by either a confusion or charm monster spell (high priest's choice) as if cast by a 10th level caster. The saving throw DC is Charisma-based.

### **Pergan (Room 180)**

Male Human (Lawful Evil)

Cleric 5 **CR** 5

**Init** +0 **Speed** 20 feet

**HD** 5d8+10 **hp** 42

**AC** 19, touch 10, flat-footed 19

**Languages** Common, Draconic

**BAB/Grapple** +3/+4

**Attack** +6 melee (1d6+1 plus poison, short sword)

**SA** rebuke undead 3/day

**SQ** +8 to all saves versus poison, can handle poisons safely

**Fort** +6 **Ref** +3 **Will** +10

**Str** 12, **Dex** 11, **Con** 14, **Int** 13, **Wis** 16, **Cha** 12

**Crucial Feats** N/A

**Other Feats** Iron Will, Lightning Reflexes, Weapon Focus (short sword)

**Crucial Skills** Concentration +7, Diplomacy +7, Heal +8, Spot +7

**Other Skills** Knowledge (Religion) +4, Spellcraft +8.

**Spells** (CL 5, +3 melee touch, +3 ranged touch)

3rd--*clairvoyance/clairaudience*, *poison blades*

2nd--*detect thoughts* (DC 15/W), *enthrall* (DC 15/W), *hold person* (DC 15/W)

1st--*cause fear* (DC 14/W), *cure light wounds*, *divine favor*, *shield of faith*

0--*cure minor wounds*, *guidance* (DC 13/W), *inflict minor wounds* (DC 13/W), *purify food and drink*, *resistance* (DC 14/W)

**Deity** Nag. Domains: Death, Knowledge

**Possessions** +1 *banded mail*, masterwork large shield, masterwork short sword, *scroll of cat's grace* and *cure serious wounds*, 4 doses of medium spider venom (DC 16 1d4 Str/1d4 Str), Nag medallion, silver and onyx holy symbol (75 gp), pouch with 6 small gemstones (10 gp each).

### **Venom Cultist Commoner (Random Encounter)**

Male or Female Human (Neutral Evil)

Commoner 2    **CR** 1

**HD** 2d6+4    **hp** 11

**Init** +0    **Speed** 30 feet

**Languages** Common, Elvish

**AC** 10, touch 10, flat-footed 10

**BAB/Grapple** +1/+1

**Attack/Full Attack** +2 melee (1d4 plus poison, dagger) or +2 ranged (1d4 plus poison, thrown dagger)

**Fort** +2 **Ref** +0 **Will** +2

**Str** 11, **Dex** 10, **Con** 15, **Int** 12, **Wis** 14, **Cha** 10

**Crucial Feats** N/A

**Other Feats** Skill Focus (Hide), Weapon Focus (dagger)

**Crucial Skills** Climb +5, Jump +5, Listen +7, Hide +8

**Other Skills** Knowledge (religion) +3

**Possessions** dagger, 1 dose of greenblood oil poison (DC 13 1 Con/1d2 Con), cultist robes, 12 sp, 14 cp

**Notes:** These are just people of Brindenford who are secretly members of the cult, visiting the temple. They probably flee if attacked.

### **Venom Cultist Commoner (Room 159)**

Male or Female Human (Neutral Evil)

Commoner 2    **CR** 1

**HD** 2d6+4    **hp** 11

**Init** +0    **Speed** 30 feet

**Languages** Common, Elvish

**AC** 10, touch 10, flat-footed 10

**BAB/Grapple** +1/+1

**Attack/Full Attack** +2 melee (1d4 plus poison, dagger) or +2 ranged (1d4 plus poison, thrown dagger)

**Fort** +2 **Ref** +0 **Will** +2

**Str** 11, **Dex** 10, **Con** 15, **Int** 12, **Wis** 14, **Cha** 10

**Crucial Feats** N/A

**Other Feats** Skill Focus (Hide), Weapon Focus (dagger)

**Crucial Skills** Climb +5, Jump +5, Listen +7, Hide +8

**Other Skills** Knowledge (religion) +3

**Possessions** dagger, 1 dose of greenblood oil poison (DC 13 1 Con/1d2 Con), cultist robes, 15 sp, 10 cp

### **Venom Cultist Commoner (Room 178)**

Male or Female Human (Neutral Evil)

Commoner 2    **CR** 1

**HD** 2d6+4    **hp** 11

**Init** +0    **Speed** 30 feet

**Languages** Common, Elvish

**AC** 10, touch 10, flat-footed 10

**BAB/Grapple** +1/+1

**Attack/Full Attack** +2 melee (1d4 plus poison, dagger) or +2 ranged (1d4 plus poison, thrown dagger)

**Fort** +2 **Ref** +0 **Will** +2

**Str** 11, **Dex** 10, **Con** 15, **Int** 12, **Wis** 14, **Cha** 10

**Crucial Feats** N/A

**Other Feats** Skill Focus (Hide), Weapon Focus (dagger)

**Crucial Skills** Climb +5, Jump +5, Listen +7, Hide +8

**Other Skills** Knowledge (religion) +3

**Possessions** dagger, masterwork ritual sword, 1 dose of greenblood oil poison (DC 13 1 Con/1d2 Con), cultist robes, Nag medallion, 15 sp, 10 cp

**Tactics:** These two flee immediately to area 180 if confronted, yelling warnings and calling for help. They will never use the ritual swords they carry as weapons. If the PCs just ignore them or act like they belong, however, these two continue with their prayers and then go to area 172 to collect the swords there before proceeding to area 177. Being slightly incompetent, they forgot the sword in area 165.



**Venom Cultist Commoner (Room 180)**

Male or Female Human (Neutral Evil)

Commoner 2 CR 1

HD 2d6+4      hp 11

Init +0      Spd 30 ft

Languages Common, Elvish

AC 10, touch 10, flat-footed 10

BAB/Grapple +1/+1

Attack/Full Attack +2 melee (1d4 plus poison, dagger) or +2 ranged (1d4 plus poison, thrown dagger)

SQ +4 to all saves versus poison, can handle poisons safely

Fort +2 Ref +0 Will +2

Str 11, Dex 10, Con 15, Int 12, Wis 14, Cha 10

Crucial Feats N/A

Other Feats Skill Focus (Hide), Weapon Focus (dagger)

Crucial Skills Climb +5, Jump +5, Listen +7, Hide +8

Other Skills Knowledge (religion) +3

Possessions dagger, 1 dose of greenblood oil poison (DC 15; 1 Con/1d2 Con), Nag medallion, cultist robes, 28 sp, 16 cp

**Venom Cultist Rogue (Random Encounter)**

Male or Female Human (Neutral Evil)

Rogue 3      CR 3

HD 3d6+3      hp 17

Init +3      Speed 30 feet

Languages Common, Abyssal

AC 17, touch 13, flat-footed 14

BAB/Grapple +2/+3

Attack/Full Attack +4 melee (1d6+1 plus poison, rapier) and +4 melee (1d6+1 plus poison, short sword) or +5 ranged (1d4+1 plus poison, thrown dagger)

SA +2d6 Sneak Attack

Fort +2 Ref +6 Will +1

Str 13, Dex 17, Con 13, Int 12, Wis 11, Cha 12

Crucial Feats N/A

Other Feats Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

Crucial Skills Balance +9, Bluff +4, Disable Device +6, Disguise +3, Hide +8, Intimidate +7, Listen +2, Move Silently +9, Spot +5, Tumble +8

Other Skills Appraise +4, Gather Information +5, Knowledge (Local) +2, Knowledge (religion) +1, Search +4

Possessions +1 studded leather, masterwork short sword, masterwork rapier, 3 daggers, *potion of cure light wounds*, 6 doses of medium spider venom (DC 14 1d4 Str/1d4 Str), cultist robes, 18 gp, 11 sp, 16 cp.**Venom Cultist Rogue (Room 154)**

Male or Female Human (Neutral Evil)

Rogue 3      CR 3

HD 3d6+3      hp 17

Init +3      Speed 30 feet

Languages Common, Abyssal

AC 17, touch 13, flat-footed 14

BAB/Grapple +2/+3

Attack/Full Attack +4 melee (1d6+1 plus poison, rapier) and +4 melee (1d6+1 plus poison, short sword) or +5 ranged (1d4+1 plus poison, thrown dagger)

SA +2d6 Sneak Attack

Fort +2 Ref +6 Will +1

Str 13, Dex 17, Con 13, Int 12, Wis 11, Cha 12

Crucial Feats N/A

Other Feats Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

Crucial Skills Balance +9, Bluff +4, Disable Device +6, Disguise +3, Hide +8, Intimidate +7, Listen +2, Move Silently +9, Spot +5, Tumble +8

Other Skills Appraise +4, Gather Information +5, Knowledge (Local) +2, Knowledge (religion) +1, Search +4

Possessions +1 studded leather, masterwork short sword, masterwork rapier, 3 daggers, *potion of cure light wounds*, 6 doses of medium spider venom (DC 14 1d4 Str/1d4 Str), cultist robes, 18 gp, 11 sp, 16 cp.**Venom Cultist Rogue (Room 180)**

Male or Female Human (Neutral Evil)

Rogue 3      CR 3

HD 3d6+3      hp 17

Init +3      Speed 30 feet

Languages Common, Abyssal

AC 16, touch 13, flat-footed 14

**BAB/Grapple +2/+3**

**Attack/Full Attack** +4 melee (1d6+1 plus poison, rapier) and +4 melee (1d6+1 plus poison, short sword) or +5 ranged (1d4+1 plus poison, thrown dagger)

**SA** +2d6 Sneak Attack

**SQ** +4 to all saves versus poison, can handle poisons safely

**Fort +2 Ref +6 Will +1**

**Str 13, Dex 17, Con 13, Int 12, Wis 11, Cha 12**

**Crucial Feats** N/A

**Other Feats** Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

**Crucial Skills** Balance +9, Bluff +4, Disable Device +6, Disguise +3, Hide +8, Intimidate +7, Listen +2, Move Silently +9, Spot +5, Tumble +8

**Other Skills** Appraise +4, Gather Information +5, Knowledge (Local) +2, Knowledge (religion) +1, Search +4

**Possessions** Masterwork studded leather, masterwork short sword, masterwork rapier, 3 daggers, *potion of cure moderate wounds*, 6 doses of medium spider venom (DC 16; 1d4 Str/1d4 Str), Nag medallion, cultist robes, 16 gp, 17 sp, 12 cp.

### **Venom Cultist Warrior (Random Encounter)**

Male or Female Human (Neutral Evil)

Warrior 3      **CR 2**

**HD** 3d10+6      **hp** 26

**Init** +1      **Speed** 20 feet

**Languages** Common

**AC** 17, touch 11, flat-footed 16

**BAB/Grapple +3/+5**

**Attack/Full Attack** +7 melee (1d8+2 plus poison, battle axe) or +5 ranged (1d8 plus poison, light crossbow)

**Fort +5 Ref +2 Will +1**

**Str 14, Dex 13, Con 15, Int 11, Wis 10, Cha 9**

**Crucial Feats** Dodge, Point Blank Shot

**Other Feats** Weapon Focus (battle axe)

**Crucial Skills** Climb +1, Jump +0, Hide -1

**Other Skills** Knowledge (religion) +1

**Possessions** Masterwork chainmail, masterwork light wooden shield, masterwork battle axe, dagger, masterwork light crossbow, 12 bolts, 4 doses of greenblood oil poison (DC 13 1 Con/1d2 Con), cultist robes, 22 gp, 12 sp, 14 cp

**Notes:** These are guards and defenders of the temple who rarely leave the dungeon.

### **Venom Cultist Warrior (Room 156)**

Male or Female Human (Neutral Evil)

Warrior 3      **CR 2**

**HD** 3d10+6      **hp** 26

**Init** +1      **Speed** 20 feet

**Languages** Common

**AC** 17, touch 11, flat-footed 16

**BAB/Grapple +3/+5**

**Attack/Full Attack** +7 melee (1d8+2 plus poison, battle axe) or +5 ranged (1d8 plus poison, light crossbow)

**Fort +5 Ref +2 Will +1**

**Str 14, Dex 13, Con 15, Int 11, Wis 10, Cha 9**

**Crucial Feats** Dodge, Point Blank Shot

**Other Feats** Weapon Focus (battle axe)

**Crucial Skills** Climb +1, Jump +0, Hide -1

**Other Skills** Knowledge (religion) +1

**Possessions** Masterwork chainmail, masterwork light wooden shield, masterwork battle axe, dagger, masterwork light crossbow, 12 bolts, Nag medallion, 4 doses of greenblood oil poison (DC 13 1 Con/1d2 Con), golden serpent-shaped horn (25 gp) 20 gp, 9 sp, 6 cp

### **Venom Cultist Warrior (Room 174)**

Male or Female Human (Neutral Evil)

Warrior 3      **CR 2**

**HD** 3d10+6      **hp** 26

**Init** +1      **Speed** 20 feet

**Languages** Common

**AC** 17, touch 11, flat-footed 16

**BAB/Grapple +3/+5**

**Attack/Full Attack** +7 melee (1d8+2 plus poison, battle axe) or +5 ranged (1d8 plus poison, light crossbow)

**Fort +5 Ref +2 Will +1**

**Str 14, Dex 13, Con 15, Int 11, Wis 10, Cha 9**

**Crucial Feats** Dodge, Point Blank Shot

**Other Feats** Weapon Focus (battle axe)

**Crucial Skills** Climb +1, Jump +0, Hide -1

**Other Skills** Knowledge (religion) +1



**Possessions** Masterwork chainmail, masterwork light wooden shield, masterwork battle axe, dagger, masterwork light crossbow, 12 bolts, 3 doses of greenblood oil poison (DC 13 1 Con/1d2 Con), 22 gp, 9 sp, 6 cp

### **Venom Cultist Warrior (Room 180)**

Male or Female Human (Neutral Evil)

Warrior 3 **CR** 2

**HD** 3d10+6 **hp** 26

**Init** +1 **Speed** 20 feet

**Languages** Common

**AC** 17, touch 11, flat-footed 16

**BAB/Grapple** +3/+5

**Attack/Full Attack** +7 melee (1d8+2 plus poison, battle axe) or +5 ranged (1d8 plus poison, light crossbow)

**SQ** +4 to all saves versus poison, can handle poisons safely

**Fort** +5 **Ref** +2 **Will** +1

**Str** 14, **Dex** 13, **Con** 15, **Int** 11, **Wis** 10, **Cha** 9

**Crucial Feats** Dodge, Point Blank Shot

**Other Feats** Weapon Focus (battle axe)

**Crucial Skills** Climb +1, Jump +0, Hide -1

**Other Skills** Knowledge (religion) +1

**Possessions** Masterwork chainmail, masterwork light wooden shield, masterwork battle axe, dagger, masterwork light crossbow, 12 bolts, 4 doses of greenblood oil poison (DC 15; 1 Con/1d2 Con), Nag medallion, cultist robes, 2 gp, 31 cp

### **Ylissa (Room 180)**

Female Human (Lawful Evil)

Cleric 7 **CR** 7

**Init** +2 **Speed** 20 feet

**HD** 7d8+7 **hp** 47

**AC** 19, touch 12, flat-footed 17

**Languages** Common, Draconic

**BAB/Grapple** +5/+5

**Attack** +7 melee (1d6 plus poison, short sword)

**SA** rebuke undead 3/day

**SQ** +8 to all saves versus poison, can handle poisons safely

**Fort** +6 **Ref** +6 **Will** +11

**Str** 11, **Dex** 15, **Con** 13, **Int** 13, **Wis** 18, **Cha** 15

**Crucial Feats** Combat Casting, Dodge

**Other Feats** Iron Will, Lightning Reflexes

**Crucial Skills** Concentration +9, Diplomacy +8, Heal +8, Spot +7

**Other Skills** Knowledge (Religion) +8, Spellcraft +8.

**Spells** (CL 5, +3 melee touch, +3 ranged touch)

4th--*cure critical wounds*, *unholy blight* (DC 18/W)

3rd--*animate dead*, *cure serious wounds*, *summon monster III*

2nd--*death knell* (DC 16/W), *enthrall* (DC 16/W), *hold person* (DC 16/W), *silence* (DC 16/W)

1st--*cause fear* (DC 15/W), *cure light wounds* (3), *shield of faith*

0--*cure minor wounds* (DC 14), *guidance* (DC 14/W), *inflict minor wounds* (DC 14/W), *purify food and drink* (DC 14/W), *resistance* (DC 14/W)

**Deity** Nag. Domains: Death, Evil

**Possessions** +2 *breastplate*, masterwork short sword, *potion of see invisibility*, *scroll of slay living*, *scroll of restoration*, *wand of poison* (15 charges), Nag medallion, silver and onyx holy symbol (75 gp), silver and onyx ring (100 gp).

## APPENDIX B: SPELLS & MAGIC

### SPELLS

#### Poison Blades (Room 160)

Transmutation

**Level:** Cleric 3

**Components:** S, M

**Casting Time:** One action

**Range:** Close (25 feet + 5 feet/two levels)

**Targets:** One weapon/3 levels

**Duration:** One round/level or until used (D)

**Saving Throw:** None

**Spell Resistance:** No

Once cast, the weapons affected by this spell are envenomed with a single dose of whatever injury poison you hold in your hand. Each weapon must be either a slashing or piercing weapon.

**Material Component:** One dose of injury poison.

### ITEMS

#### Necklace of the Neophyte (Room 144)

This gold necklace is typically found with an empty setting in which a three gemstones could be placed. Without special magical crystals in those settings, the necklace has no power, although it retains its magical aura. There are three specific crystals, red, green, and yellow intended to be placed within the necklace. The powers of the necklace are based on what gems are placed within the settings. There must be three crystals placed within it before there are any abilities gained. It is a full round action to place a crystal in a setting, or to remove one.

**Red:** If a red crystal is in the setting, the wearer gains a +1 bonus to melee damage. If two red crystals are in the setting, the bonus is +3, but the wearer suffers a -1 penalty to AC. If three red crystals are in the setting, the bonus is +5, but the wearer suffers a -2 penalty to AC.

**Green:** If a green crystal is in the setting, the wearer gains a +1 deflection bonus to AC. If two green crystals are in the setting, the AC bonus is +2, but the wearer suffers a -1 penalty to Will saves. If three green crystals are in the setting, the bonus is +3, but the wearer suffers a -2 penalty to Will saves.

**Yellow:** If a yellow crystal is in the setting, the wearer can pass through the force fields in area 149 and area 150. Multiple yellow crystals do no change anything.

Strong transmutation; CL 14; Craft Wondrous Item, bull's strength, cat's grace, etherealness; Price: 20,000 (price includes three red crystals, three green crystals, and one yellow crystal)



## The Book of Master Mui Yan

The binding of this simple book has decayed enough that it falls apart in your hands. The pages are stiff and yellowed, with some of the text too faded to read. Nevertheless, you can still read most of it. It describes the history and teachings of a powerful warrior named Mui Yan. Hailing from an unnamed, greatly distant land, Mui Yan arrived in the lands you know after being exiled for some crime.

At first, Mui Yan simple wandered as a mercenary, besting every fighter and warrior that he stood against. He was a master of every weapon, and every form of weaponless combat as well. In some cases, he took on entire legions of warriors himself, leaving none standing on the field. Eventually, however, he gave up this life and decided to train others in his unique skills and methods.

He sought to build his dojo in a place that was difficult to reach. He did not want to be bothered by amateurs and louts. He wanted only those already great in power, skill, wisdom, and intellect to come to him. After crossing the land over, he finally decided to plumb the depths of the legendary dungeon of Dragon's Delve. Deep within its reaches, amid the infamous monsters and traps of the deadly subterranean labyrinth, he built his training facility. According to the book, Master Mui Yan (as he is now known) achieved immortality through his studies in martial arts and skills, and so there is every reason to suspect that he is there still, awaiting new students worthy of his instruction.

The book also describes a waypoint built by his followers to provide succor to those who attempt to make their way through the dungeon to reach the dojo. From the description, it would appear that you have discovered this waypoint.

The teachings of Mui Yan are difficult to understand by reading the book. It becomes quickly obvious that the book was meant to supplement the teaching gained in the actual dojo. However, by reading through the book, it is obvious that if the dojo is still there, and if Mui Yan is still alive, great new martial skills and powers could be obtained there.



NINE LEVELS DOWN.  
LOOK BEHIND THE  
WATERFALL.  
OFFER THE SPHINXES  
SILVER, NOT GOLD.  
THE MASTER CAN BE FOUND  
BEYOND THE SPINNING  
CORRIDOR.









## Naralliki's Assessment

### Assessment of the Defense of the Temple From Outside Incursion

By Captain Naralliki

Unlike what others believe, I do not think that the primary threat to the temple comes from the adventurers or explorers seeking to plumb the depths of Dragon's Delve. These individuals spend most of their time in the levels above the temple, and even when that is not the case seek passage ever deeper, and the temple is not on the way down from either the entrance from Level 5 or the surface entrance via the Old Man's Tunnel.

The relative impassibility of Level 4 suggests that anything on that level or above is not a concern. While the magical gateway to the Mystical Island of Khorant on Level 5 is cause for vigilance, I do not think those forces have any motive to come here in numbers significant to pose any kind of threat. Individual creatures, such as the occasional troll or giralloon, can actually be useful. Bribing or coercing them into service has proved valuable from time to time.

Lastly, the authorities in Brindenford no longer pose any real challenge. At this point, temple forces are large enough and powerful enough that, should our presence be detected, we can eliminate the sheriff and his deputies and any that would support them quickly. This would be regrettable, as it could prompt intervention from some powerful outside source, but thankfully the Lost Duchy is well beneath the notice of most of the nearby kingdoms.

No, the only real threats to temple security are the demons and their allies on Level 7. At some time in the future, they could decide to annex this region of the dungeon and we would be hard-pressed to fend them off.

In this light, I make the following recommendations:

1. We block the passage from the west at the natural cave with a secret door so that those come from the west or the surface have no idea that we are here.
2. We place traps all along the passage from the west, from the cave to the entrance.
3. We recruit some serious mercenary help and position them at the entrance to the temple. I recommend some trolls or perhaps a giant.
4. We begin serious planning sessions to make a preemptive strike against the forces of the demon liege. We are, however, a long way from amassing the power to do so.



5. Convince Kadru the naga and Takshaka the hag to remain closer to the entrance.
6. Utilize the skills of our two assassins to infiltrate Level 7 and gather intelligence.
7. Get the priests to work on developing some new spells to aid us against demonic forces, and the demon's troglodyte allies/servants.



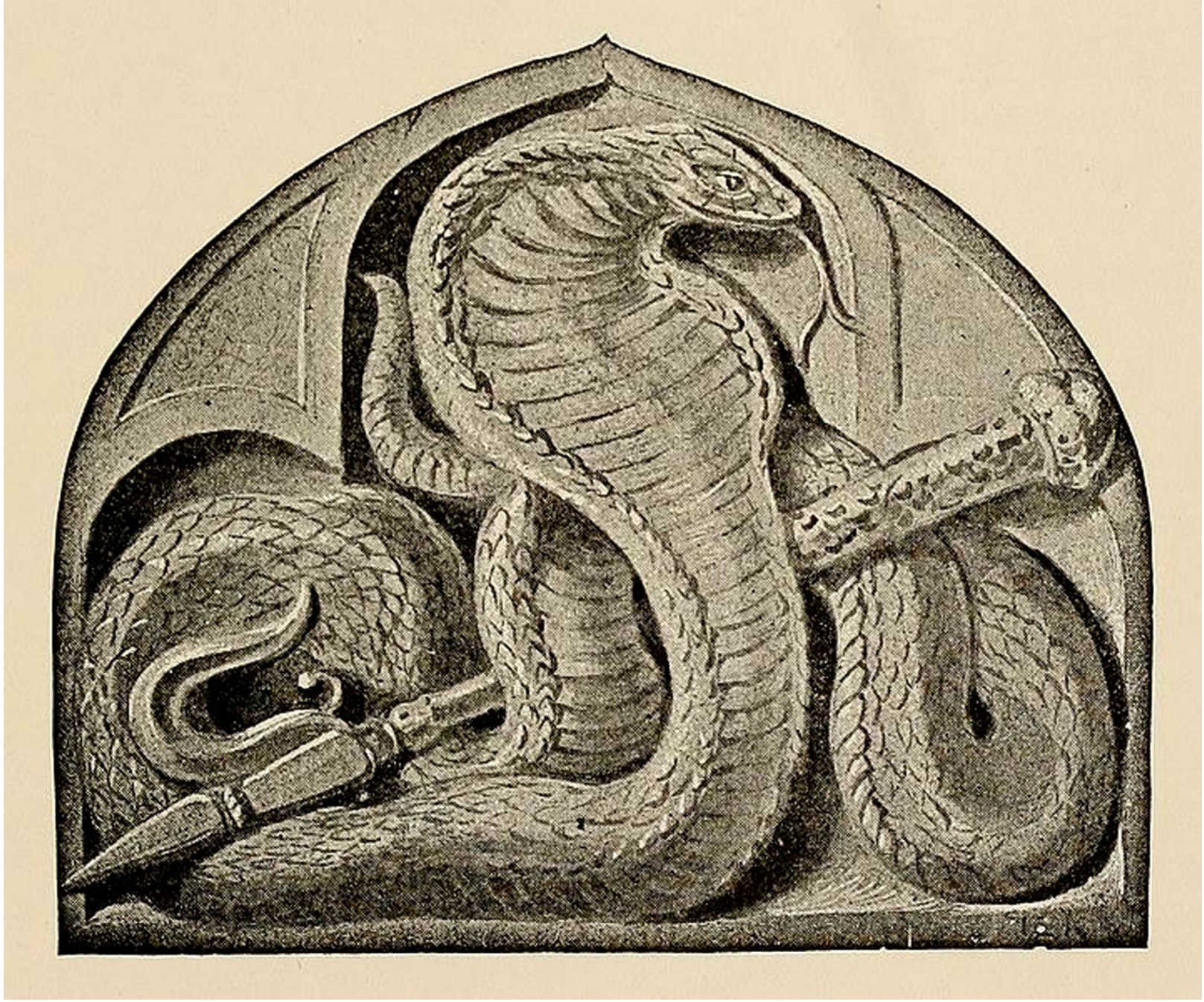
## The Black Book of Venom

This book is bound in worn black leather with a leather cord to tie it closed. The illuminated pages show images of black snakes, silver daggers, red murder, and gruesome death. The text, written in the Common tongue in a flowing, swirling hand, meanders in a difficult-to-follow style, relating both the deeds of a serpent god named Nag and the rites and rituals needed to appease him.

The book relates a dogma that is both twisted and foul. To most readers, its vile scriptures make little sense. However, it does give an insight into the dark cult. Reading the book, you learn the following things that the Venom Cultists believe:

1. Murder gives one strength. Lives taken add to one's own life force.
2. Vengeance is one's duty. One who is slighted that does not slay the wrongdoer is himself both a fool and a wrongdoer.
3. Substances and objects that can slay are holy, a gift from the divine. Poisons, weapons, and deadly animals are examples of the sacred.
4. Nag has a mate, Nagaina, who is both subservient to, and yet more deadly than, Nag.
5. Nag demands living sacrifices, preferably those who are slain by poison.
6. Nagas, lamias, and hags revere Nag and are willing to work with humanoid members of the Venom Cult.
7. Among Nag's rewards to his faithful are his own progeny, fiendish cobras of tremendous size that will aid cultists.
8. Supposedly, every 100 years, a creature is born that is "venom-touched" that is particularly blessed by the dark gods of murder. This individual must be found and protected by the cult. To prepare for this task, cultists should build a hidden temple fortress in a remote locale, but not too distant from potential sacrifices.



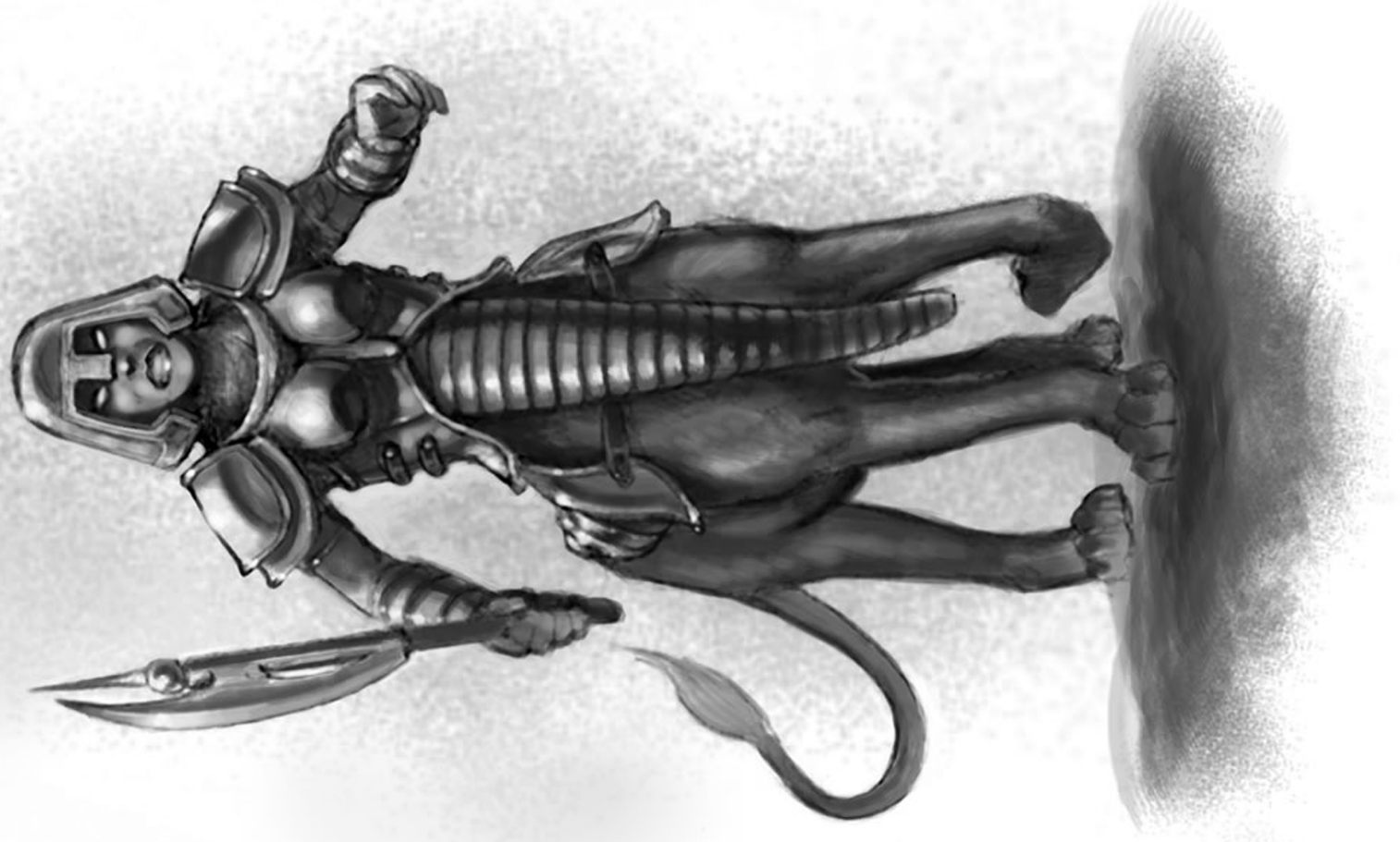




Czaryem,

The Venom Cult continues to grow in power. A new high priest has shown up recently from some distant land. He looks to be just a boy, but he is much more than that. His touch is poison and he has the ability to entrance those that look upon him.

They are aware of our presence on Level 7, but they know little about







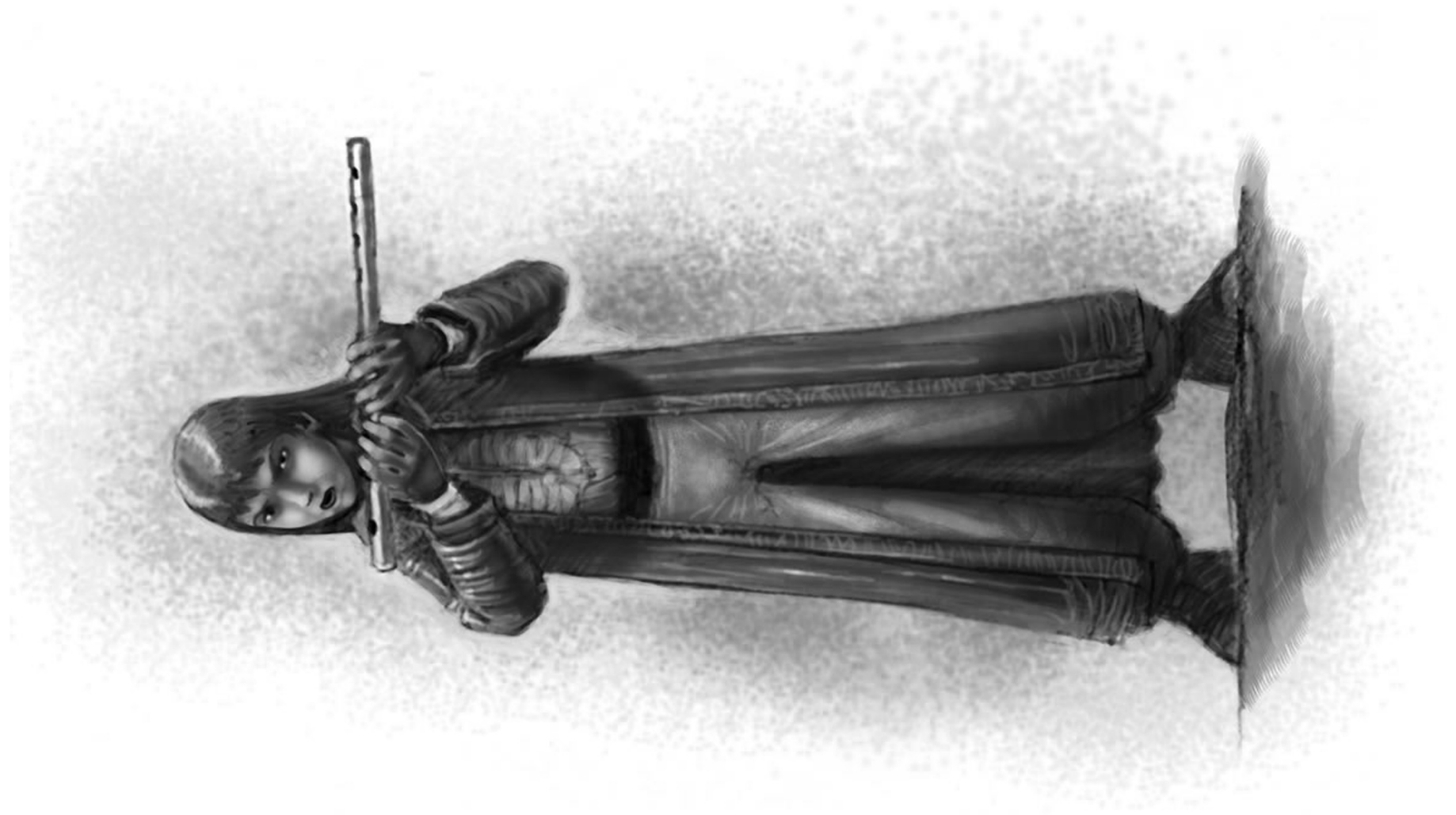












## APPENDIX D: GLOSSARY

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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



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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

**Glarias, the Moon Goddess:** A minor goddess worshipped in the lands surrounding the Fallen Duchy and revered there in its heyday. Glarias presides over the moon, so while she is not an evil goddess,

she uses shadow (and even darkness) as well as light as both tools and raiment. When she was captured and imprisoned by the Dragon Prince, her godly power was given to the Beast God.

**Glarias** is Chaotic Good. Her domains are Good, Knowledge, and Luck. Her favored weapon is mace. Pronounced "Glah-ree-as."

**Harrud:** Brother Harrud is the priest of Belestros in Brindenford. He is an opponent of the power structure of the town. For more information, see The Temple of Belestros.

**Hell coins:** Reddish-gold coins with faces of the tormented upon them, these perverse coins are minted by demons and devils and contain doomed souls. Worth 200 gp to a fiend, 10 gp to others (or 0 gp to those who find such things abhorrent). Also known as "hell money." See Area 205 for more.

**Iamon:** Ancient god who died in a divine war in the very earliest days of the world. His corpse fell to earth and is now buried deep below what is now Dragon's Delve. The ambient energies radiated by the corpse are the source of "chaos magic" that affects many sites in the dungeon. Pronounced "Ee-ay-mon."

**Iris Gellow:** High priestess of the temple of Vune. See the Temple of Vune for more information. Pronounced "Eye-ris Gell-oh."

**Jamissan:** Greatest of the Warrior Bards of the South, Jamissan is known to have found and created many unique magical items.

**Jarla Vreech:** Blackguard that has taken up residence in Terregaunt's Tower. Close

friend of Barzonym 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."

**Scrall:** 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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